

Resident Evil Zero FAQ/Walkthrough

by thanos rulzs

Updated to v1.8 on Sep 8, 2003

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*
*   Game Title: Resident Evil lj
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*   Console: GameCube
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*   Author: Thanos rulzs
*
*   18th Nov 2002
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*   Version 1.7
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Contents

1. Introduction
2. Legal notes
3. Game basics/necessities
4. Game walkthrough

5. Q & A
6. Item checklist
7. Contact Info
8. Diary list
9. Codes and secrets
10. Credits

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Version History

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Version 0.1 18th Nov 2002

Touch a bit of the walkthrough,not completely done in some areas of the FAQ,but will try to finish up soon.Although completed the game,haven't put pen to paper yet.

Version 0.2 25th Nov 2002

Completed Disc 1 walkthrough,updated a few sections of the FAQ.

Version 0.3 26th Nov 2002

75 % complete and halfway complete and trying to fix the status pic which looks horrible when converted to the gamefaqs.

Version 1.0 28th Nov 2002

Whole walkthrough complete.

Version 1.1 3rd DEc 2002

Corrected some mistakes and added some Q and A section questions

Version 1.2 13th Dec 2002

Added and made some changes,some new section is introduced like the diary list,item checklist and also the mini game checklist(but not walkthrough),but haven't touch any of them yet.Yes,I'm lazy:)

Version 1.3 20th Dec 2002

Done diary section, left one more file though, but the two other new sections not done yet. Updated a bit on some sections of the walkthrough.

Version 1.4 2nd Jan 2003

Finish item checklist, also added a small chemical canister guide, very small section, but I do stress the importance of that small section. I can't seem to find the last file in file 3, so any help would be gladly appreciated. Also updated the codes and secret section. That's about it and also some updates to the FAQ.

Version 1.5 28th Jan 2003

Small changes to the FAQ, remove the mini hunter checklist (no time to finish it) because I'm currently the hard mode walkthrough, any map drawings are welcome as some readers actually ask for maps, so I'm requesting to any reader to donate some maps to me. I'm willing to give credit where credit is due.

Version 1.6 17 Mar 2003

For this version, I will like to thank all readers who read this guide. I'm planning to do a NORMAL mode speed walkthrough so look out for it when the time comes. Anyway, I make only some minor changes and added a boss guide to this version. Also added some emailers suggestion also. Trying to correct some spelling mistakes.

Version 1.7 1st Aug 2003

Updated the guide, added ACSII (Crappy), updated legal info, added speed guide to the guide, or else nothing much to report. Anybody want to contribute anything like maps, leech hunter stuff are welcome. One more thing to say, the bat trick in the church DOES NOT WORK, so stop talking about it.

Version 1.8 8th September 2003

Updated the guide, recreating the basic sections of the guide, also redo the legal sections and the contact info section of the guide, or else nothing much to report, readers, feel free to donate maps and boss tactics, I need them so I appeal to you folks.

<*****-End Of Version History-*****>

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1. Introduction

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Hi, first of all, welcome to the guide. Take note that this game guide is for Resident Evil 1. It is an unofficial walkthrough guide as it is not associated with Brady or Prima or Cube solutions guide and I'm not involved with the company Capcom whatsoever and DO NOT email me about things associated with the company. The aim of the guide is very clear as the guide speaks for itself of what its purpose is.

The story starts in 1998, before the Spencer Estate, before Raccoon, before Sheena Island, before Rockfort Island. Several unusual murder cases had occurred

in Raccoon city, a suburb in the midwest. Gravelly, there are reports of flesh eating monsters attacking civilians' houses, so the S.T.A.R.S team are dispatched to the forest to find out what happens. The Bravo team were dispatched first and as they arrive to the scene, their helicopter got engine failure and experience and the nightmare begins here.

Finally, this game is a 1 player game with lots of action and strategy and puzzles to solve in order to move on and complete the game. It is made by Capcom and all credit to them for making great games like Street fighter, Mega man etc. Thanks for them for this great game and do look forward for more MS games!!:)

I still consider myself as a noob in writing FAQs so any constructive criticisms would be great and I hope you really enjoy this FAQ. Thank you in advance for reading again. And yeah, I prefer some peace and quiet at my email box, unless if you really need help, then email me.

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2. Legal Notes

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|Web masters Take note:|
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|Readers take note|
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Thank you :)

All characters and story plot is (c)opyright by Capcom PTD LTD.

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3. Game Basics and necessities

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This section is split into several parts for easy reading and do read the basic section before you start the game unless you play the Resident evil series before, so feel free to skip it if you want. It is advisable to read it since there some new changes introduce to this game.

Part 1: Controls

Control stick or pad: Controls the character movement

Up: Move forward

Down: Move backward

Right: Rotate right

Left: Rotate left

180 degree turn: Down + B button

Buttons:

L button: switch targets

R button: Hold up weapon

Z button: Open up map screen (or use inventory to open up map screen)

X button: Flip or switch between characters

Y button: Inventory/Status screen

A button: Action button, confirm selection, pick up items, shoot weapon (if R button is held)

B button: Cancel selection, run button (hold it with the direction of Control stick or pad)

C stick: Controls the other character (if both characters are together in the same room)

Start: Depending on whether you are in solo mode or team mode, affects the commands, eg: you are in team mode with a partner in the same room, pressing this command will result in character short talk, like 'let me handle it' which automatically switches to solo mode, good for speed players as you won't need to visit the status screen.

Part 2: Health tutorial

Health Guide

Injury condition (can be view in status screen by reading the electrocardiogram aka ECG):

Fine green: Your character is not injured

Caution Yellow: An injury state and needs a green herb to cure, normally just ignore this injury

Caution Orange: Take note of this injury because one more hit you will be in danger zone, cure it using two herbs or a mixture of green and Red herb.

Danger Red: Take note of this injury because one more damaging hit and you池 dead. Use triple green herb or a mixture of green and Red herb to cure this injury.

Poison purple: When your character痲 poisoned, heal with the blue herb immediately because the longer it drags on, the more serious injury like danger will appear after you cure yourself off the poison.

Note: When your character is in Caution zone, your character will use his/her arm over his/her other side of the shoulder, indicating an injury. When in danger zone, your character staggers and moves slowly to indicate it and cure him/her immediately.

Herb curing techniques

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General Herbs:\\
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Green herb: Cure a injure condition

Red herb: Does nothing but combining with green herb is its effectiveness

Blue Herb: Cures poison

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Herb combinations:\\
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Effective ones: |
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Green herb and Red herb: Cures character back to full health, but not poison

Triple Green herbs: Cures character back to full health, but not poison, same power as the green herb and red herb mixture

Green herb, Blue herb and Red herb as Super Herb: Not only Cures character back

to full health, but also cure poison. Best mixture among all the combination of herbs

First aid spray: Powerful, has the power of triple green herbs and the mixture of Red herb and Green herb. It cures the character back to full health, but not curing poison

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Non- Effective ones:|
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Blue herb and a green herb: Cures poison as well cure an injury condition

Two green herbs: Cure two state of injury condition

Red herb alone: Does not do anything but need to mix with green herb to maximize its power. In other words, it痴 a herb that enhance the power of the herbs

Note that only Rebecca can combine herbs, Billy can't but he can use the single green herb to cure his injury

Health Chart:

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|Herbs      | YC  |  OC  |  RD  |  PP  |  
|-----|  
|Green      | Yes |  NO  |  NO  |  NO  |  
|-----|  
|Red        | NO  |  NO  |  NO  |  NO  |  
|-----|  
|Blue       | NO  |  NO  |  NO  |  YES |  
|-----|  
|GreenX2    | Yes |  YES |  NO  |  NO  |  
|-----|  
|GreenX3    | Yes |  YES |  YES |  NO  |  
|-----|  
|First aid  | Yes |  YES |  YES |  NO  |  
|-----|  
|Green/Red  | Yes |  YES |  YES |  NO  |  
|-----|  
|Green/Red/Blue| Yes |  YES |  YES |  YES |  
|-----|  
|Green/Blue | YES |  NO  |  NO  |  YES |  
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Part 3: Basic tutorial

|PARTNER| |MAP| |FILE| |OPTION| |EXIT|

| | |-- ECG |
| | | \ |

Swaps to another partner

MAP

Opens up the maps you have collected

File

Opens files you have collected to read

Options

Opens up option like monitor tuning etc

Exit

Exit the status screen

Equipped

Refers to the weapon equip for each character

Personal

Refers to the character's free item space like lighter, only able to view the current selected character's personal item

When you select partner, there's a few options you will get:

Attack

The CPU will control your partner and help you engage in the battle (very good if you can't spot enemies due to camera angles as the CPU will shoot alerting you)

Idle

Your partner will not shoot, follows you wherever you go, good if you want to run pass enemies but the CPU friend wants to take down the enemy

Solo

Your partner will not follow (be warned, leave alone the CPU too long and he/she will radio for help)

Team

Your partner will follow you wherever you go

Inventory spaces

Each character has six spaces to have, refer to the pic to understand

There are also some new options:

Exchange

You will need to get two characters near each other, then select exchange swap items, when exchanging ammos, press L and R on your control pad to adjust around.

Leave

By selecting this, you will leave the item you want be left behind.

Some common options you will encounter:

Combine

Straightforward one, some items like the herbs need to be combine etc

Use

Use that particular item like herb or keys to unlock doors etc

Map and file

Speaks for itself, view them if you want and read the file you want.

Knowing the game well

Shotgun decap

One of the useful ways to save pistol ammo but with the expense of one shotgun ammo, but it must be with great accuracy. when a bunch of zombies come your way, wait for them to come near, aim the shotgun up and fire, it would at least decap the zombies near you and push the other zombies down.

Drop enemy, then knife/foot decap

Another very useful tactic and saves ammo, but you got to knock the zombie down first. Use handgun to drop them down first, if they get up, then it will not work, you need to make them crawl and be immobile and take down a knife and take a few swipes, be careful not to get bitten in the leg, but it does not matter, your character will use his/her karate feet technique and decap the zombies' head.

Make use of your own character

Yes, this tactic can be very useful, first of, if you can't view the enemy too well, stop where you are, your character head will turn to the direction if there is any zombie, similarly, any zombie who are acting dead, your head will look down

on the enemy instantly.

Use stronger weapons for more powerful enemies

Speaks for itself,save all the powerful weapons,ie shotgun,spas12, explosive arrows, grenade launcher etc for more powerful enemies,use arrows,handgun on normal enemies. It would save you a lot of trouble during boss encounters and help them beat them out faster.

Footsteps and noise

Yes,another easy alternative to spot whether there are any enemies around you or not. They give the enemy away,so turn your sound volume up,the zombies are the easiest to spot,they waddle and make a lot of noise,hunters,go for the run step noise with big heavy footsteps.Bandersnatches make a rubber like noise and give a heavier footsteps.

Evade enemies/conserve ammos

Run diagonally,zigzag,enemies are quite slow to react if you are fast.best if it's a boss,merry go round tactic from my RE^{II} guide is also useful.The zombies and dogs here are rather easy to evade,because most of the time they are staying put,which means no out stretch arms,even if they are walking,at times if they don't spot you,they also won't have outstretch arms allowing you to slip past them easily.Unequip your weapon,you move more faster.Hard to evade in this game as the hallways are tight in space and note one thing,if you plan to evade,put your partner on idle to run pass or else your cpu friend to clear the enemy,and need to help him/her out.

Use the inventory screen reload

Yes,if your character auto reload for themselves,you will be in deep trouble because you are exposing yourself to the enemy.Instead,go to the status screen and reload from there,it's faster and doesn't put your character to risk.

Manage your item space well

Even though you start of with 8 spaces,do not overload yourself,or else it's gonna bring you a lot of hassle.If you have no plans to use the item,dump it in the item box,don't bother stuffing yourself with too many items.

Cure asap if you're poison

This is a serious matter.If you are poisoned,find the blue herb asap because it ain't fun of the poison to drag on to damage your character even further,if your character is herb,they will hold their hand in the waist area,and if they are dying,they stagger.

Watch your character's health

If your character is seriously hurt,best is to view by the movement,during caution condition,your character put their left arms at the right chest,if they are dying,they stagger.So watch out and cure them asap.It best to always bring a health item with youin case you are hurt it can always save your skin,but do

not waste your herbs,cure only if your are around orange caution or dying and best is to mix herbs,don't use them as single herbs.Don't bother making super herbs,instead,seperate the blue herbs because you might be wasting the curing herbs you are well.

Stuck????

If you are stuck,read maps and files for help,if you run out of ammo,don't worry,there's always ways to progress and ceratin rooms you haven't visited,so go there and you might find yourself with some supplies of ammo.Also any mid level boxes that reach up to your waist,you can push them and also climb on them,many of this simple tactics can be found in the the manual itself. Remember,there's always a way out unless you tell me you are a total scrub.

Save the game only when you are full of ammo and peak of health

Yes,save the game only when you are full of ammo and peak of health.This will ensure survival and also in case you screw anything up,you can use this save to your advantage and do not save when you are doing badly in the game.How to save a game? Simple,first you need to spot a typewriter which can be found throughout the game,second,find the ink ribbon which is round like a wheel,use the ink ribbon to save the game,each save costs an ink ribbon though so take note of that and plan carefully.

Retreat/Back off when needed

When enemies are coming near you and you are on the offensive,don't be dumb and stand there and keep shooting,back off a bit so that there is some space between you and the enemy so that you won't get hit.If there are too many enemies,use the 180 degree turn and back off and retreat and regroup and take them down at some distance.

Know the game basics first

Yes,if you have not idea about this game,you will die faster than you know it,to know the basics,read the files player 1 and 2 are,learn the basics especially the maps,you can view them in my FAQ,use ctrl + F to find those files.

watch the health

Monitor your characters health carefully,the game end when one of them dies,so double the responsibility in this game,so do watch over the characters health,especially Rebecca because she has very low stamina.

Don't use herbs alone,combine them

If you plan to use them one by one,then you are wasting the drugs you have,in this game,only Rebecca is able to combine herbs,so gives all herbs to her to combine it,also use mix herbs if you are damage badly,or else you will be wasting herbs again be smart,use them in need.

Bring at least 2 mix herbs when you are moving around

One for Billy and one for Rebecca, the rest, try to leave them in the area with no enemies, pick them up later when you need them

Be smart

If you plan to let them do separate jobs, at least after they have done their jobs, 'park' them at a safe place so that you won't risk them from radioing for help where you either backtrack or swap to the character in need of help.

Use Billy in fights

Yes, Billy can take punishment better than anyone in the RE series, so take him in combat than Rebecca, his aiming is also better in some sense so in boss fights or anything, favor Billy over Rebecca.

Discard keys when prompt

Yup, discard those keys when not needed, there's no use for it and dump it aside to save your inventory space so that you can grab more goodies and stuff rather than a useless key.

Making sure that the enemy is dead

This is a very important factor to ensure survival, or else you will be wasting ammo all the way. To see all the enemies are dead or not, just when they are down, make sure there's a blood of blood coming out from them to ensure they are dead.

Saving the game

By grabbing the ink ribbon, just go to any typewriter and save provided your memory card has some blocks to spare. In case you can't identify the ink ribbon, it looks like a wheel and it's often found near the typewriter. Well, most ribbons are found near typewriter and it's also best to leave any ink ribbon after you save so that you can save some inventory space. Nice suggestion by ViStante, Glenn.

Chemical mixing canister guide

You will only need this in disc 2. But it's rather important in my view so I decided to create this small section.

Blue chemical + Red chemical = Sulphuric acid

Red chemical + Green chemical = Stripping agent

Red chemical + Green chemical + Green chemical = Red chemical *

Red chemical + Green chemical + Red chemical = Green Chemical *

Blue chemical + Red chemical + Red chemical = Blue chemical *

Blue chemical + Red chemical + Blue chemical = Red chemical *

Note: The stars shows that you accidentally added extra chemicals to mixed compound.To get it back,for example:
Red chemical + Green chemical + Green chemical = Red chemical,this way you have remove the stripping agent mixture,to get it back,just mixed the green chemical again.

Part 4: Character information

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Billy Ceon: +

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Age 26:

He's an ex marine sentenced to death for the murder of 23 people.On his way to execution,the van he was riding crash and he escaped and met up with Rebecca.One of the two controllable characters in the game.

Pros of Billy:

- Good stamina
- stronger of the two(meaning some puzzles will need him to solve)
- Better shooter as his chance of headshot with handgun is higher

Cons:

- Can't make herbs

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Rebecca Chambers:+

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Age:18

She's the rookie of the S.T.A.R.S team of the Bravo squad.She's gifted and sped through school and graduated from the age of 18. Trained as a medic,she's the only one trained in medicine field of the S.T.A.R.S team.One of the two controllable characters in the game.

Pros of Rebecca:

- The only one that can mix herbs

The cons:

- Poor stamina

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Albert Wesker: +

+++++

AGE: 38

He's the leader of the S.T.A.R.S team,can be known as the traitor of the team as he lets the Bravo team to the forest team knowing there is danger lurking and as no regard of their welfare.

+++++

William Birkin: +

+++++

AGE: 36

Brilliant scientist,also considered one of the top scientist in Umberella and quite ruthless in some ways.He stars in RE2,so those who play the game,know fully about him.But if you haven't played the game,pre order it as the game will be out sooner or later.

Part 5: Weapons

Personal items:

Lighter(Billy only): This is in his basic inventory but you can't use it till you find some fuel to make it work.Kind of stupid if you ask me,who wants a lighter that doesn't work from the start?

Inventory space: Free

Ammo storage per reload: NA

Medic kit:(Rebecca only):This is her personal item,with lots of empty syringes,containers that will prove useful in the game later.

Inventory space: Free

Ammo storage per reload: NA

Weapons found in the game:

Army Handgun: This is the handgun that Billy uses,it has 15 rounds before it is need to be reloaded.Yeah.can be modified so that the user of the gun can aim better.

Inventory space: 1

Ammo storage per reload: 15

S.T.A.R.S handgun: This is the custom handgun that Rebecca uses.Also have 15 rounds before it is needed to be reloaded.You will be quite familiar with this gun if you play the RE remake.

Inventory space: 1

Ammo storage per reload:15

Handgun parts: This parts is to be combine with the two other handgun to improve headshooting chances,found in the white case.Prefer to combine with Army handgun.

Inventory space: 1

Handgun ammo: Scattered throughout the game,those red boxes are the handgun ammo,usually have 15 or 30 ammo inside them,it is used to reload either the S.T.A.R.S handgun or Army Handgun.

Inventory space: 1

Hunting gun: Quite a powerful gun but I hate this gun as only can store two ammos at once and it reloading is irritating.You will pick this up in the train.

Inventory space: 2

Ammo storage per reload: 2

Shotgun: Quite a powerful gun,it is better to use it on more powerful enemies like the monkeys,leech zombies.Can store up to 7 rounds worth of ammo before it is needed to be reloaded.Can be use to headshot zombies by aim up at close range and shoot to kill it.

Inventory space: 2

Ammo storage per reload: 7

Shotgun ammo: Those green big rectangular boxes are the ones that can reload the hunting gun or the shotgun, comes with 7 extra ammo each time you pick it up.

Inventory space: 1

Gas plus bottles (Molotiv cocktail): When you mix them, there will be some fire in the bottle, so it's quite cool to throw bottles at enemies and burn them and I just to hear the breaking of the bottles. It might be useful against Zombie leeches as Zombie leeches seem to be afraid of fire type of ammos. :) One thing to take note of, be sure to throw at the enemy bodies for effective damage especially the leech zombies or else you will end up wasting it.

Inventory space: 1 (if you combine them)

Ammo storage per reload: 3

Grenade launcher: Powerful artillery, have different types of rounds to get flame, acid and grenade rounds.

Inventory space: 2

Ammo storage per reload: Depends on round ammos

Flame rounds: If you ask me, this is my favourite round, why? This ammo is extremely useful against those Zombie leeches. Yeah those irritating ass. Save this baby for these enemies because among all the different types of rounds, this is one strong one. Best of all, you kill Zombie leeches (about two shots) fast and they won't explode!! It also burns zombies when you shoot at them, a cool way to let them die.

Inventory space: 1

Acid rounds: Quite powerful, very useful against strong enemies like the hunters (one shot), monkeys (but not Zombie leeches, although it takes lesser rounds than grenade, but the Zombie leeches can still explode) etc. A 'hiss' is heard when you nail an enemy.

Inventory space: 1

Ammo storage per reload: Depends on round ammos

Grenade rounds: If you ask me, this is the weakest among the three types of rounds. But it's still okay in terms of damaging powerful enemies, but use it on bosses or hunters or monkeys (but don't waste them on zombies) since the other rounds have their own uses against other types of enemies.

Inventory space: 1

Ammo storage per reload: Depends on round ammos

Knives: They are two different types of knives in the game, one it with Billy as starting item, the other can be found later in the train encounter. Good for RE experts or speed experts as it saves ammo and time. I can tell you it's fully possible for speed as running past zombies, kniving tyrants and leech zombies (for experts).

Inventory space: 1

Ammo storage per reload: NA

Magnum: Well, what can I say? A standard powerful arsenal weapon that is one of the most powerful weapons in the game. Although you find it late in the game, use it on the final last two bosses, its ammo is also rare so save them and fully utilise it on the bosses I mention. Don't bother using it on the zombies, hunters, frogs though.

Inventory space: 1

Ammo storage per reload: 8

Magnum ammo: Found later in the game (in the mansion onwards), very scarcely

found in the game if you ask me.Those blue squarish boxes are the magnum round ammos and usually come in 7 rounds.Can reload both magnum as well as the Barrel magnum(if you unlock it).

Inventory space: 1

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Weapons that need to be unlocked:|
+++++ _____ +++++++

Submachine gun: Well,you will need to unlock this weapon first(refer to cheats section),powerful against hunters,zombie leeches(though they will explode,but take down real fast),has ammo of 100% and decrease as you keep firing.A fully automatic weapon which is good when taking down dozens of zombies or powerful creatures like the hunters.

Inventory space: 2

Ammo storage per reload:100%

Submachine gun ammo: Scattered throughout the game after you unlock it in the mini leech hunter game,those curve shaped black ammo are the ones that reload the Submachine gun.Usually comes in 50%.

Inventory space: 1

Barrel magnum: Believe to be more powerful than the magnum in the game,it also needs to be unlocked by playing the leech hunter mini game.Very powerful arsneal in the game which is also present in the easy mode unlike the Submachine gun and rocket launcher that is only present in normal and hard mode.Is a definite head shooter when it comes to zombies.It can be found early in the game in the train compartment 3 in the bedroom(refer to FAQ)

Inventory space: 1

Rocket launcher: The most powerful weapon in this game,you will need to unlock this weapon first(refer to cheats section),effective against all enemies even the bosses.

Inventory space: 2

Part 6: Enemy list

Zombies

This is the basic enemy you will encounter. Just avoid their outstretch arms. If not they will grab you and bite you for damage. Use handgun to take them down or use the tactic of kniving them at the back while your partner shooting them at the front.Quentin Brown suggests Pump the legs off and let the zombie bite your shin. you'll struggle and smash his head open no problem.Headshooting is a fast kill but is more on luck.For normal or hard difficulties,it is preferred just to drop them or avoid them wherever neccessary.There are some special zombies.

- Conductor zombie: This zombie can follow you through doors so it's best to just kill it.

- Naked zombie and Chef zombie(one in the fridge in the train): They are hard to kill,take a lot of ammo just to kill them.But they are just like normal zombies with bascially the same attack.

Sleepers

They are the zombies faking dead.Be near them and they will grab you and damage you.Just mash the buttons so that your character will squash it's head.Use

knife and be near it, don't get too close or it will bite you, take some swipes to save some precious ammo or just pump some handgun ammo if you want.

Cerberus

These zombie dogs are rather fast and their attacks are pretty straightforward; they will either bite your hand and you will need to mash your controller's buttons to get them off or they will jump at you to hit you.

Leeches

They just stick at you but won't be much of a damage though. Just mash your controller's buttons to get them off. Normally will appear after you destroy the leech zombies, doesn't damage much but just avoid it whenever possible. But most of the time, you will step on it and squash it. In any words, don't bother to damage it. Reminds me of the ants in RECV where they are fated to be squashed, but they do slow you down though.

Monkeys (Baboons, the one with red ass aka Eliminator)

They are as fast as Cerberus and they also have the ability to climb up like the Chimeras in the RE remake. Their attacks are jumping onto you and biting you or hitting you with their arms (very fast attacks if you are trapped). Usually come in bunches and believe very irritating creatures. Very powerful so it's best to use better arsenal of weapons to take them down at your disposal. You will grow to hate those guys as they are deadly in bunches and are small so shooting up will not damage it, you need to aim down to nail it.

Zombie leeches (Humanoid Leech)

They are hard to take down man. You will need to destroy them into pieces before they die and become small leeches. Their hand can be stretch just like the Bandersnatch in RE:CV and they cause lots of damage. So either equip with powerful arsenal or just avoid them. Before they are totally destroyed (with legs left), they will form a big lump and explode so do not be near it or you will take damage. They also grab you and try to damage you and struggle if they grab you. At times, they break their green skin color which kills them faster by using flame like arsenal. You can also make use of that small amount of time to try to run past it as fire ammos will only effectively kill it.

Spiders

They will either barge at you or spit poison at you to poison your character. But when it dies, there will not be a pool of poison when it dies unlike in RE remake and it thankfully is not as tough as RE:CV as the spiders there can grab and bite the hell out of you. But it still tough so use powerful arsenal to take it down. Be careful of their poisons, it's a hassle to get poison in this game.

Crows

They do not damage much, but they hinder your movement by constantly pecking you. But just try to run past them to save ammo and time. These are the enemies that ain't worth to waste ammo with.

Frogs (Lurkers)

This enemy will appear in the final part of the game. Quite dangerous by the fact that when it stick up its tongue and grab it's prey and drag it slowly towards. If you fail to stop it, it will swallow you up no matter how fine you condition is? Best bet is use shotgun to kill it. I know that this enemy sucks, because if you are caught, you can't swap characters, and your CPU dummy will not do anything and let you die.

Insect (Plague crawlers)

They are insects that crawl and their attacks are barging you or pinning you down on to the ground and try to damage you. They also swipe you and it sure can conjure up some decent damage or be careful but it's best to kill or to run pass it. Use shotgun for effective killing or just use handgun, running around while damaging it. Running away is easy but it usually come in numbers. They are also easily detected from far as they make noises, letting you know it's near by.

Hunters

They are like the ones in the RE remake. They can down slash you, jump up with a slash, or pin you down and try to kill you. Very fast and damaging enemies, use shotgun, grenade launcher with acid rounds for effective damage. But they are quite slow in turning direction so make it to your advantage. They are able to duck shots by moving low and attack. One thing about using shotgun, once you drop it, wait for a while. Change position and shoot it down as it gets up fast and give a low attack fast if you remain still.

Boss encounters:

From the train:

Boss: Scorpion

You will need to always damage the head to defeat it. When it covers it's head, run away from it as it prepares to attack as you can't damage the head as it covered it up. Use handgun first to damage it (about 10 ammo). Then change to hunting gun and reloading it in the inventory space until you kill it. If you are hurt badly, use the first aid spray and the green herb you left on the floor. After that grab the panel opener and dump the empty hunting gun and head back to Conductor's room.

Recommended weapons: Handgun, hunting gun

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From military training facility:

Boss: Hugh insect (Centurion)

It will grab Rebecca, so load up the grenade launcher and pump all rounds at it when it is upright, it should let go of Rebecca temporarily. Let throw two cocktails at it and load up the hunting gun. If Billy is hurt, just grab the micx herb and cure yourself. When it's crawling, just don't get near it as it's sharp pinches body can hurt you but pump about a few hunting gun ammo, it should be defeated.

Recommended weapons: Hunting gun,grenade rounds,cocktails

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From the church:

Boss: Bat

The boss just fly arounds high,making it a difficult target,it can hurt you like barging at you or grabbing you,lift you up and dropping you.Ouch!Use up your remaining acid rounds first.Then load up your shotgun and shoot run shoot,shoot if you can nail it or you'll be wasting ammo.After a few shots,smaller bats will appear but concentrate on the big one and sooner or later you will kill it.Use the herb if you are injured.

Recommended weapons: Shotgun,acid round

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From the Factory:

Boss: Tyrant 1st fight

This boss is quite easy,when it intends to attack,it will crouch down and head full speed at you.Just run by it's shorter arm and pump the boss full of shotgun shells.nother trick can be possible is the merry - go - round trick.First pump is once with shotgun,run around it,wait for it to turn,then run round again,then get close to pump or to knife,then wait for it to turn towards you.Then repeat.Very effective method as the tyrant seems to have trouble turning around.But remember always run round at it's weaker hand in case you miscue your timing at running so that you won't get whack.Use the merry go round method,it's easier to take down the tyrant.Use the magnum if you run out of shotgun ammo(you shouldn't be out of ammo,it's enough).

Recommended weapons: Shotgun,magnum

Boss: Tyrant(2nd fight)

Run towards it and see the door I tell you not to enter.This boss is quite easy,when it intends to attack,it will crouch down and head full speed at you.Just run by it's shorter arm and pump the boss full of shotgun shells.nother trick can be possible is the merry - go - round trick.First pump is once with shotgun,run around it,wait for it to turn,then run round again,then get close to pump or to knife,then wait for it to turn towards you.Then repeat.Very effective method as the tyrant seems to have trouble turning around.But remember always run round at it's weaker hand in case you miscue your timing at running so that you won't get whack.Use the merry go round method,it's easier to take down the tyrant.Use the magnum if you run out of shotgun ammo(you shouldn't be out of ammo,it's enough).Enter the door only if you are hurt(for two green herbs for curing),although the corridor is small,but is still possible to play the merry-go-round tactic.You shotgun should barely have ammo.

Recommended weapons: Shotgun,magnum

Boss: Leech infected Marcus

Just damage this creature with all your ammo, run or retreat if needed, don't let it hit you or grab you and you will do fine. If your grenade launcher runs out, use the shotgun with Rebecca, while Billy take care with the magnum, after a while, this boss will lay down defeated and you will see two shining objects: Two Shaft keys. Feel free to explore around to find some magnum ammo and then use the keys on the double doors, remember to put them correctly as these keys have different holes for it to put in. Dump the grenade launcher. Then enter the double doors. The characters might be hurt, so use the curing item for each character.

Recommended weapons: Shotgun, grenade launcher, magnum

Final boss: Leech Queen

Let your characters pump all the ammo at it. If Rebecca get hurt, cure her. Or else just keep pumping the Queen with ammo until you see a cutscene. If Billy run out of magnum, use handgun, if Rebecca runs out of grenade rounds, use shotgun. The first form should be defeated fast.

(Billy)

Rebecca will be turning the valves while Billy uses his err... "Charm" to charm the Queen. Your objective is to protect Rebecca at all costs by pumping the queen with lead. Start with the handgun first to distract it. Keep distracting it with your handgun. It may run you down, as a result, you may not see yourself. After Rebecca turn the first valve, let Rebecca escape first, then lure the queen towards the first turned valve handle, because this allows a free path for Rebecca to move to the 2nd, 3rd, and final valve. You may want it to rush attack Billy, which might hurt him by distancing Billy from the queen to force it to rush towards you, but Billy will fly to the ground take some time before he gets up, thus allowing Rebecca enough time to turn the valves (Look out for Billy's health also). If Rebecca is damage badly, go to the inventory screen, select change, if she has herbs, just use it to cure her. Each time Rebecca turn one of the valve, the queen will turn towards her so use the handgun to distract to gain her attention and try to let the queen tackle attack you for Rebecca to turn the valves. After Rebecca turn the four valves, sit back and watch the ending and make yourself feel proud as you have completed the hard mode game!!! Hurray!!!!!! Play again to unlock the hidden guns and play the leech hunter mini game to unlock all possible secrets. Remember to save your game clear file or your efforts gonna be wasted. Have a nice day, over and out. :)

Recommended weapons: Shotgun, grenade launcher, magnum, handgun

Speed guide boss tactics:

Boss: Scorpion

The boss is quite easy. Just run and be near it and shoot down with the magnum at the head (should be enough to kill it if you don't shoot blindly) and then retreat and repeat until it's dead. If you are far away from it, it will dash towards you in attempt to damage you., so keep a distance from it. It will only attack you when you are near it and it's pincers will rise and hit you to the end of the room but Billy can withstand the damage. After you kill it, and move on and grab the Panel opener and head down to the ladder to the Conductor's room. But note that once you stun it, it has some recovery time so wait for a while, before getting the offensive attack again.

Boss: Hugh insect (Centuration)

The boss will grab Rebecca. So you will control as Billy. Load up the magnum and

pump it full of lead while running around. After a while it will drop and Rebecca will be save and return as normal. Then head back down the stairs and go to the speech room. Try not to go by it's path when it is crawling, the fillers in the body will damage, instead, damage it when it is upright where it reveals it's toroso, ain't nice to get damage and hurry up and whip the sub boss up before Rebecca gets hurt.

Boss: Bat

The boss just fly arounds high, making it a difficult target, it can hurt you like barging at you or grabbing you, lift you up and dropping you. Ouch! Just load up your magnum and shoot run shoot, shoot if you can nail it or you'll be wasting ammo. After a few shots, smaller bats will appear but concentrate on the big one and sooner or later you will kill it. Try not to be grab by it. Keep running, when you see it slow down or pause, unleash the magnum. The little bats hurt also, especially at higher difficulty levels, so kill the boss as fast as possible.

Boss: Tyrant

Method 1

This boss is quite easy, when it intends to attack, it will crouch down and head full speed at you. Just run by it's shorter arm and pump the boss full of shotgun shells. Or if you are feeling a bit cocky, use the knife, wait for it to attack, dodge and knife. But don't attack at his face as it will damage you. Whatever you do, after a while, it will drop in defeat. Grab the grenade laucher. And head into the lift and ride up to level 4. Note that once it is hit by a powerful weapon, it will crouch, so pause a while and let it get upright because when it crouches, it won't get damage, instead, it will expose you because of shooting recovery time.

Method 2

Another trick can be possible is the merry - go - round trick. First pump is once with shotgun, run around it, wait for it to turn, then run round again, then get close to pump or to knife, then wait for it to turn towards you. Then repeat. Very effective method as the tyrant seems to have trouble turning around. But remember always run round at it's weaker hand in case you miscue your timing at running so that you won't get whack. And what's more, this is the most easiest method by far I can think of without risking getting hit even once, even using knife it also works!! Note that once it is hit by a powerful weapon, it will crouch, so pause a while and let it get upright because when it crouches, it won't get damage, instead, it will expose you because of shooting recovery time.

Boss: Tyrant (again)

This time you have Billy to help. Let him waste all his magnum ammo while you pump away with the magnum (Dual magnum power!!). Retreat if it gets nearer. If you are cocky again, run past the tyrant (don't get hit), with Billy at front, you at the back, you can knife him everytime if have the chance. If it focuses on you, just run away as Rebecca has poor stamina. After it's defeated (for good), move on to the end, flip the switch and head up the ladder. Leave Billy here if you have both of them here. Note that once it is hit by a powerful weapon, it will crouch, so pause a while and let it get upright because when it crouches, it won't get damage, instead, it will expose you because of shooting recovery time.

Single player fight:

Run towards it and see the door I tell you not to enter. This boss is quite easy, when it intends to attack, it will crouch down and head full speed at you. Another trick can be possible is the merry-go-round trick. First pump is once with shotgun, run around it, wait for it to turn, then run round again, then get close to pump or to knife, then wait for it to turn towards you. Then repeat. Very effective method as the tyrant seems to have trouble turning around. But remember always run round at its weaker hand in case you miscue your timing at running so that you won't get whacked. Use the merry-go-round method, it's easier to take down the tyrant. Use the magnum if you run out of shotgun ammo (you shouldn't be out of ammo, it's enough). Enter the door only if you are hurt (for two green herbs for curing), although the corridor is small, but is still possible to play the merry-go-round tactic. Note that once it is hit by a powerful weapon, it will crouch, so pause a while and let it get upright because when it crouches, it won't get damage, instead, it will expose you because of shooting recovery time.

Boss: Leech infected Marcus

Just damage this creature with all your ammo, run or retreat if needed, don't let it hit you or grab you and you will do fine, don't worry, you have dual magnum power to pound the boss to dust. After shooting for a while, the boss will mutate further and will try to grab a character. But don't worry, your magnum will take it down fast and stun the boss into releasing your team mate. This boss will lay down defeated and you will see two shining objects: Two Shaft keys. Feel free to explore around to find some magnum ammo and then use the keys on the double doors, remember to put them correctly as these keys have different holes for it to put in. Dump the grenade launcher.

===Part 1===

Let your characters pump all the magnum ammo at it. If Rebecca gets hurt, cure her. Or else just keep pumping the Queen with ammo until you see a cutscene. The match should end fast, as you are using dual magnum power. It will try to damage you with the acid it releases, but doesn't damage. Bottomline it not let it hit you.

====Part 2====

Rebecca will be turning the valves while Billy uses his err... "Charm" to charm the Queen. Your objective is to protect Rebecca at all costs by pumping the queen with lead. Keep distracting it with your magnum. It may run you down, as a result, you may not see yourself. After Rebecca turns the first valve, let Rebecca escape first, then lure

the queen towards the first turned valve handle, because this allows a free path for Rebecca to move to the 2nd, 3rd, and final valve. You may want it to rush attack Billy, which might hurt him by distancing Billy from the queen to force it to rush towards you, but Billy will fly to the ground take some time before he gets up, thus allowing Rebecca enough time to turn the valves (Look out for Billy's health also). If Rebecca is damaged badly, go to the inventory screen, select change, if she has herbs, just use it to cure her. Each time Rebecca turns one of the valves, the queen will turn towards her so use the magnum to distract to gain her attention and try to let the queen tackle attack you for Rebecca to turn the valves. After Rebecca turns the four valves, sit back and watch the ending to unlock rocket launcher and submachine gun if you haven't.

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4. Game Walkthrough

There are three difficulty levels to choose:

- Easy(Blue save) = For those who are new to the RE games,lots of items like herbs,ammos and the zombies are lesser and easier to kill
- Normal(White save) = For RE old timers, few ammos and herbs,generally more tougher than easy mode
- Hard(pink save) = For those who are familiar to the game,ammos and health are scarce and you get hurt easily

Legend:

- (o)= optional rooms
- (Billy and Rebecca)= Mode is set as Team
- (Billy) or (Rebecca)= Mode is set as Solo
- (+) = section can be skip

Note: For the brackets like (Billy),feel free to replace with Rebecca if you want;but those with eg; (*Billy*),do not replace with the other character as the game puzzle needs that character to solve.

After a cool FMV sequence,you will start out as Rebecca.

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Part 1: The Train Encounter

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Mission: Get train key

Train compartment 1: (Rebecca)

Turn to the left and enter the door.

Train compartment 2: (Rebecca)

The stairs next to you upper level train room,don't bother to go there,to the right is a window where you need the hookshot later.Just go forward to trigger a FMV.After the FMV, kill all the zombies to trigger another FMV.If you don't want the FMV,just kill the zombie behind and enter Train compartment 3. Then move to the end of the room and enter the door.

Train compartment 3: (Rebecca)

Move on and see two doors. Enter the one near you.

Bedroom(o): (Rebecca)

You will see a dead person here and some handgun ammo and first aid spray as well as a file. Then leave this room.

Train compartment 3: (Rebecca)

Go into the door next to the bedroom.

Save room(o): (Rebecca)

There's a typewriter here and ink ribbon here together with some handgun ammo and green herb. Grab the ammo then leave this room.

Train compartment 3: (Rebecca)

Go to the end of the area and see a corpse. Examine it to get the train key. Then have a FMV with Billy. Then backtrack and see your fellow S.T.A.R.S member Edward bursting through the window. Kill the Cerberus and backtrack to where you came from and see another Cerberus breaking through the glass and kill it. If you bother to search Edward's body, there's handgun ammo there. Then go back to Train compartment 1. Note I might be brief here, so you may want to kill the zombies you encounter in any compartment.

Mission: Get train key(conductor's room)

Train compartment 1: (Rebecca)

Go to the end of the area and use the key and discard it and enter the door.

Dining area: (Rebecca)

You will have a short FMV with Billy. Then barrel up the stairs and see another FMV. Then shoot the zombie till you see another FMV or if you want to save ammo, just attempt to barrel down the stairs and the zombie will die and see a cutscene and now you will be able to have two characters at your disposal. Then head to the where the zombie died and head up the ladder. Thanks to JediPikachul for the alternative way to beat the zombie info.

Train rooftop: (Billy and Rebecca)

Move to the end of the roof top and fix the main cable.Which character will fall into the hole pending which character fixes the cable.It is preferred to be Rebecca and assume as Rebecca.

Small room: (Rebecca)

Grab the handgun ammo and the train key.Then place the key in the service lift and send it up.Then flip to Billy.

Train rooftop: (Billy)

Then backtrack and head back down the ladder.

Mission: Get the ice pick

Dining area: (Billy)

Head down the stairs and past the flipping door(beside the stairs) and make a u-turn and you will see a service lift.Grab the Train key and head back to the Train compartment 3.

Train compartment 3: (Billy)

Use the key on the door near Edward's body and discard the key and enter the door.

Conductor's room: (Billy)

Grab the bag in the cardboard and ignore the green and red herbs.Instead flip the switch near the door to reveal a ladder.Then head up the ladder.

Pub area: (Billy)

I name this pub area as there are bottles around here. Very hugh room but anyway,go to the end of the area and head through the door. Remember to leave the bag before you enter the door.

Upper level train room: (Billy)

Get the ice pick in the pile on the cart near the door and move on and enter another door.There are herbs here to get but ignore because of limited space in your inventory.If you are Rebecca,feel free to combine herbs but leave them as space is a bit tight.Note that grabbing the ice pick is an event triggering

event,if you don't grab it you won't face the boss Scorpion.

Upper level bedroom: (Billy)

Grab the hunting gun plus ammo in this room and exit and head back to the pub area.

Pub area: (Billy)

Backtrack and see a FMV and meet a boss; Scorpion.

Boss: Scorpion

The boss is quite easy.Just run and be near it and shoot down with the hunting gun at the head(should be enough to kill it if you don't shoot blindly) and then retreat and repeat until it's dead.If you are far away from it,it will dash towards you in attempt to damage you.It will only attack you when you are near it and it's pincers will rise and hit you to the end of the room but Billy can withstand the damage. You can also knife it if you want but hunting gun kills much faster.After you kill it,leave the knife behind and grab the bag and move on and grab the Panel opener and head down to the ladder to the Conductor's room. You may want to leave the hunting gun for space.

Conductor's room: (Billy)

Head back to the Dining area.

Dining area: (Billy)

In the dining area,past the flipping door and use the Panel opener near the door which is lock but do not crawl through yet.Instead,go to the service lift and transport the Ice pick. Then flip back to Rebecca.

Small room: (Rebecca)

Grab the ICE pick in the service lift and use it on the door and exit it.

Mission: Get Blue key card

Dining area: (Rebecca)

You will find yourself at the area where you kill the tough zombie earlier.This time,there are some zombies here to take down,but if you don't wish to waste ammo,head down the stairs to meet up with Billy. Then go into the gap you opened with the Panel opener and crawl into it.

Pet compartment area: (Billy and Rebecca)

The Cerberuses will come out of the cage and kill them. Then move on and grab the gold ring at the end near the cage and use it on the bag. Then enter the door you see. There's a GAS here if you want to grab it.

Outside the Train: (Billy and Rebecca)

(Billy)

Since, space in inventory space is tight, therefore, let Rebecca get the hookshot. Then have Billy flip on the switch, then flip to Rebecca.

(Rebecca)

Take the hookshot from the lock.

(Billy and Rebecca)

Then exit this place.

Pet compartment area: (Billy and Rebecca)

Go and unlock the door near the area where you crawl to this place so that you won't need to crawl again and exit this room.

Dining area: (Billy and Rebecca)

Move past the fridge and a zombie will come out kill it and see a bottle in the fridge. If you have the gas from the pet compartment room, you can combine with the bottle and head back to Train compartment 2.

Train compartment 2: (Billy and Rebecca)

Use the hookshot on the right window with Rebecca since she's got the Hookshot. And let Rebecca have the bag you got from the conductor's room earlier.

Train roof: (Rebecca)

Move straight and enter the gap you see.

Cabin: (Rebecca)

Kill the zombie and grab the ring jewelry box. Examine it to get the silver ring and use it on the bag to get the blue keycard. There's a knife here but leave it as inventory space is kind of tight here.

Then exit this room.

Upper level train room: (Rebecca)

Move to the left and down the stairs to meet up with Billy.

Train compartment 2: (Billy and Rebecca)

Head to train compartment 3.

Train compartment 3: (Billy and Rebecca)

Then go to the end where the dead corpse is and use the keycard on the console and discard the keycard. Then enter the lock door to view a cutscene.

Mission: Stop the Train

Train hallway: (Billy and Rebecca)

Move past the Umbrella agents corpses and go through the door you see.

Train control room: (Billy and Rebecca)

View a cutscene and elect Billy because he can take damage from zombies to go to the end of the train. Grab the magnetic card and some handgun ammo if you want and exit this room.

Train hallway: (Billy)

Run past the Umbrella zombies that rise up and go back to the Train compartment 3.

Train compartment 3: (Billy)

You will see that the corpse and Edward's corpse are gone. Move on and drop the zombie and go back to Train compartment 2.

Train compartment 2: (Billy)

Drop the zombies or kill them or let them bundle up together and then let one grab you and struggle so that you can knock them all down at once, then go to the train compartment 1.

Train compartment 1: (Billy)

Here you will encounter the S.T.A.R.S member zombie Edward.If you are Rebecca,an extra FMV will be seen.Otherwise,just drop him or run pass him and go to the dining area.

Dining area: (Billy)

Go past the sliding door and go to the pet compartment area.

Pet compartment area: (Billy)

Then go to the door where you got the gold ring to outside the train.

Outside the Train: (Billy)

Use the key card to the left where you got the hookshot and use the magnetic card and prepare to solve the puzzle.

Puzzle: They will give you a number like 81 and from numbers 1 to 9,you will need to add them up using 10 combinations of numbers. The number I got is 81,so I input the numbers 9,9,9,9,9,9,9,9,5,4.

After you solve the puzzle,view a cutscene and control as Rebecca.

Train control room:(Rebecca)

You will need to solve the same puzzle and I got the number 67,so input 9,9,9,9,9,9,9,2,1,1.After you solve the puzzle, you will view a cutscene.

There's another possible number which is 36.So input numbers:4,4,4,4,4,4,4,4,2,2.

Trainwreck: (Billy and Rebecca)

Kill the zombies you see and all the items you left behind.Let me stress one thing:The items you grab and leave behind will be there,not the items you didn't pick up will NOT appear. Take the hunting gun(a must) and the Hookshot(a must) you left behind and roam around past a small hall and enter the door.If you leave them out especially the Hookshot,you will be in trouble and need to backtrack to grab it as you need it later in the game.

Water tunnel: (Billy and Rebecca)

Follow the path and eventually you will need head up a ladder.

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Mission: Get the crank handle

Mansion main room: (Billy and Rebecca)

You will find yourself here once you climb up the ladder(after the short FMV).To the right as a typewriter as some herbs.Leave your hookshot near the typewriter,then barrel up the stairs,and head up to the left stairs and enter the door you see. I might be brief here,so grab all the ammo you encounter if you want.

Dark room: (Billy and Rebecca)

Grab the crank handle and get the hell out of here.Don't mess around with the crows.

Mission: Get the fire key

Mansion main room: (Billy and Rebecca)

Then move on and enter the double doors with the statue in front of it.If you bother to check the statue,it will say something like 'when Good and evil is balance,a door will be reveal'.

Speech room: (Billy and Rebecca)

To the right as a typewriter(again),but head left and enter the first door you see.Grab the note on the tables if you want.

Hallway: (Billy and Rebecca)

Kill the zombies and enter the door you see first.If you travel further,there's a door which is red and requires a Red/fire key(hint,hint).

Book room: (Billy and Rebecca)

Grab the microfilm A,feel free to explore around,you will see a painting a man with a lited candle and a door then as a candle near it.For it to open,you will need to light up,but Billy does not have fuel for now so go to end of the room where you see a lift.You might want to let Rebecca have the hunting gun and 7 extra ammo.

(*Rebecca*)

Let Rebecca be near the lift.

(*Billy*)

Use the handle on the small gap and Rebecca will travel up to the top.

Clock room: (*Rebecca*)

Use the hunting gun to kill the insects and grab the shotgun ammo and leave this room.

Crow yard: (*Rebecca*)

Run past the crows and go to the end and enter the door.

Chain room: (*Rebecca*)

Run straight and turn left when you see a flight of steps and head down the stairs and enter the door near the stairs.

Mess room: (*Rebecca*)

Kill the insects with the hunting gun and grab the white statue, grenade launcher. There's a blue door here and it needs a water key which you will need later (hint, hint)

Chain room: (*Rebecca*)

Go to the end and unlock the door. Then flip to Billy.

Book room: (*Billy*)

Exit this room.

Hallway: (Billy)

Kill the zombie and head back to the speech room.

Speech room: (Billy)

Leave this place and back to the mansion main room.

Mansion main room: (Billy)

Barrel down the stairs and head left and head through the double door(near the typewriter).

Dining room: (Billy)

Kill the zombies and there's also a Red door here, but move on and enter the door near the dead corpse in the sitting position.

2 way Corridor: (Billy)

Head left and enter the door. To the right is the steam room so take note of that.

Very dark room: (Billy)

Kill all the zombies you encounter and roam around and grab the shotgun, also grab the black statue also. There's a GAS here but leave it then head up the ladder you see. Also grab the black statue also or backtrack to the mansion main room. But it is assumed you are climbing up the ladder.

Balcony: (Billy)

Kill all the zombies you see and move on and see some herbs. There's a double door here but you can't enter but take note of that. Anyway, head to the end and unlock the door and exit it.

Speech room: (Billy)

You will find yourself back here near the knights double doors. Go to the mansion main room. Leave the black statue near the statue in front of you. Head left and enter the door you see, not the other white door with the clock engraved with it.

Cage room: (Billy and Rebecca)

You are reunited with Rebecca. Go up the stairs.

(*Billy*)

Let Billy unwind the chains.

(*Rebecca*)

Go down the ladder and grab the fire key.

Boss: Hugh insect

The boss will grab Rebecca. So you will control as Billy. Load up the shotgun and

pump it full of lead or use cocktail or grenade rounds while running around. After a while it will drop and Rebecca will be safe and return as normal. Then head back down the stairs and go to the speech room. (you may want to leave the white statue in front of the statue in front of the speech room together with the black statue).

Mission: Have the book of evil and book of Good

Speech Room: (Billy and Rebecca)

Go to the hallway.

Hallway: (Billy and Rebecca)

Go to the end of the hallway and use the fire key on the red door. Enter.

Fire key room 1: (Billy and Rebecca)

You will see a crate here, just push the crate to the deer head which the top has a shining iron needle and grab the iron needle and let Rebecca have it. Light up the place by flipping the red switch on. Then head back to the mansion main room.

Mansion main room: (Billy and Rebecca)

Split them up. Bring Rebecca to the cage room while have Billy (fire key with Billy) be brought to the dining room.

Dining room: (Billy)

Like I say earlier, use the key on the Red door you see and discard when prompt and enter the door.

Kitchen: (Billy)

Here, grab the lighter fuel and combine it with the lighter and head back to the book room.

Book room: (Billy)

Light up the candle near the painting I say earlier and enter the door.

Small library: (Billy)

Kill the zombies,grab the grenade rounds if you want or else,head up a small platform and see a bookcase that need to be push,push it to the right to get the book of good and examine it to get a pair of wings.Then head back to the mansion main room.When you examine it,rotate the book till you can see pages:

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Cage room: (Rebecca)

Head to the clock room.

Clock room: (Rebecca)

Use the iron needle here and adjust it to 8:15 by using the hour hand turn it left four times and the minute hand turning it 3 times.Press ok and see two doors being unlock and head back to the mansion main room.

Mansion main room: (Rebecca)

Enter the white door to the left the moment Rebecca enter this room.

Clock room 1: (Rebecca)

Kill all the zombies here,grab the shotgun ammo and a file and microfilm B and go back to mansion main room and reunite with Billy.

Mansion main room: (Billy and Rebecca)

Go down to the ground floor and head right and enter the single door.

Z shape hallway: (Billy and Rebecca)

Move along and see a door here.It is strongly advice you do not enter it.But if you insist,then go ahead,I will give you the information you need.

Toilet:(o) (Billy and Rebecca)

There's some herbs here to take as well as some ammo here and bottles and Gas

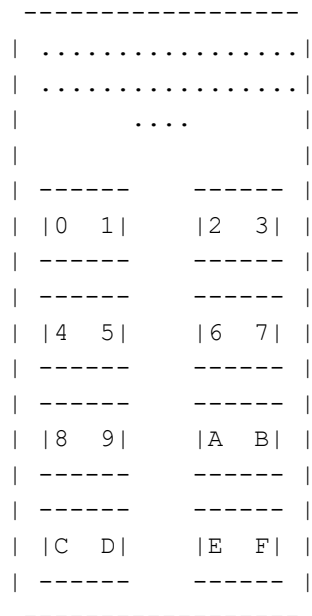
to take. But as you try to leave, you will need to kill a leech zombie in order to exit this room.

Z shape hallway: (Billy and Rebecca)

Go to the end of the hallway and enter the door unlock by the clock which have a clock engrave in it.

Clock room 2: (Billy and Rebecca)

Kill all the zombies here and use the Microfilms you got to get the microfilm image and also a MO disk. There's a handgun ammo over here. Then exit this room.



Z shape hallway: (Billy and Rebecca)

Backtrack back and run past the leech zombie and exit back to the mansion main room.

Mansion main room: (Billy and Rebecca)

Go to the speech room. You may want to grab the white statue and combine it with the wings you got from the book of good earlier and place it in the statue.

Speech room: (Billy and Rebecca)

Go to the end where you see a console and use the MO disk and it will give a some numbers or alphabet like '2D', '0A' etc.

Then have one character go to the desk of the give numbers. Take note if the number let say is 2D, press desk number2 which the desk computer will light up

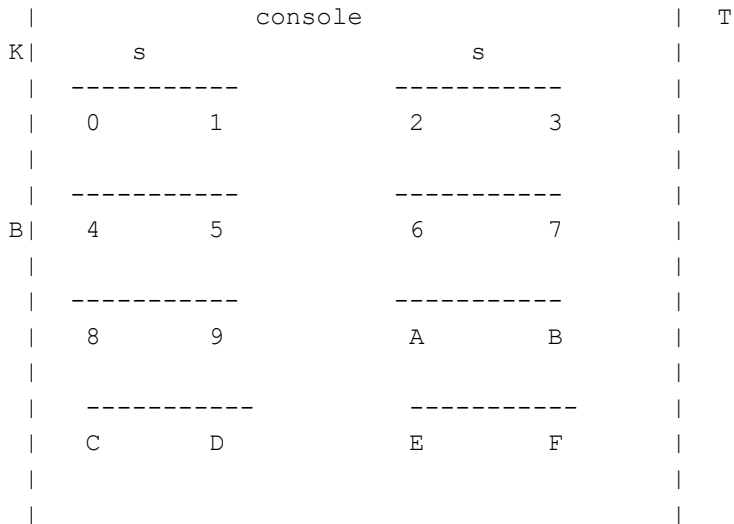
and quickly flip to another character and press the desk which have D resulting both computer lighting up together and the swords of the knights will move up allowing you to enter. Then enter the knight room in this room. Note that the computers need to light up at once, if the computer you press earlier comes off, start over again.

Legend: T = typewriter

K = the double doors where the knight's sword blocking it.

B = The door leading to the book room

s = Stairs

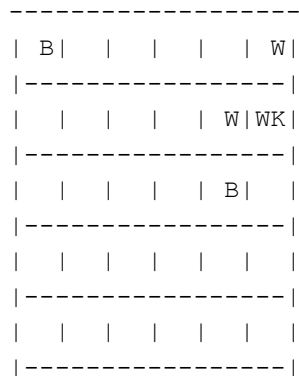


L shape hallway: (Billy and Rebecca)

Move along and enter the double doors.

Chess room: (Billy and Rebecca)

If you bother to check the desk, there's a chess which says checkmate which gives you a straight forwards clue. Just push the white king chess down till you can push it to the left corner, then push up to flush against another white chess piece. Whatever you do, do NOT push the other chesses which will allow poisonous gas to come and poison you instantly. If done right, you should get the book of evil and Marcus diary part 1. Exit this room. In case you can't identify the king's chess, look for the white chess pieces, and push the chess which is the odd one out.



Legend:

B = Black chess piece
W = White chess piece
WK= White chess king piece

Mission: Get the water key

L shape hallway: (Billy and Rebecca)

If you are poisoned,go to the end of the hallway and enter the door.

Medic room: (o) (Billy and Rebecca)

Kill all the zombies you see, and grab the blue herbs to cure the poison.If you plan to use the hookshot with Billy in Disc 2,let Rebecca grab the green chemical now,so that you won't need to backtrack all the way back to the mansion and deal with the baboons.Then exit this room.

L shape hallway: (Billy and Rebecca)

Go to the mansion main room.

Mansion main room: (Billy and Rebecca)

Examine the book of evil to get a wing and combine with the black statue and placed it at the stairs which Dr. Marcus painting will rise.Equip with the shotgun as you go through the secret passage's flight of steps.Remember to let Billy have a first aid kit or some curing herbs with you.

Corridor: (Billy and Rebecca)

Kill all the spiders you encounter.Then go to the end of the corridor and enter the wooden door.You will see a metal door on the way,but you can't enter it yet.

Dark save room: (Billy and Rebecca)

There's a blue herb here and save if you want and move on and enter the door near the typewriter.

Chain room: (Billy and Rebecca)

Boost Rebecca up the gap on the top.A nice suggestion by Songbird 121,flip to Billy and go to the steam room at the 2 way corridor(if you do that skip the Billy section and meet you in the steam room) and then flip to Rebecca.

Torture room: (*Rebecca*)

Go to the generator,grab the file near the door if you want,and solve the voltage puzzle which is easy.Just view the meter at each of the 5 meters,up will rise the voltage,down will decrease the voltage.You are require to have a voltage of 70 where the red arrow is.Solve this puzzle by pressing up,up,down,up,up.Then view the cutscene.

Chain room:(+) (*Billy*)

Exit this room.

Dark save room:(+) (*Billy*)

Run past the babboon and back to the corridor.

Corridor:(+) (*Billy*)

The metal door is open but ignore it but I will just give you the information.But anyway,head to the dining room.

Dark area: (o)

Kill the zombie lying dead, and grab shotgun ammo and handgun ammo and a zombie will rise up.Move on and enter the door.

Torture room: (o)

You should't be here at all.There are babboons here.Just in case,by viewing the gap,it will say Rebecca is below.

Dining room: (+) (*Billy*)

Go to the door which leads 2 way corridor,a zombie will rise up.

2 way corridor: (*Billy*)

Go to the steam room or if you are there already,go to the end of the room,down the stairs and enter the door.

Statues room: (*Billy*)

Run past the babbons to the end till you see a door, but turn left and enter the other door.

Wreck room: (*Billy*)

Billy will save Rebecca and give her his history lesson. Then exit the room. Cure Billy if you want though.

Statues room: (Billy and Rebecca)

Kill all the babbons and you will need Billy to light up some combination of statues (read the file A VERSE OF POETRY) to open a secret passage.

Light up the statues in order:

- deer (I stand tall on the earth with horns proudly displayed)
- wolf (My sharp wits allow me to bring down even the greatest horn beast)
- horse (No amount of cunning can match the speed of my supple limbs)
- tiger (I am taking of all I survey: No creature can escape my grasp)
- snake (I crept up on my victims in my legless silence and I conquer even the mightiest of kings with my poison)
- eagle (I dance freely through the air, capturing a legless prey)

Go into the door nearest to you as the gate rises.

Bedroom: (Billy and Rebecca)

Grab the Unity Tablet at the fireplace and exit this room.

Statues room: (Billy and Rebecca)

Go in further if you want and enter the door.

Sleeping room: (o) (Billy and Rebecca)

Kill the zombies here and grab a file and some herbs.

Statues room: (Billy and Rebecca)

Then go through the opposite door you went through to save Rebecca earlier.

Spider hallway: (Billy and Rebecca)

Kill all the spiders and enter the first door you see.

Waterfall room: (Billy and Rebecca)

Kill the insect and grab the locker key, exit this room.

Spider hallway: (Billy and Rebecca)

Go to the end of the hallway and enter the door.

Gate room: (Billy and Rebecca)

(Billy)

Have Billy go up the flight of stairs, grab some shotgun ammo and magnum ammo, if you have the locker key, use it on the white cabinet and get a briefcase, examine it to get number 385, then use this combination to get handgun parts and combine it with Billy's handgun. Then go to the console and press left first.

(Rebecca)

Go in the gate which open and get the acid rounds and load it up on your grenade launcher.

To get the acid rounds, press left first, take the acid rounds then let Billy press center, follow the corridor and press left. Each time you press have Rebecca move to the gates that descends down till you see a console. Press the console and all gates will rise and the small gates will rise revealing hunters and the computer saying battle dome started. Kill all hunters with acid rounds and grab the water key. The gates will move down and reunite with Billy.

(Billy and Rebecca)

Head back to mansion main room.

Mission: Get all three tablets

Mansion main room: (Billy and Rebecca)

Go to the cage room.

Cage room: (Billy and Rebecca)

Have Billy go up the stairs and kill all the insects, then reunite with Rebecca. Go into the mess room. Also grab the fire rounds and let Rebecca equip it.

Mess room: (Billy and Rebecca)

Use the water key on the blue door and discard it when prompted. Enter the door.

Leech hallway: (Billy and Rebecca)

Enter the door next to you.

Computer room: (Billy and Rebecca)

Kill the leech zombie with flame rounds and grab the vise handle and exit the room.

Leech hallway: (Billy and Rebecca)

Kill the leech zombie with flame rounds and head to the door near it.

Piano room: (Billy and Rebecca)

Let (*Billy*) play the piano and a wall will rise up. Let Rebecca go into the door and grab the battery as well as some magnum rounds. Then play the piano again so that the wall rises up again. Exit this room.

Leech hallway: (Billy and Rebecca)

Go to the end and enter the door. Let Billy have the tablet plus the battery and let him go to the cage room.

Cage room: (Billy)

Go to the knight double doors and enter it.

Hugh telescope room: (Billy)

Grab the handgun ammo here and leave all items like the shotgun, magnum rounds, etc. Head down the ladder and place the Unity tablet in the console. Then go to the mansion main room.

Mansion main room: (Billy)

Go into the knight double doors.

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Part 3: Church

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Mission: Get the Blue leech charm

Hugh telescope room: (Billy and Rebecca)

Go back up the ladder and enter the double doors which is locked.If you want,you can always backtrack back to the mansion and get all the stuff you want,but the double door which you enter no longers leads to the cage room,instead it leads to the balcony and now there are lots of monkeys there in case you need to backtrack.

Church coutryard: (Billy and Rebecca)

Run all the way to the end till you see a church.Then turn right into the small shelter.

(Rebecca)

Let her step at any corner of the tiles.

(Billy)

Grab the shotgun ammo,then go back and enter the double doors of the church which is now unlocked.

Church: (Billy)

Move on and enter the door at the end.Leave magnum ammo behind first.

Save room: (Billy)

Save if you want,grab flame rounds and first aid spray.Exit.

Church: (Billy)

Prepare to face a boss fight.

Boss: Bat

The boss just fly arounds high,making it a difficult target,it can hurt you

like barging at you or grabbing you, lift you up and dropping you. Ouch! Just load up your shotgun and shoot run shoot, shoot if you can nail it or you'll be wasting ammo. After a few shots, smaller bats will appear but concentrate on the big one and sooner or later you will kill it. Then flip to Rebecca.

Church courtyard: (Rebecca)

Head into the church.

Church: (Rebecca)

Give Rebecca the flame rounds loading it into the grenade launcher, then you will see a gap on the top, use the hookshot. Meanwhile have Billy pick the magnum ammo up.

Church roof: (Rebecca)

Move on and climb down the ladder.

Church backyard: (Rebecca)

Flip the switch near you on so that the lift works. Then unlock the gate and exit. Flip to Billy.

Church: (Billy)

Exit to the church courtyard.

Church courtyard: (Billy)

Turn left and meet up with Rebecca and head up the lift. Grab some herbs and mix them if you want. There's some Red and green herbs here.

Church corridor: (Billy and Rebecca)

Enter the door you see near the wreck walls.

Library: (Billy and Rebecca)

Split them up.

(Billy)

Move on and turn right and you will see a service lift. Note that you can transport anything to the the lift, but it can't be more than two inventory

spaces.

(*Rebecca*)

Rebecca should have grenade launcher,handgun(fully loaded) plus some ammo about 30,hookshot.Then turn right and see another gap on the top.Use the hookshot.

Lab 1: (Rebecca)

Load up your grenade launcher and kill the leech zombie and enter where the leech zombie is and grab the leech capsule.Leave the hookshot here for the time being(You may want to create a cocktail from the gas and bottle and sent it to Billy).Then move on and exit the door.

Church hallway: (Rebecca)

Have Rebecca flip on the nearby switch,then go to the end of the hallway and enter the door.

Lab 2: (Rebecca)

Kill the zombie lying dead and explore around as you see a corpse sitting dead and a switch near it.Go into further and take the Red chemical and enter the door beside the door you enter to this lab.Flip to Billy to kill the zombie lying dead in the library.

Medic room: (Rebecca)

Kill all the zombies and see a service lift behind you.but move into the room and grab the shotgun ammo if you want or else grab the green chemical and combine with the Red one and then combine with the leech capsule to get the blue leech.Then use the service lift and sent it(with the shotgun ammo) to Billy.Flip to Billy.

Mission: Get the input reg coil and the green leech charm

Library: (Billy)

Grab the blue leech charm.Exit back to the corridor.

Corridor: (Billy)

Kill the leech zombie with the shotgun or cocktail and move on and use the blue leech on the door which has a pic of Dr.Marcus.Enter.Let me explain one last time,there's a red chemical canister here,so in case you hookshot up with Billy,since Rebecca has the containers,grab the red chemical and head back to

the mansion in the hallway where you solve the chess puzzle, go to the medic room and grab the green chemical if you didn't take that earlier.

Study room: (Billy)

Grab the input reg coil and a photograph for a short cutscene and enter the door near the shelf.

Statue room: (Billy)

Kill all the zombies and grab the green leech charm and head back to the library.

Mission: Get the output reg coil and breeding key

Library: (Billy)

Sent the green leech charm to Rebecca and flip to her.

Medic room: (Rebecca)

Grab the green leech charm and use the green leech on the door with the Marcus face and enter it.

Death people room: (Rebecca)

Kill all the zombies here and grab the sterilizing agent and head to lab 2.

Lab 2: (Rebecca)

Use the sterilizing agent near the dead corpse and then you should be able to enter the small chamber. Kill the zombies that rises and grab the breeding key and go to the church hallway.

Church hallway: (Rebecca)

Use the key on the metal grill door and discard it and enter. Load up your grenade launcher.

Storage room: (Rebecca)

Get rid of the hunters and grab the dial and go back to the medic room. But go

and take the hookshot you left earlier in lab1 first.

Medic room: (Rebecca)

Sent the dial to Billy.Flip to him.

Library: (Billy)

Take the dial and go to the corridor.

Corridor: (Billy)

Use the dial on the door near the Red chemical tank and enter 4863 and enter. There some herbs to grab if you want. You want to know why is 4863, go read the leech records file and just figure it out, it's quite easy. Since there's a red canister here, you might want to grab it so that you won't need to take it again when you are at the factory.

Train room: (Billy)

Flip the switch at the wall which will trigger a cutscene. Explore around and get the outer reg coil. Flip the Rebecca.

Medic room: (Rebecca)

Go to the church hallway.

Church hallway: (Rebecca)

Enter the door nearest to you (where you are facing).

Train room: (Rebecca)

Head down the ladder trigger by Billy and meet up with him. Drop the grenade launcher and take the two coils from Billy. Use the hookshot on the gap on the top you see.

Control room: (Rebecca)

Leave the hookshot here and grab some shotgun ammo and use the coils in the control panel. Then unlock the door and meet back up with Billy.

Train room: (Billy and Rebecca)

Let Rebecca dump the handgun and let Rebecca have grenade launcher(flame rounds),shotgun plus all shotgun ammo.Let Billy have his army handgun plus all handgun ammo plus some herbs plus magnum rounds.Then enter the train for a cutscene.Power will be down and you be able to control as Rebecca only.

Train room: (*Rebecca*)

Kill the leech zombie with flame rounds.Go to the control room.

Control room: (*Rebecca*)

Put the Out reg coil back to power up the train and go back to the train room.

Train room: (*Rebecca*)

Go into the train.

Train: (*Rebecca*)

Grab the magnum and switch on the control switch for a cutscene.

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Part 4: Factory(Final encounter)
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Mission: Get the factory key

Train stop: (*Rebecca*)

There's two green herbs here to take if you want.Or else climb up the stairs,turn right and go through the door.

Transporation room: (*Rebecca*)

Go straight and enter the door you see.

Train save room: (*Rebecca*)

Leave some items like magnum here first to save some space.You may want to combine some herbs or take the grenade rounds and load it up with the grenade launcher.Then exit.

Transporation room: (*Rebecca*)

Move to the big gap area and use the lift to go down. Then follow the corridor till you see a door and enter it.

Computer room: (*Rebecca*)

Go further into the room and take the factory key near computers, if you bother to check, you will see a screen that reveals a tyrant in a chamber. As you try to leave, two hunters will come, kill them with grenade rounds and head back to the train save room.

Mission: Power up the area

Train save room: (*Rebecca*)

Use the key in the gap of the control panel and grab the magnum back as well as load the grenade launcher back with flame rounds. You should have shotgun plus shotgun shells, magnum, grenade launcher. Then exit.

Transporation room: (*Rebecca*)

Go into the elevator that rises up and flip the switch to go down.

Lobby area: (*Rebecca*)

Drop the grenade launcher near the elevator that needs a key and move on to the left to have a cutscene with Enrico. Grab the elevator key near the lift near you and use the key on the gap near the elevator. Load up your shotgun for a boss fight.

Boss: Tyrant

This boss is quite easy, when it intends to attack, it will crouch down and head full speed at you. Just run by it's shorter arm and pump the boss full of shotgun shells. Or if you are feeling a bit cocky, use the knife, wait for it to attack, dodge and knife. But don't attack at his face as it will damage you. Whatever you do, after a while, it will drop in defeat. Grab the grenade launcher. And head into the lift and ride up to level 4.

Another trick can be possible is the merry - go - round trick. First pump is once with shotgun, run around it, wait for it to turn, then run round again, then get close to pump or to knife, then wait for it to turn towards you. Then repeat. Very effective method as the tyrant seems to have trouble turning around. But remember always run round at it's weaker hand in case you miscue your timing at running so that you won't get whack. And what's more, this is the most easiest method by far I can think of without risking getting hit even once, even using knife it also works!!

Level 1: Train wreck(If you backtrack back to the mansion and the church,there's are hunters and zombies waiting for you)

Level 2: Train stop(the locked door near the stairs,beware of hunters,but there's magnum ammo in the garbage pile and some herbs after hunters are taken down)

Level 3: Where you are now

Level 4: Where you have to go.

Dam catwalk: (*Rebecca*)

After a short cutscene,enter the door ahead of you.

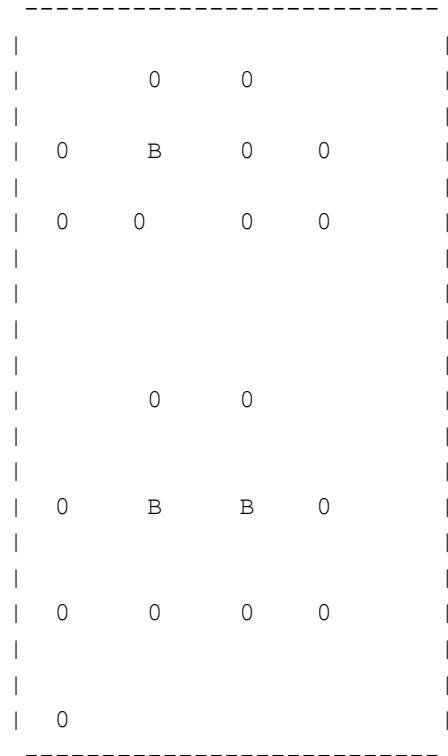
Dam power control room: (*Rebecca*)

Run past the lift to the control room,there's a red and green herb,cure yourself if your are hurt in the tyrant battle.Here,save if you want but you will need to solve a puzzle here to power up the whole entire place.Then go in the lift into the dark room.

Legend:

0 = the power source Leds

B = the power source Leds you'll have to activate



Dark room: (*Rebecca*)

Kill the zombies with shotgun,best is to let them pile up together,then pump one bullet to let them fall then run past them and enter the door at the end.

Mission: Meet up with Billy

Walkway: (*Rebecca*)

Load up the grenade launcher and kill the leech zombie or use cocktail to kill it and move on into the end and enter the door.

Play room: (*Rebecca*)

Kill all the zombies with rest of the flame rounds,if not just kill a few and dodge the rest as Billy can help you later.Head down the stairs and enter the door.

Tractor room: (*Rebecca*)

Head down the stairs,pass the two herbs and enter the door.

Crate room: (*Rebecca*)

Move on to the end and enter the door.

Small corridor: (*Rebecca*)

Head down the stairs and up another flight of stairs and enter the door.

L shaped room: (*Rebecca*)

Meet up with Billy and go back to the crate room.

Mission: Get the valve handle

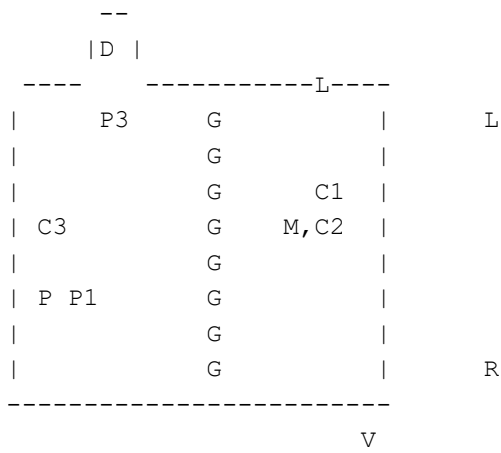
Crate room: (Billy and Rebecca)

(Rebecca)

Have a head up the stairs and to the drain water/gate controls.She will control the gate rotation and the draining the water.Grab the shotgun ammo if you want here.

(Billy)

Have him head down the flight of stairs and see crates here.



Legend:

- V = valve handle
- D = drain
- C1,2,3 = crate
- M = metal crate
- L = direction to the left
- R = direction to the right
- P,P1,P3 = position

To solve puzzle:

- 1: Push the metal crate to the right to the end(Billy)
- 2: Rotate the gate right(Rebecca)
- 3: Push C1 next to the drain at P3(Billy)
- 4: Push C2 where C1 is earlier(Billy)
- 5: Push the metal crate towards the end(Billy)
- 6: Rotate the gate to the left(Rebecca)
- 7: Push C1 to P1.(Billy)
- 8: Rotate the gate to the left.(Rebecca)
- 9: Push the C1 to P.(Billy)
- 10: Push C2 above C3 to form a crate bridge.(Billy)
- 11: Drain it(Rebecca)

(Billy)

Head back up the stairs.Go through the bridge and and grab the valve handle.

(Billy and Rebecca)

Head back to the play room.

Mission: Get the motherboard

Play room: (Rebecca and Billy)

Have Billy kill the zombies for you if you dodge them earlier.Head back to the walkway.

Walkway: (Rebecca and Billy)

Use the valve handle on the door which requires it. Then enter the door.

Steam room: (Rebecca and Billy)

Let Billy waste his handgun ammo on all the zombies. Then head left and up the ladder.

Upper Steam room: (o) (Rebecca and Billy)

Kill the zombies with Billy and let Rebecca grab the red chemical, there are herbs here to take, if not, head back down the ladder. If you take the red chemical earlier in the church, there's no need to grab it again.

Steam room: (Rebecca and Billy)

Take the path near the ladder and enter the door.

Steam room pathway: (Rebecca and Billy)

Kill the hunters with the shotgun with Rebecca and continue and enter the door at the end.

Sleep room save room: (Rebecca and Billy)

Take the items like herbs, first aid spray, flame rounds, handgun ammo, ink ribbon and file here. Then go to the end of the room and enter the door.

Flood room: (Rebecca and Billy)

Head down the stairs and move on and enter the door.

Sewer catwalk: (Rebecca and Billy)

Run to the end of the catwalk and enter the door. There might be a frog ambushing you.

Transportation room: (Rebecca and Billy)

Grab the shotgun shells here and kill the zombies with Billy. Then let them both head into the lift.

Tyrant room: (Rebecca and Billy)

Move on straight after that you will see a cutscene and deal with the tyrant. You will see a door here but ignore it for now.

Boss: Tyrant (again)

This time you have Billy to help. Let him waste all his handgun ammo while you pump away with the shotgun. Retreat if it gets nearer. If you are cocky again, run past the tyrant (don't get hit), with Billy at front, you at the back, you can knife him everytime if have the chance. If it focuses on you, just run away as Rebecca has poor stamina. Don't get to mess up or else use the shotgun. After it's defeated (for good), move on to the end, flip the switch and head up the ladder.

Upper Tyrant room: (Rebecca and Billy)

Grab the motherboard and head back to Transportation room.

Mission: Get the magnetic keycard

Transportation room: (Rebecca and Billy)

Use the motherboard on the computer and the gondola will come and Rebecca will squeeze in. Make sure Rebecca have one free inventory space.

Dam control room: (*Rebecca*)

Move straight and turn on the lever so that the water which floods the bridge will be lowered. Then go back near the gondola and enter the door near it.

Pc room: (*Rebecca*)

Kill the insect here with the shotgun and go to the end near a door, grab the blue chemical. Mix it with the red chemical to make sulphuric acid. Then grab the industrial water to form a battery fluid. Then head back and enter down the stairs.

Insect chamber room: (*Rebecca*)

Flip to Billy.

Transportation room: (*Billy*)

Go back to the lift to the tyrant room.

Tyrant room: (*Billy*)

Enter the green door I say ignore earlier.

Bridge: (*Billy*)

There are two green herbs here,head down the stairs and run all the way as the frog will splash from the water.If you keep running,you shouldn't get caught by it,head up the stairs and enter the door.Whatever you do,don't bother to attack it.

Power room: (*Billy*)

Kill the zombies here,ignore the shotgun ammo for now,move on and unlock a door and enter.

Insect chamber room: (Rebecca and Billy)

Go to the object which is shining near the stairs,boost Rebecca to get the battery and combine it with the battery fluid to form a working battery.Insects will crash out(as I anticipated),kill them and head back up the stairs.

Pc room: (Rebecca and Billy)

Go through the door near the tank where you get the blue chemical.

L shaped room: (Rebecca and Billy)

Go to the small corridor.

Small corridor: (Rebecca and Billy)

Go to the crate room.

Crate room: (Rebecca and Billy)

Go to the tractor room.

Tractor room: (Rebecca and Billy)

Put the battery in the tractor, have either Billy or Rebecca move up the crate, while the other activate the switch to move the forklift handle up and get the keycard. There might be a frog here also. But go to the crate room.

Crate room: (Rebecca and Billy)

Go to the small corridor.

Small corridor: (Rebecca and Billy)

Go to the L shaped room.

L shaped room: (Rebecca and Billy)

There might be a frog here also, but head to back to the insect chamber room.

Insect chamber room: (Rebecca and Billy)

Go to the power room.

Power room: (Rebecca and Billy)

Go and grab the shotgun shells with Rebecca, then follow the path where you got the shotgun ammo and use the key card and enter.

Mission: Complete the game

Factory hallway: (Rebecca and Billy)

Go to the end and grab the magnum rounds. Let Billy have magnum, magnum ammo, handgun, handgun ammo plus some curing items. Let Rebecca have the grenade launcher with flame rounds, shotgun plus shotgun shells, some curing items. Enter the door. Let Billy equip the magnum and Rebecca the grenade launcher.

Leeches domain: (Rebecca and Billy)

Have a cutscene which makes you understand the whole truth behind this story plot and prepare for a boss fight.

Boss: Leech infected Marcus

Just damage this creature with all your ammo, run or retreat if needed, don't let it hit you or grab you and you will do fine. If your grenade launcher runs

out,use the shotgun,after while,this boss will lay down defeated and you will see two shining objects:Two Shaft keys. Feel free to explore around to find some magnum ammo and then use the keys on the double doors,remember to put them correctly as these keys have different holes for it to put in.Dump the grenade launcher.Then enter the double doors.

Goodies room: (Rebecca and Billy)

Grab the herbs and let Rebecca combine them,there are some ammos here like shotgun shells and the handgun ammo.You may want to save the game here since the final battle is near,then go to the elevator and flip on the switch for a cutscene.Let Billy equip the magnum and Rebecca the shotgun with two full curing items for each character.

Final battle dome: (Rebecca and Billy)

Final boss: Leech Queen

Let your characters pump all the ammo at it.If Rebecca get hurt,cure her.Or else just keep pumping the Queen with ammo until you see a cutscene.

(*Billy*)

Rebecca will be turning the valves while Billy uses his err... "Charm" to charm the Queen.Your objective is to protect Rebecca at all costs by pumping the queen with lead.Start with the handgun first to distract it.If it trys to attack Rebecca,use magnum to make it retreat.Or else keep distracting it with your handgun.It may run you down,as a result,you may not see yourself(due to the queen's size,so make yourself visble and keep using this tactic of distracting and magnum whenever it tries to attack Rebecca.If Rebecca is damage badly,go to the inverntory screen,select change,if she has herbs,just use it to cure her.After Rebeeca turn the four valves,sit back and watch the boring ending and make yourself feel proud as you have completed the game.Play again to unlock the hidden guns and play the leech hunter mini game to unlock all possible secrets.Remember to save your game clear file or your efforts gonna be wasted.Have a nice day, over and out.:)

4.2 Speed walkthrough

To follow and comply to this walkthrough:

You'll need to:

- Unlock magnum revolver from leech hunter
- Get infinite ammo from leech hunter
- Play cheat,quote los GUERREROS from WWE: "Cheat to WIN!"
- I actually wanted to write a honest speed walkthrough,but to lazy to rattle my brains as I haven't touch my GCN for a month now,so I'm writing based on memory.
- Try not to get injured,less herbs you take lesser time you get,and don't waste herbs by using a green herb alone.
- I will not tell you to mix and carry how many herbs,because it depends on ur skill and as for weapons,we will be using only grenade launcher with flame rounds and grenade rounds,two magnum revolvers.In other words,item managment is up to yourself.
- No visiting rooms I have not mention,bloody waste of time going there.

- Dump the closet key, unless you want to change clothing, but it consumes time.
- Skip cutscenes
- Have great knowledge of the game, know where certain items are
- Very common sense, always run and run and run!! Don't walk, it wastes time!!!
- The lesser the enemy you engage in fight, the better your timing is, even if it is said to kill, doesn't mean you need to kill to proceed on.
- Of course, the more you play, the better you are. So practice, practice and practice!!
- Good luck!!

 Train compartment 1: (Rebecca)

Turn to the left and enter the door.

 Train compartment 2: (Rebecca)

The stairs next to your upper level train room, don't bother to go there, to the right is a window where you need the hookshot later. Just go forward to trigger a FMV. After the FMV, kill the zombie from the back and go on and enter the door.

 Train compartment 3: (Rebecca)

Move on and see two doors. Enter the one near you.

 Bedroom: (Rebecca)

You will see a dead person here and take the magnum revolver. Then leave this room.

 Train compartment 3: (Rebecca)

Go to the end of the area and see a corpse. Examine it to get the train key. Then have a FMV with Billy. Then backtrack and see your fellow S.T.A.R.S member Edward bursting through the window. Kill the Cerberus and backtrack to where you came from and see another Cerberus breaking through the glass and kill it. Then go back to Train compartment 1. Note I might be brief here, so you may want to kill the zombies you encounter in any compartment. Dump your handgun, handgun ammo. Only equip your magnum.

 Mission: Get train key (conductor's room)

 Train compartment 1: (Rebecca)

Go to the end of the area and use the key and discard it and enter the door.

Dining area: (Rebecca)

You will have a short FMV with Billy. Then barrel up the stairs and see another FMV. Just attempt to barrel down the stairs and the zombie will die and see a cutscene and now you will be able to have two characters at your disposal. Then head to the where the zombie died and head up the ladder. Thanks to JediPikachu1 for the alternative way to beat the zombie info. Leave Billy here, give Billy the magnum revolver.

Train rooftop: (Rebecca)

Move to the end of the roof top and fix the main cable. Rebecca will fall into the big hole.

Small room: (Rebecca)

Grab the train key, there's a green herb here. Then place the key in the service lift and send it up. Then flip to Billy.

Dining area: (Billy)

Drop his handgun and ammo. Head down the stairs and past the flipping door (beside the stairs) and make a u-turn and you will see a service lift. Grab the Train key and head back to the Train compartment 3. Equip the magnum.

===Note===
You kill the enemies you see, avoid them if you wish, but try not to get hurt.

Train compartment 3: (Billy)

Use the key on the door near Edward's body and discard the key and enter the door.

Conductor's room: (Billy)

Grab the bag in the closet and ignore the green and red herbs. Instead flip the switch near the door to reveal a ladder. Then head up the ladder.

Pub area: (Billy)

I name this pub area as there are bottles around here. Very huge room but anyway, go to the end of the area and head through the door.

Upper level train room: (Billy)

Get the ice pick in the pile on the cart near the door. There are herbs here to get but ignore because of limited space in your inventory. Note that the ice pick taking is an event triggering scene, if you leave it behind, you won't face the Scorpion boss. Exit back to the pub area.

Pub area: (Billy)

Backtrack and see a FMV and meet a boss; Scorpion.

Boss: Scorpion

The boss is quite easy. Just run and be near it and shoot down with the magnum at the head (should be enough to kill it if you don't shoot blindly) and then retreat and repeat until it's dead. If you are far away from it, it will dash towards you in attempt to damage you, so keep a distance from it. It will only attack you when you are near it and its pincers will rise and hit you to the end of the room but Billy can withstand the damage. After you kill it, and move on and grab the Panel opener and head down to the ladder to the Conductor's room. But note that once you stun it, it has some recovery time so wait for a while, before getting the offensive attack again.

Conductor's room: (Billy)

Head back to the Dining area.

Dining area: (Billy)

In the dining area, past the flipping door and use the Panel opener near the door which is lock but do not crawl through yet. Instead, go to the service lift and transport the Ice pick. Then flip back to Rebecca.

Small room: (Rebecca)

Grab the ICE pick in the service lift and use it on the door and exit it.

Mission: Get Blue key card

Dining area: (Rebecca)

You will find yourself at the area where you kill the tough zombie earlier. This time, there are some zombies here to take down, head down the stairs to meet up with Billy. Then go into the gap you open with the Panel opener and crawl into it. Note that Rebecca has no weapons, the only weapon is the magnum, which is with Billy, so if you have herbs, give them to the character with a lot of space.

Pet compartment area: (Billy and Rebecca)

The Cerberuses will come out of the cage and kill them. Then move on and grab the gold ring at the end near the cage and use it on the bag. Then enter the door you see.

Outside the Train: (Billy and Rebecca)

(Billy)

Then have Billy flip on the switch, then flip to Rebecca.

(Rebecca)

Take the hookshot from the lock.

(Billy and Rebecca)

Then exit this place.

Pet compartment area: (Billy and Rebecca)

Go and unlock the door near the area where you crawl to this place so that you won't need to crawl again and exit this room.

Dining area: (Billy and Rebecca)

Move past the fridge and a zombie will come out kill it and head back to Train compartment 2. Give Rebecca the magnum. Clear all enemies for Billy to advance easily.

Train compartment 2: (Billy and Rebecca)

Use the hookshot on the right window with Rebecca since she's got the Hookshot. And let Rebecca have the bag you got from the conductor's room earlier. Let Billy hand around at the middle of the stairs, climb a bit and camp there.

Train roof: (Rebecca)

Move straight and enter the gap you see.

Cabin: (Rebecca)

Kill the zombie and grab the ring jewelry box. Examine it to get the silver ring and use it on the bag to get the blue keycard. Then exit this room.

Upper level train room: (Rebecca)

Move to the left and down the stairs to meet up with Billy. Kill all zombies to clear way for Billy.

Train compartment 2: (Billy and Rebecca)

Head to train compartment 3. Give Billy the magnum.

Train compartment 3: (Billy and Rebecca)

Then go to the end where the dead corpse is and use the keycard on the console and discard the keycard. Then enter the lock door to view a cutscene.

Train hallway: (Billy and Rebecca)

Move past the Umbrella agents corpses and go through the door you see.

Train control room: (Billy and Rebecca)

View a cutscene and elect Billy because we can avoid the Edward cutscene (waste of bloody time!!). Grab the magnetic card and some handgun ammo if you want and exit this room.

Train hallway: (Billy)

Run past the Umbrella zombies that rise up and go back to the Train compartment 3.

Train compartment 3: (Billy)

You will see that the corpse and Edward's corpse are gone. Move on and drop the zombie and go back to Train compartment 2.

Train compartment 2: (Billy)

Drop the zombies or kill them or let them bundle up together and then let one grab you and struggle so that you can knock them all down at once, then go to the train compartment 1.

Train compartment 1: (Billy)

Here you will encounter the S.T.A.R.S member zombie Edward, just drop him or run pass him and go to the dining area.

Dining area: (Billy)

Go past the sliding door and go to the pet compartment area.

Pet compartment area: (Billy)

Then go to the door where you got the gold ring to outside the train.

Outside the Train: (Billy)

Use the key card to the left where you got the hookshot and use the magnetic card and prepare to solve the puzzle.

If there no. is 81,input 9,9,9,9,9,9,9,9,5,4.

If the no. is 67,input 9,9,9,9,9,9,9,2,1,1

If the no. is 36,input 4,4,4,4,4,4,4,4,2,2.

After the puzzle is solve,you will control as Rebecca.

Train control room:(Rebecca)

You will have to solve the same puzzle as Rebecca again so enter the numbers as follow:

If there no. is 81,input 9,9,9,9,9,9,9,9,5,4.

If the no. is 67,input 9,9,9,9,9,9,9,2,1,1

If the no. is 36,input 4,4,4,4,4,4,4,4,2,2.

Skip the cutscene.

Trainwreck: (Billy and Rebecca)

Run past the zombies and into the door you see,inventory check between characters:

- Hookshot
- Magnum
- Herbs

Water tunnel: (Billy and Rebecca)

Follow the path and eventually you will need head up a ladder.

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Part 2: Military Training Facility

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Mansion main room: (Billy and Rebecca)

You will find yourself here once you climb up the ladder(after the short FMV).To the right as a typewriter as some herbs.Leave your hookshot near the typewriter,then barrel up the stairs,and head up to the left stairs and enter the door you see. Leave Rebecca here for the moment,no need for two persons to get the crank handle.

Dark room: (Billy)

Grab the crank handle and get the hell out of here.Don't mess around with the CROWS.

Mansion main room: (Billy and Rebecca)

Then move on and enter the double doors with the statue in front of it.

Speech room: (Billy and Rebecca)

To the right as a typewriter(again),but head left and enter the first door you see.Grab the note on the tables if you want.

Hallway: (Billy and Rebecca)

Kill the zombies and enter the door you see first.

Book room: (Billy and Rebecca)

Grab the microfilm A for Rebecca,feel free to explore around,you will see a painting a man with a lited candle and a door then as a candle near it.For it to open,you will need to light up,but Billy does not have fuel for now so go to end of the room where you see a lift.

(*Rebecca*)

Let Rebecca be near the lift.

(*Billy*)

Use the handle on the small gap and Rebecca will travel up to the top.

Clock room: (*Rebecca*)

Use the magnum to kill the insects or run past them if you wish and leave this room.

Crow yard: (*Rebecca*)

Run past the crows and go to the end and enter the door. There's a herb here if you want to take.

Chain room: (*Rebecca*)

Run straight and turn left when you see a flight of steps and head down the stairs and enter the door near the stairs.

Mess room: (*Rebecca*)

Kill the insects with the magnum and grab the white statue, grenade launcher.

Chain room: (*Rebecca*)

Go to the end and unlock the door. Exit to the mansion main room. Then flip to Billy.

Book room: (*Billy*)

Exit this room.

Hallway: (Billy)

Run past the zombie and head back to the speech room.

Speech room: (Billy)

Leave this place and back to the mansion main room.

Mansion main room: (Billy)

Give Billy the magnum, while Rebecca has the Grenade launcher. Barrel down the stairs and head left and head through the double door (near the typewriter).

Dining room: (Billy)

Kill the zombies and there's also a Red door here, but move on and enter the door near the dead corpse in the sitting position.

2 way Corridor: (Billy)

Head left and enter the door. To the right is the steam room so take note of that. You will need to go there later. Since that area is full of steam and you can't get past, so don't bother.

Very dark room: (Billy)

Kill all the zombies you encounter and roam around and grab the black statue also. There's a GAS here but leave it then head up the ladder you see. Also grab the black statue also. Climb up the ladder.

Balcony: (Billy)

Kill all the zombies you see and move on and see some herbs. There's a double doors here but you can't enter but take note of that. Anyway, head to the end and unlock the door and exit it.

Speech room: (Billy)

You will find yourself back here near the knights double doors. Go to the mansion main room.

Mansion main room: (Rebecca and Billy)

Reunite with Rebecca and enter the cage room.

Cage room: (Billy and Rebecca)

Go up the stairs.

(*Billy*)

Let Billy unwind the chains.

(*Rebecca*)

Go down the ladder and grab the fire key.

Boss: Hugh insect (Centuration)

The boss will grab Rebecca. So you will control as Billy. Load up the magnum and pump it full of lead while running around. After a while it will drop and Rebecca will be safe and return as normal. Then head back down the stairs and go

to the speech room. Try not to go by it's path when it is crawling, the fillers in the body will damage, instead, damage it when it is upright where it reveals it's toroso, ain't nice to get damage and hurry up and whip the sub boss up before Rebecca gets hurt.

Combine inventory check:

- Herbs (2 or 3 combine is enough)
- Black and white statue (Billy)
- Magnum (Billy)
- Grenade launcher with grenade rounds for Rebecca)

Speech Room: (Billy and Rebecca)

Go to the hallway.

Hallway: (Billy and Rebecca)

Go to the end of the hallway and use the fire key on the red door. Enter.

Fire key room 1: (Billy and Rebecca)

You will see a crate here, just push the crate to the deer head which the top has a shining iron needle and grab the iron needle and let Rebecca have it. Light up the place first by flipping the red switch in order to get the needle. Then head back to the mansion main room.

Mansion main room: (Billy and Rebecca)

Split them up. Bring Rebecca to the cage room while have Billy (fire key with Billy) be brought to the dining room.

Dining room: (Billy)

Like I say earlier, use the key on the Red door you see and discard when prompt and enter the door.

Kitchen: (Billy)

Here, grab the lighter fuel and combine it with the lighter and head back to the book room.

Book room: (Billy)

Light up the candle near the painting I say earlier and enter the door.

Z shape hallway: (Rebecca)

Go to the end of the hallway and enter the door unlock by the clock which have a clock engrave in it.

Clock room 2: (Rebecca)

Use the Microfilms on the computer quickly, you will get to get the microfilm image and also a MO disk. Then exit this room before the zombies catch you.

Z shape hallway: (Rebecca)

Backtrack back and run past the leech zombie and exit back to the mansion main room.

Mansion main room: (Billy and Rebecca)

Go to the speech room.

Speech room: (Billy and Rebecca)

Go to the end where you see a console and use the MO disk and it will give a some numbers or alphabet like '2D', '0A' etc.

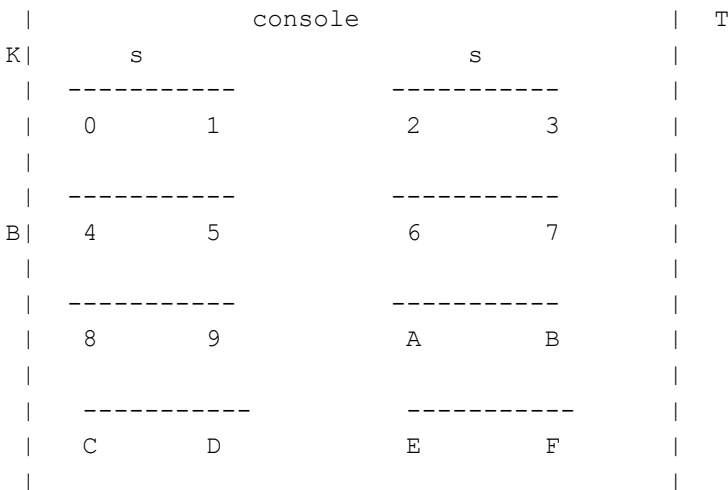
Then have one character go to the desk of the give numbers. Take note if the number let say is 2D, press desk number 2 which the desk computer will light up and quickly flip to another character and press the desk which have D resulting both computer lighting up together and the swords of the knights will move up allowing you to enter. Then enter the knight room in this room. Note that the computers need to light up at once, if the computer you press earlier comes off, start over again.

Legend: T = typewriter

K = the double doors where the knight's sword blocking it.

B = The door leading to the book room

s = Stairs



L shape hallway: (Billy)

Move along and enter the double doors.Rebecca stays here.

Chess room: (Billy)

If you bother to check the desk,there's a chess which says checkmate which gives you a straight forwards clue.Just push the white king chess down till you can push it to the left corner,then push up to flush against another white chess piece.Whatever you do,do NOT push the other chesses which will allow poisonous gas to come and poison you instantly.If done right,you should get the book of evil and Marcus diary part 1.Exit this room. In case you can't indentify the king's chess,look for the white chess pieces,and push the chess which is the odd one out.Take the flame round.Combine the black wing with the black statue.

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| B| | | | W|  
|-----|  
| | | | W|WK|  
|-----|  
| | | | B| |  
|-----|  
| | | | | |  
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| | | | | |  
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Legend:

B = Black chess piece

W = White chess piece

WK= White chess king piece

L shape hallway: (Billy)

Go to the speech room.

Speech room: (Billy and Rebecca)

Give Rebecca the flame round to combine with the grenade launcher and leave the grenade round behind,you don't need it anymore.

Mansion main room: (Billy and Rebecca)

Examine the book of evil to get a wing and combine with the black statue and placed it at the stairs which Dr. Marcus painting will rise.Equip with the shotgun as you go through the secret passage's flight of steps.

Corridor: (Billy and Rebecca)

Kill all the spiders you encounter. Then go to the end of the corridor and enter the wooden door.

Dark save room: (Billy and Rebecca)

There's a blue herb here and save if you want and move on and enter the door near the typewriter.

Chain room: (Billy and Rebecca)

Boost Rebecca up the gap on the top. A nice suggestion by Songbird 121, flip to Billy and go to the steam room at the 2 way corridor and then flip to Rebecca.

Torture room: (*Rebecca*)

Go to the generator, grab the file near the door if you want, and solve the voltage puzzle which is easy. Just view the meter at each of the 5 meters, up will rise the voltage, down will decrease the voltage. You are required to have a voltage of 70 where the red arrow is. Solve this puzzle by pressing up, up, down, up, up. Then view the cutscene.

2 way corridor: (*Billy*)

Go to the steam room or if you are there already, go to the end of the room, down the stairs and enter the door.

Statues room: (*Billy*)

Run past the babbons to the end till you see a door, but turn left and enter the other door.

Wreck room: (*Billy*)

Billy will save Rebecca and give her his history lesson. Then exit the room. Cure Billy if you want though.

Statues room: (Billy and Rebecca)

Kill all the babbons with magnum and you will need Billy to light up some combination of statues (read the file A VERSE OF POETRY) to open a secret passage. Quickly light them up by knowing where the statues' are, so that to save time you won't have

to check the words or look at the statue itself.

Light up the statues in order:

- deer (I stand tall on the earth with horns proudly displayed)
- wolf(My sharp wits allow me to bring down even the greatest horn beast)
- horse(No amount of cunning can match the speed of my supple limbs)
- tiger(I am taking of all I survey;No creature can escape my grasp)
- snake(I crept up on my victims in my legless silence and I conquer even the mightest of kings with my poison)
- eagle(I dance freely through the air,capturing a legless prey)

Go into the door nearest to you as the gate rises.

Bedroom: (Billy and Rebecca)

Grab the Unity Tablet at the fireplace and exit this room.

Statues room: (Billy and Rebecca)

Go in further if you want and enter the door.

Statues room: (Billy and Rebecca)

Then go through the opposite door you went through to save Rebecca earlier.

Spider hallway: (Billy and Rebecca)

Kill all the spiders and go to the end of the hallway and enter the door.

Gate room: (Billy and Rebecca)

Go up the flight of steps.

(Billy)

Head down and equip the magnum and go to the gate area.

(Rebecca)

Let her press the console left first.

(Billy)

Let Billy take the acid rounds and load it up with grenade launcher,freeing the flame rounds.

Then Let Rebecca press center twice,each time let Billy move to the gate that rises.Then Billy press the red switch and kill the hunters with acid shells and grab the water key ,take the shotgun and shotgun shells and head to the mansion main room.Grab the two green herbs and combine them with Rebecca along the way if you want.

Mansion main room: (Billy and Rebecca)

Go to the cage room.

Cage room: (Billy and Rebecca)

Have Billy go up the stairs and kill all the insects,then reunite with Rebecca.Go into the mess room.Also grab the fire rounds and let Rebecca equip it.

Mess room: (Billy and Rebecca)

Use the water key on th blue door and discard it when prompt.Enter the door.

Leech hallway: (Billy and Rebecca)

Kill the leech zombie in the hallway with Rebecca's flame round.Leave Billy here.Let Rebecca enter the door near the door you enter with the water key door.

Computer room: (Rebecca)

Make full use of Leech zombie breaking it's skin and grab the vise handle and get out of here unharmed.

Leech hallway: (Billy and Rebecca)

Enter the piano room door.

Piano room: (Billy and Rebecca)

Let (*Billy*) play the piano and a wall will rise up.Let the Rebecca go into the door and grab the battery.Then play the piano again so that the wall rises up again.Exit the door.

Leech hallway: (Billy and Rebecca)

Go to the end and enter the door.Let Billy have the battery and let him go to the mansion main room and camp there.Rebecca will have the grenade launcher with flame rounds,one tablet,one wise handle,herbs.

Leech hallway: (Rebecca)

Head left and enter the door.

Leech hallway 2:(Rebecca)

Turn left and enter the door.To the right has another door which will have a leech zombie if you exit that door.

Technical room: (Rebecca)

Use the wise handle on the equipment to the right to get obedience tablet.Then quickly get out of here before any zombie gets hold of you.Head to the Hugh telescope room which is at the cage room with the knight double doors,running past the insects.

Hugh telescope room (Rebecca)

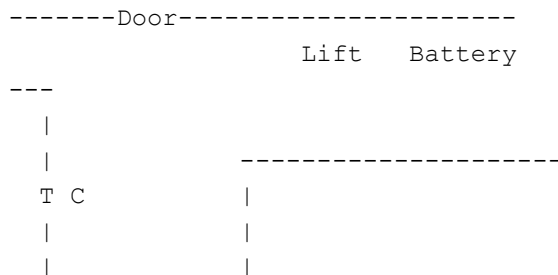
Head down the stairs and place the two tablets in the console.Flip to Billy.

Mansion main room: (Billy)

Grab the hookshot first.Go into the knight double doors.

Outside the mansion: (Billy)

Turn left and use the battery and the lift which has the crate will come down.Push the crate where the shining object is and climb on the crate to grab discipline tablet.Exit this place.Grab the Hookshot and head back to the Hugh telescope room.



Legend:

T = Tablet

C = Crate

Hugh telescope room: (Billy and Rebecca)

Place remaining tablet on the console.Inventory management:

Billy:
-herbs?
-Magnum

Rebecca
-Grenade launcher
-herbs?
-Hookshot

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+ D I S C 2: +
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Part 3: Church

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Hugh telescope room: (Billy and Rebecca)

Go back up the ladder and enter the double doors which is locked.If you want,you can always backtrack back to the mansion and get all the stuff you want,but the double door which you enter no longers leads to the cage room,instead it leads to the balcony and now there are lots of monkeys there in case you need to backtrack.

Church coutryard: (Billy and Rebecca)

Run all the way to the end till you see a church.Then turn right into the small shelter.

(Rebecca)

Let her step at any corner of the tiles.

(Billy)

Enter the double doors of the church which is now unlocked.

Church: (Billy)

Move on and enter the door at the end.

Save room: (Billy)

Save if you want, exit.

Church: (Billy)

Prepare to face a boss fight.

Boss: Bat

The boss just fly arounds high, making it a difficult target, it can hurt you like barging at you or grabbing you, lift you up and dropping you. Ouch! Just load up your magnum and shoot run shoot, shoot if you can nail it or you'll be wasting ammo. After a few shots, smaller bats will appear but concentrate on the big one and sooner or later you will kill it. Try not to be grab by it. Keep running, when you see it slow down or pause, unleash the magnum. The little bats hurt also, especially at higher difficulty levels, so kill the boss as fast as possible. Then flip to Rebecca.

Church coutryard: (Rebecca)

Head into the church.

Church: (Rebecca)

Then you will see a gap on the top, use the hookshot.

Church roof: (Rebecca)

Move on and climb down the ladder.

Church backyard: (Rebecca)

Flip the switch near you on so that the lift works. Then unlock the gate and exit. Flip to Billy.

Church: (Billy)

Exit to the church courtyard.

Church coutryard: (Billy)

Turn left and meet up with Rebecca and head up the lift. Grab some herbs and mix them if you want. There's some Red and green herbs here.

Church corridor: (Billy and Rebecca)

Enter the door you see near the wreck walls.

Library: (Billy and Rebecca)

Split them up.

(Billy)

Move on and turn right and you will see a service lift. Note that you can transport anything to the the lift, but it can't be more than two inventory spaces.

(*Rebecca*)

Then turn right and see another gap on the top. Use the hookshot.

Lab 1: (Rebecca)

Load up your grenade launcher and kill the leech zombie and enter where the leech zombie is and grab the leech capsule. Then move on and exit the door.

Church hallway: (Rebecca)

Have Rebecca flip on the nearby switch, then go to the end of the hallway and enter the door.

Lab 2: (Rebecca)

Kill the zombie lying dead and explore around as you see a corpse sitting dead and a switch near it. Go into further and take the Red chemical and enter the door beside the door you enter to this lab. Flip to Billy to kill the zombie lying dead in the library.

Medic room: (Rebecca)

Kill all the zombies and see a service lift behind you. But move into the room and grab the green chemical and combine with the Red one to form stripping agent and then combine with the leech capsule to get the blue leech. Then use the service lift and send it to Billy. Flip to Billy.

Library: (Billy)

Grab the blue leech charm.Exit back to the corridor.

Corridor: (Billy)

Kill the leech zombie with magnum and quickly run past it as it explodes and move on and use the blue leech on the door which has a pic of Dr.Marcus.Enter.

Study room: (Billy)

Grab the input reg coil and a photograph for a short cutscene and enter the door near the shelf.

Statue room: (Billy)

Kill all the zombies and grab the green leech charm and head back to the library.

Library: (Billy)

Sent the green leech charm to Rebecca and flip to her.

Medic room: (Rebecca)

Grab the green leech charm and use the green leech on the door with the Marcus face and enter it.

Death people room: (Rebecca)

Kill all the zombies here and grab the sterilizing agent and head to lab 2.

Lab 2: (Rebecca)

Use the sterilizing agent near the dead corpse and then you should be able to enter the small chamber.Kill the zombies that rises and grab the breeding key and take the red chemical once again so you won't need to take it again in the factory encounter and go to the church hallway.

Church hallway: (Rebecca)

Use the key on the metal grill door and discard it and enter. Load up your grenade launcher.

Storage room: (Rebecca)

Get rid of the hunters or run past them with the pic below, running back the way the arrows are and grab the dial and go back to the medic room.

-----Right
 ^ Dial
Rebecca Hunter Hunter
-----Left

Medic room: (Rebecca)

Sent the dial to Billy. Flip to him.

Library: (Billy)

Take the dial and go to the corridor.

Corridor: (Billy)

Use the dial on the door near the Red chemical tank and enter 4863 and enter. There are some herbs to grab if you want. You want to know why is 4863, go read the leech records file and just figure it out, it's quite easy.

Train room: (Billy)

Flip the switch at the wall which will trigger a cutscene. Explore around and get the outer reg coil. Flip the Rebecca.

Medic room: (Rebecca)

Go to the church hallway.

Church hallway: (Rebecca)

Enter the door nearest to you (where you are facing).

Train room: (Rebecca)

Head down the ladder trigger by Billy and meet up with him. Take the two coils from Billy. Use the hookshot on the gap on the top you see.

Control room: (Rebecca)

Leave the hookshot here (forever) and use the coils in the control panel. Then unlock the door and meet back up with Billy.

Train room: (Billy and Rebecca)

Then enter the train for a cutscene. Power will be down and you be able to control as Rebecca only.

--=Inventory check==--

Billy
-Herbs?
-magnum

Rebecca
-Herbs?
-grenade launcher

Train room: (*Rebecca*)

Run past the leech zombie, hugging the wall. Go to the control room.

Control room: (*Rebecca*)

Put the Out reg coil back to power up the train and go back to the train room.

Train room: (*Rebecca*)

Run past the leech zombie, hugging the train wall side. Go into the train.

Train: (*Rebecca*)

Grab the magnum and switch on the control switch for a cutscene.

=====

Part 4: Factory (Final encounter)

=====

Train stop: (*Rebecca*)

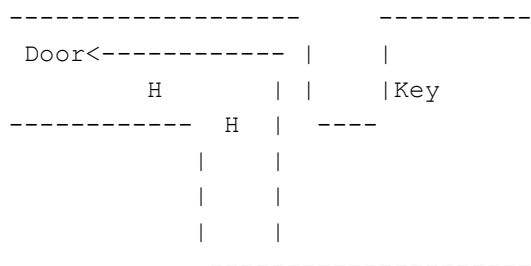
There's two green herbs here to take if you want.Or else climb up the stairs,turn right and go through the door.

Transporation room: (*Rebecca*)

Move to the big gap area and use the lift to go down.Then follow the corridor till you see a door and enter it.

Computer room: (*Rebecca*)

Go further into the room and take the factory key near computers,if you bother to check,you will see a screen that reveals a tyrant in a chamber.As you try to leave,two hunters will come,kill them with grenade rounds and head back to the Transporation room or run past the hunters with the technique below,the camera may suck,but as long as you run the arrow direction,hunters are fools for you to mock around.



Transporation room: (*Rebecca*)

Enter the door you haven't explore yet.

Train save room: (*Rebecca*)

Use the key in the gap of the control panel.Then exit.

Transporation room: (*Rebecca*)

Go into the elevator that rises up and flip the switch to go down.

Lobby area: (*Rebecca*)

Move on to the left to have a cutscene with Enrico.Grab the elevator key near the lift near you and use the key on the gap near the elevator.Load up your magnum for a boss fight.

Boss: Tyrant

Method 1

This boss is quite easy,when it intends to attack,it will crouch down and head full speed at you.Just run by it's shorter arm and pump the boss full of shotgun shells.Or if you are feeling a bit cocky,use the knife,wait for it to attack,dodge and knife.But don't attack at his face as it will damage you.Whatever you do,after a while,it will drop in defeat.Grab the grenade launcher.And head into the lift and ride up to level 4.Note that once it is hit by a powerful weapon,it will crouch,so pause a while and let it get upright because when it crouches,it won't get damage,instead,it will expose you because of shooting recovery time.

Method 2

Another trick can be possible is the merry - go - round trick.First pump is once with shotgun,run around it,wait for it to turn,then run round again,then get close to pump or to knife,then wait for it to turn towards you.Then repeat.Very effective method as the tyrant seems to have trouble turning around.But remember always run round at it's weaker hand in case you miscue your timing at running so that you won't get whack.And what's more,this is the most easiest method by far I can think of without risking getting hit even once,even using knife it also works!!Note that once it is hit by a powerful weapon,it will crouch,so pause a while and let it get upright because when it crouches,it won't get damage,instead,it will expose you because of shooting recovery time.

Dam catwalk: (*Rebecca*)

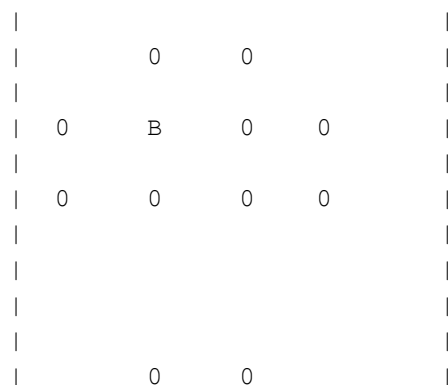
After a short cutscene,enter the door ahead of you.

Dam power control room: (*Rebecca*)

Run past the lift to the control room,there's a red and green herb,cure yourself if your are hurt in the tyrant battle.Here,save if you want but you will need to solve a puzzle here to power up the whole entire place.

Legend:

- 0 = the power source Leds
- B = the power source Leds you'll have to activate



```

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|  0       B       B       0   |
|           |
|           |
|  0       0       0       0   |
|           |
|           |
|  0           |
|           |
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```

Dark room: (*Rebecca*)

Kill the zombies with shotgun,best is to let them pile up together,then pump one bullet to let them fall then run past them and enter the door at the end.

Walkway: (*Rebecca*)

Run past the leech zombie and enter the door at the end of the walkway.

Play room: (*Rebecca*)

Kill all the zombies with rest of the flame rounds,if not just kill a few and dodge the rest as Billy can help you later.Head down the stairs and enter the door.

Tractor room: (*Rebecca*)

Head down the stairs,pass the two herbs and enter the door.

Crate room: (*Rebecca*)

Move on to the end and enter the door.

Small corridor: (*Rebecca*)

Head down the stairs and up another flight of stairs and enter the door.

L shaped room: (*Rebecca*)

Meet up with Billy and go back to the crate room.

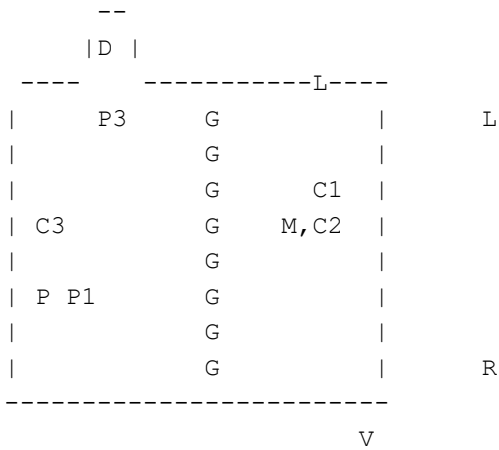
Crate room: (Billy and Rebecca)

(Rebecca)

Have a head up the stairs and to the drain water/gate controls. She will control the gate rotation and the draining the water. Grab the shotgun ammo if you want here.

(Billy)

Have him head down the flight of stairs and see crates here.



Legend:

- V = valve handle
- D = drain
- C1,2,3 = crate
- M = metal crate
- L = direction to the left
- R = direction to the right
- P,P1,P3 = position

To solve puzzle:

- 1: Push the metal crate to the right to the end(Billy)
- 2: Rotate the gate right(Rebecca)
- 3: Push C1 next to the drain at P3(Billy)
- 4: Push C2 where C1 is earlier(Billy)
- 5: Push the metal crate towards the end(Billy)
- 6: Rotate the gate to the left(Rebecca)
- 7: Push C1 to P1.(Billy)
- 8: Rotate the gate to the left.(Rebecca)
- 9: Push the C1 to P.(Billy)
- 10: Push C2 above C3 to form a crate bridge.(Billy)
- 11: Drain it(Rebecca)

(Billy)

Head back up the stairs.Go through the bridge and and grab the valve handle.

(Billy and Rebecca)

Head back to the play room.

 Play room: (Rebecca and Billy)

Have Billy kill the zombies for you if you dodge them earlier. Head back to the walkway.

Walkway: (Rebecca and Billy)

Use the valve handle on the door which requires it. Then enter the door.

Steam room: (Rebecca and Billy)

Kill all zombies first. Take the path near the ladder and enter the door. AS you have the red chemical earlier, there's no need to head up the ladder and waste time.

Steam room pathway: (Rebecca and Billy)

Kill the hunters with the magnum with Rebecca and continue and enter the door at the end.

Sleep room save room: (Rebecca and Billy)

Take the herbs here, don't bother about all the ammos here and exit the door at the end of the save room.

Flood room: (Rebecca and Billy)

Head down the stairs and move on and enter the door.

Sewer catwalk: (Rebecca and Billy)

Run to the end of the catwalk and enter the door. There might be a frog ambusing you.

Transportation room: (Rebecca and Billy)

Kill all the zombies with your dual magnum power and leave Billy (if you want) while Rebecca heads up the lift.

Tyrant room: (Rebecca and Billy) or (Rebecca)

Move on straight after that you will see a cutscene and deal with the tyrant. You will see a door here but ignore it for now.

Boss: Tyrant (again)

This time you have Billy to help. Let him waste all his magnum ammo while you pump away with the magnum (Dual magnum power!!). Retreat if it gets nearer. If you are cocky again, run past the tyrant (don't get hit), with Billy at front, you at the back, you can knife him everytime if have the chance. If it focuses on you, just run away as Rebecca has poor stamina. After it's defeated (for good), move on to the end, flip the switch and head up the ladder. Leave Billy here if you have both of them here. Note that once it is hit by a powerful weapon, it will crouch, so pause a while and let it get upright because when it crouches, it won't get damage, instead, it will expose you because of shooting recovery time.

Single player fight:

Run towards it and see the door I tell you not to enter. This boss is quite easy, when it intends to attack, it will crouch down and head full speed at you. Another trick can be possible is the merry-go-round trick. First pump is once with shotgun, run around it, wait for it to turn, then run round again, then get close to pump or to knife, then wait for it to turn towards you. Then repeat. Very effective method as the tyrant seems to have trouble turning around. But remember always run round at it's weaker hand in case you miscue your timing at running so that you won't get whack. Use the merry-go-round method, it's easier to take down the tyrant. Use the magnum if you run out of shotgun ammo (you shouldn't be out of ammo, it's enough). Enter the door only if you are hurt (for two green herbs for curing), although the corridor is small, but is still possible to play the merry-go-round tactic. Note that once it is hit by a powerful weapon, it will crouch, so pause a while and let it get upright because when it crouches, it won't get damage, instead, it will expose you because of shooting recovery time.

Upper Tyrant room: (Rebecca and Billy)

Grab the motherboard and head back to Transportation room.

Transportation room: (Rebecca and Billy)

Use the motherboard on the computer and the gondola will come and Rebecca will squeeze in. Make sure Rebecca have one free inventory space. Have Billy go up the lift if you leave him behind earlier.

Dam control room: (*Rebecca*)

Move straight and turn on the lever so that the water which floods the bridge will be lowered. Then go back near the gondola and enter the door near it.

Pc room: (*Rebecca*)

Kill the insect here with magnum and go to the end near a door, grab the blue chemical. Mix it with the red chemical to make sulphuric acid. Then grab the

industrial water to form a battery fluid. Then head back and enter down the stairs.

Insect chamber room: (*Rebecca*)

Flip to Billy.

Transportation room: (*Billy*)

Go back to the lift to the tyrant room.

Tyrant room: (*Billy*)

Enter the green door I say ignore earlier.

Bridge: (*Billy*)

There are two green herbs here, head down the stairs and run all the way as the frog will splash from the water. If you keep running, you shouldn't get caught by it, head up the stairs and enter the door. Whatever you do, don't bother to attack it.

Power room: (*Billy*)

Kill the zombies here with magnum, move on and unlock a door and enter.

Insect chamber room: (Rebecca and Billy)

Go to the object which is shining near the stairs, boost Rebecca to get the battery and combine it with the battery fluid to form a working battery. Insects will crash out (as I anticipated), kill them and head back up the stairs.

Pc room: (Rebecca and Billy)

Go through the door near the tank where you get the blue chemical.

L shaped room: (Rebecca and Billy)

Go to the small corridor.

Small corridor: (Rebecca and Billy)

Go to the crate room.

Crate room: (Rebecca and Billy)

Go to the tractor room.

Tractor room: (Rebecca and Billy)

Put the battery in the forklift,have either Billy or Rebecca move up the crate,while the other activate the switch to move the forklift handle up and get the keycard.There might be a frog here also.But go to the crate room.

Crate room: (Rebecca and Billy)

Go to the small corridor.

Small corridor: (Rebecca and Billy)

Go to the L shaped room.

L shaped room: (Rebecca and Billy)

There might be a frog here also,but head to back to the insect chamber room.

Insect chamber room: (Rebecca and Billy)

Go to the power room.

Power room: (Rebecca and Billy)

Go to the shotgun shells path(ignore the shotgun ammos) and see a door which needs a keycard.Since you already have the card,use it to unlock and discard the keycard.

Factory hallway: (Rebecca and Billy)

Go to the end of the hallway.Let Rebecca have the magnum,grenade launcher(dump it if you want,no difference) and herbs and Billy have the magnum revolver, herbs also.Then enter the door and prepare for some tough fight.LOLZ.

Leeches domain: (Rebecca and Billy)

Have a cutscene which makes you understand the whole truth behind this story plot and prepare for a boss fight.

Boss: Leech infected Marcus

Just damage this creature with all your ammo,run or retreat if needed,don't let it hit you or grab you and you will do fine,don't worry,you have dual magnum power to pound the boss to dust.After shooting for a while,the boss will mutate further and will try to grab a character.But don't worry,your magnum will take it down fast and stun the boss into releasing your team mate.This boss will lay down defeated and you will see two shining objects:Two Shaft keys. Feel free to explore around to find some magnum ammo and then use the keys on the double doors,remember to put them correctly as these keys have different holes for it to put in.Dump the grenade launcher.Then enter the double doors.

Goodies room: (Rebecca and Billy)

Grab the herbs and let Rebecca combine them.You may want to save the game here since the final battle is near,then go to the elevator and flip on the switch for a cutscene.Let Billy equip the magnum revolver and Rebecca the magnum with a few curing items for each character.

==== Final inventory check =====

Billy:

- Magnum revolver
- Herbs(2 to 3 combine herbs for beginneers)

Rebecca:

- Magnum
- Herbs(2 to 3 combine herbs for beginneers)

Final battle dome: (Rebecca and Billy)

Final boss: Leech Queen

===Part 1===

Let your characters pump all the magnum ammo at it.If Rebecca get hurt,cure her.Or else just keep pumping the Queen with ammo until you see a cutscene.The match should end fast,as you are using dual magnum power.It will try to damage you with the acid it releases,but doesn't damage.Bottomline it not let it hit you.

====Part 2====

Rebecca will be turning the valves while Billy uses his err... "Charm" to charm the Queen.Your objective is to protect Rebecca at all costs by pumping the queen with lead. Keep distracting it with your magnum.It may run you down,as a result,you may not see yourself.After Rebecca turn the first valve,let Rebecca escape first,then lure the queen towards the first turned valve handle,because this allows a free path for Rebecca to move to the 2nd,3rd, and final valve.You may want it to rush attack Billy,which might hurt him by distanting Billy from the queen to force it to rush towards you,but Billy will fly to the ground take some time before he gets up,thus allowing Rebecca enough time to turn the valves(Look out for Billy's health also).If Rebecca is damage badly,go to the inverntory screen,select change,if she has herbs,just use it to cure her.Each time Rebecca

turn one of the valve, the queen will turn towards her so use the magnum to distract to gain her attention and try to let the queen tackle attack you for Rebecca to turn the valves. After Rebecca turn the four valves, sit back and watch the ending to unlock rocket launcher and submachine gun if you haven't.

!!!Done!!!

5. Q & A

Que:

How do I play this game?

Ans:

Read the above FAQ.

Que:

Any secrets in the game?

Ans:

Read my codes and secrets section

Que:

I heard there's a change in gameplay, what's the difference?

Ans:

They have added some changes like you can drop items by choosing the leave item, so there's no more items box and you also get to control two characters at once.

Que:

How do you exchange items?

Ans:

You will need to get two characters near each other, then select exchange swap items, when exchanging ammos, press L and R buttons to adjust around.

Que:

When I use my save,I can't choose difficulty in the game?Why?

Ans:

Yup,you can't change the difficulty level,you will need to create another save file for the other difficulty levels,which also includes your leech zombie game also.

Que:

Who's the man in the white robe?

Ans:

He's Dr.Marcus himself,seems that the leeches inside him are able to make him look younger.

Que:

I have completed the game,so how to access to the mini game?

Ans:

Load the file first,choose extra and you will gain access to the mini game.

Que:

Why's isn't there any ranking after after I completed the game?

Ans:

Well,you must have completed the game under easy difficulty,you will have to complete the game under normal or hard difficulty in order to get a ranking.

Que:

Hey,I use Billy to hookshot to the roof of the library and It said I need containers to fill in the chemicals,am I screwed?

Ans:

Nope,first grab the leech capsule first and exit.Flip on the switch on the wall,then send the capsule down to Rebecca.Then flip to her.Exit the library,kill the leech zombie and go on further and grab the red chemcial,then go back to the mansion and to the hallway where you solvethe chess puzzle,to the end to the medic room(refer to FAQ).Then grab the green chemcial and combine the chemicals,then combine with the capsule to get the blue leech,or grab the green chemical first when you first try to solve the chess puzzle so that you won't need to backtrack back to the mansion.

Que:

Why do you reply to my email?

Ans:

Either your email fall into the Email I will not take sections or too many people email me the same questions until I got irritated of replying the same set of solution(imagine,I got about 20 plus emails regarding a particular question) unless you want more understanding.

Que:

Are there any extra FMVs?

Ans:

Yup,like at the end of the train,sent Rebecca instead of Billy,you should see Edward as a zombie at the cutscene.

Que:

I accidently added the red chemical to the stripping agent? What should I do?

Ans:

Read my section on chemical canister Guide.

Que:

Can you tell me how to solve the statues puzzle in the mansion,which one should I light up first>

Ans:

Light up the statues in order:

- deer (I stand tall on the earth with horns proudly displayed)
 - wolf(My sharp wits allow me to bring down even the greatest horn beast)
 - horse(No amount of cunning can match the speed of my supple limbs)
 - tiger(I am taking of all I survey:No creature can escape my grasp)
 - snake(I crept up on my victims in my legless silence and I conquer even the mightest of kings with my poison)
 - eagle(I dance freely through the air,capturing a legless prey)
-

Que:

I have examine the book of evil and good,why I do not have the wings?

Ans:

When you examine it, rotate the book till you can see pages:

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Que:

What's the white case password I pick up in the gate room?

Ans:

Examine it to get the number 385, so it is the combination lock.

Que:

What's the mission statement in the guide for?

Ans:

It's to give a clear view and intention for you to know what I'm trying to do.

Que:

Does the bat bug work in the church whereby I enter and come back again the bat dies?

Ans:

It's a big fake, I have seen it posted in the gamefaqs boards as well as in gamewinners, those jokers should stop spreading false rumors.

6. Item Checklist

For Train encounter (only important item to progress further in the game):

Items	Location

Train key	Train compartment 3	
Train Key(conductors tag)	Small room	
Conductor's Bag	Conductor's room	
Ice pick	Upper level train room	
Panel Opener	Pub area(After boss fight)	
Gold Ring	Pet compartment area	
Hookshot	Outside the Train	
Jewery box	Cabin	
Silver Ring	Examine the Jewery box	
Blue keycard	By placing both rings to the	
	bag,the examine it.	
Blue magnetic card	Train control room	

For Military Training Facility

Items	Location	

Crank handle	Dark room	
Fire key	Chain room	
Microfilm A	Book room	
White Statue	Mess room	
Black statue	Very dark room	
Book of Good	Small library	
Lighter Fluid	Kitchen	
Iron needle	Fire key room 1	
Microfilm B	Clock room 1	
Microfilm Image	By placing microfilms to the	
	Pc,view it to get it,at CK2	
MO disk	Clock room 2(CK2)	
Book of Evil	Chess room	
Angel Wing	Examine book of Good	
Black Wing	Examine book of Evil	

Unity Tablet	Bedroom	
Locker Key	Waterfall room	
Water Key	Gate room	
Vise handle	Computer room	
Battery	Piano room	
Discipline tablet	Outside the mansion	
Obedience tablet	Technical room	
White Briefcase	Gate room,head up the stairs	
Green canister	Medic Room	
(green chemical)		

For Church:

Items	Location	

Leech capsule.	Lab 1	
Green canister	Medic room	
(green chemical)		
	Conductor's room	
Red canister		
(Red chemical)	Lab 2 or Corridor	
Blue leech charm	Combine stripping agent with	
	Leech capsule	
Input reg coil	Study room	
Green leech charm	Statue room	
Sterilizing Agent	Death people room	
Breeding key	Lab 2	
Dial	Storage room	
Out reg coil	Train room,after flipping	
	the switch at the wall	

For Factory(Final encounter):

Items	Location	

Factory key	Computer room	

Elevator key	Lobby room	
Valve handle	Crates room	
Red canister	Upper Steam room	
(Red chemical)		
Motherboard	Upper Tyrant room	
Blue canister	PC room	
(blue chemical)		
Industrial water	Pc room	
Battery	Insect chamber room,combine	
	with sulphuric acid to make	
	it work	
Keycard	Tractor room,place battery	
	to the forklift,keycard is	
	on top	
Two shaft keys	Leeches domain	

7. Contact info

Any comments or strategies or anything I have left out, please drop me a mail at maxidestroyer@hotmail.com. You will be credited and please don't be annoyed when I don't reply because I quite busy at school at times. Thanks for reading this guide. And don't give stupid questions or I won't answer them. Once again, thank you for reading this guide.

You also can post at my forum at www.members4.boardhost.com/Thanos. Thank you and please be polite if you have posting on forum or emailing to me. Take note that I'm changing email soon and do if you want to contact me, drop me a mail and I'll give you my email address. If you plan to give constructive criticisms, DO NOT bash the FAQ, just plain suggestion or email will be ignore. Yeah one more thing, do not ask me about rom stuff and cheats as I won't reply to the email.

=====
 Emails I will take:
 =====

- Constructive criticisms

Yes, it must be valid, don't tell me to revamp the whole FAQ or what I have stated above before I write a walkthrough will not be tolerated. and don't give silly remarks with points to start from, I think it's stupid, just give plain suggestion will do.

- Boss strategies

Needless to say,i look forward to what strategies you have up your sleeve.

- Any things I miss out

Yes,i like people coming forward to point out my mistakes,as well as things i have overlook,but what i can't stand is flame mails as i find these bastards immature and i pity them as they must have switch brains with donkies rather to be rational human beings.

- Requesting the FAQ to put on certain website

Well,very simple,if i reject you,please do not harrass me or else i will block your mail and never ever consider putting on your website again.

- Questions regarding the gamefaq

Normally i will tolerate some questions that's answered in the FAQ,try to find it by using ctrl+F method.

- Useful information

Anything that will help this guide to be a success are welcome,such as character stats,weapon strategy,you know,that kind of stuff.

- Subject heads and English mails

I can only read english unless you plan to sent in chinese mails,i will also welcome it.Any language sent to me besides english and chinese will be removed instantly to the trash can. Please also have subject heads in your mail

- Ambigious mails

I hate readers sending unreadable mails to me,I can't second guess what you are trying to say,so please keep those short form languages to yourself and friends.Remember I am not a mind reader as well as a fortune teller.

- Be polite

It nevers hurts to be a nice guy,doesn't it?If you are polite enough,i will help you in whatever way i can.

=====
Email I will not take:
=====

- Spam mails and hate mails and also Kleez virus mails

Any clowns who plan to flame or sent hate mails will not be tolerated.I can't stand donkies without any sense of IQ who rather sent retarded mails rather than constructive ones.One more thing,i will instantly delete any spam mails as well as any 100k mails sent to me and block them.It fills my mail box up and i hate those mails as i have some important mails in my mail box.

- Stupid questions which is irrelevant to the game FAq

Yes,even if it's story plot,i hate sending mails talking about them.If you are interested,go to the gamefaqs board and discuss about them.I will also reject any question irrelevant to the FAQ.

- Useless information

Speaks for itself, any useless mails end up in the trash can.

- Sent FAQ to you

Stop being lazy and request this faq to be sent to you via email. Get your lazy bum and click right and select all and open a notepad to paste it in. Sent this mail to me and i will block your mail and boycott your email asking for help.

8. Diary list

It's in order of left, from upper file to lower file, then to the right, from the upper file to the lower file.

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|  File 1 :  |
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| Player manual 1 |
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‡ Note that buttons may differ depending on the controller type selected.

View status screen

Press Y button during play

‡ You should 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 should 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

‡ Locations of the left items

Pushing objects:

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

Climbing (Dismounting from raised platforms.):

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

Equipping weapons:

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

Attack Stance:

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

Attacking:

While in Attack Stance, Press the A button. (You can 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 "Examine" command.

=====

=====

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 are controlling 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 the "Partner" on the status screen allows you to assign instructions to the character.

- ‡ Solo: Both character 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 Cooperation Action.

Switching characters:

Press the X button at the Status screen to switch between the characters, To overcome the 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 characters's item box and select the "Exchange" command.

Character Attributes: Rebecca

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

- Can combine herbs-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 herbs-related items
- Is strong in combat

Can push large objects

If your partner is attacked

Both the main and partner characters will die if they take too much damage. You should always keep an eye on their condition. A partner being attacked in a different room will call for help over the radio.

If your partner does call, go and help as quickly as possible

Cooperating with your partner

Some puzzles cannot be solved by one character. When you are stuck, try to see if using your partner will help.

=====
|
Court order of transportation |
|
=====

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 murder
Court Marshaled and sentence to death
by the 0705 rd Military Tribunal
Sentenced to be carried out upon arrival

Samual Regan,
Commander
Donell Marine Base

=====
|
Hookshot Operator's Manual |
|
=====

- Warning -

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

Instructions:

1. Where to use

There is a ladder outside the small window by the first floor section door of the third carriage. Fire the device so that it hooks high on 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 80kg.

=====
Investigator Order |
=====
|

(Stained with blood, some sections are illegible)

8 miles north of Raccoon City, in the Arklay Mountains, lies our company's Management Training facility. It was shut down years ago. Now, we are conducting a preliminary study into the re-opening of the facilities. First Investigation Unit is already on-site and opening this investigation, I want your team to provide support. The following orders are Will Bark and Livesgato Unit.

..... (The rest is torn and unreadable)

=====
Notice to all supervisors |
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|

When closing the dining car, supervisors are asked to switch off the automatic doors after ensuring all the 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 is completed, use the ladder at the rear of the second of the dining car.

Umbrella Corp .
Maintenance Department

=====
Passenger's Diary |
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|

July 14th

Orders came from boss today. Looks like we're in charge of investigating the remains of the Arkley Mountains laboratory. We're moving in two groups, with us the initial group, assigned to stand checking what's left of the abandoned experiment.

July 16th

Unfortunately, the test production of the B.O.W. (Type -Y139) had to be suspended because of this investigation. It's the same with the Type -Y139. There's still so much we don't know about responses to the crustacean 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 weapon could be produced. But the sudden development of the shell results in corresponding fragility. Certain areas

become exceedingly weak. Problematically, one of these areas is the head carapace. This lab we are going to Were they pursuing the same research? It would certainly help to find data and samples that help us in our research.

July 19th

The day is finally approaching... I am growing more anxious. The Raccoon City newspapers and TV stations are full of reports about 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 runs smoothly.

```
=====
                               |
 Brake operation Manual |
                               |
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Using the Brake control, the following steps are necessary to operate the brakes:

Step 1: Activate 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 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 steps, the manual brakes will be available for use.

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                               |
 Note for the conductor |
                               |
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The keycard for the driver's compartment is in my bag as always. But I need the other guy's key too often to open the damn thing. But it looks like I've lost it somewhere. If it was a normal key, someone is sure to turn it on, but the key is different. I'll look for it too, but if you happen to find it, please hand it in.

Thanks in advance

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Training facility Mission:

This training facility will raise a new generation of model employees to serve the future of Umberella Corp.

Applying the strictest and most rigorous training standards, this facility will, without regard of gender, race or creed, produce only the best candidates to be global future leaders of Umberella Coporation. 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 Umberella Coporation employees, and are to be considered the Law of this facility. Keep these words in mind at all times. Delicate yourselves to the training, and bring honour to yourself and the coporation.

James Marcus,
Director,
Umberella Coporation,
Managment Training facility

File 2 :

=====

Notice to all staff |
|

=====

(This document is very old, Much of the writing is illegible),

Regular meetings of the Vaccine Records 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.

=====

|
=====
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 23th

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 is because of the business but he is becoming intolerably pushy.

But,maybe I can turn this to my advantage.

I need a special facility to properly to 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 noting more than a money-spinning tool,Fool!

But 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 typr with "Progenitor" as a base.Mixing it with leech DNA was a breakthrough I needed....

I call this new virus "t", for "tyrant".

October 23th

It's no good!

I can't hope for real progress expermenting on mere rodents.Only humans can be a proper mammlian subject for the experiments.Otherwise,I will never 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 intellgence ,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.....

Januray 31th

The devices I set to protect my work have been disturbed,it appears someone came looking for "t" and the leeches,

Fool,

No doubt of Spencer's group.

February 11th

Today, I again found evidence of tampering around the entrace 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 pest...

Those two are the only ones I trust.Apart from the beloved 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 directors'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 25nd

Scholar Will,Pratical Al,They really are oppersites.And they are always competitive in everything they do.There is something useless and cruel about them both...

October 7th

Got a sudden call from the director,it was to tell me to encourage a rival

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, Order are orders. I'm going to have them tearing at each other's throats.

=====
About Power Regulator |
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=====

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 |
|
|
=====

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 of glory
All our hands Cannot open the door to the heaven.

=====
Management Trainee's Diary |
|
|
=====

What is that Director Marcus is researching all the time? And what's with his weird interest in leeches? Interest..?
Seems more like love at times....
Rumor has it that there's something dangerous about those leeches. It is true that when Dennis just touch 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 just watching him.

Must maybe go
IF can but hwo

Dennis gone,I go

Hungry....

Help

Mom.

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=====
Microfilm image |
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An image resulting from overlaying microfilms A and B

Numbers appear on the seats of the conference room.

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| .....|
| .....|
|      ....|
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| -----|
| |0 1| |2 3| |
| -----|
| -----|
| |4 5| |6 7| |
| -----|
| -----|
| |8 9| |A B| |
| -----|
| -----|
| |C D| |E F| |
| -----|
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=====
Inmates List |
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Correctional Institute Inmates List

Mathews, K.
Deceased,Disposal Complete

Midge,D.
Deceased,Disposal Complete

Keith,W.
Preserved as speciman

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 Arklay laboratory

Kerry, T.
Transported to Arklay laboratory

Roberts, A.
Transported to Arklay laboratory

(Transported individuals to be deleted from the records).

=====
First Investigation Unit Notes |
=====
|

We are searching the facilities, and it looks like a lot of chemicals survived. Fortunately, the storage tanks are still 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 a plain investigation. When we re-open the facilities, we 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's Diary 2 |
|

=====
(This page has been torn out)

Trouble is unlikely, but I closed my babies up in the special capsule. But it won't be safe if I hold it onto 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 how to make it.....

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|                               |  
|           File 3 :           |  
|                               |  
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=====
Old photograph |
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(There's something written on the back of the photograph).

To James,
To Commemorate
your Graduation, 1939

=====
Investigator's Report |
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|
=====

Dr. Marcus, Co-founder, with President Spencer, of the Umbrella Corporation. Disappeared 20 years ago. The results of his research have been kept under warps for all that time. The reason became clear here at Training Facility run by Dr. Marcus...

...Well, not here exactly, but underground. When we ventured below, we understood.....

There we found evidence of Dr. Marcus' research into the T-virus prototype called "Progenitor". The evidence of years of hideous experiment 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 secret safe. Where is the Doctor now I don't know, but considering the recent rapid growth of Umbrella Corporation, I can't imagine the 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 |
=====
|

February 3rd, 1978

Administered "t" into 4 leeches. Their will to survive leads them first to parasitism and predation. Then they breed and multiply. Such single minded biology makes them attractive candidates for bio weapons research. Afterwards, no major changes observed.

February 10th, 1978

7 days since the administration of the "t". Rapid growth to double former size, signs of transformation emerging. Spawning successful, they double their numbers in one hour, but their ravenous appetites lead them to cannibalism. Hastened to increase food supply, but lost 2.

March 7th, 1978

Provided them with live feed, but lost half when the live food fought back. However, the leeches are learning from experience, and are beginning to exhibit group attack behavior. They are also ceasing to cannibalism. Their evolution is exceeding expectations.

April 22nd, 1978

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

April 30nd, 1978

An employee has stumbled onto my experiments. Can human be a food source? How will the leeches respond?

June 3rd, 1978

A day worthy of commemoration. Today they began to mimic me! Surely they recognize their father....
Wonderful children, No one will take you away....

=====
Laboratory Manager's Diary |
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|

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 could he mean?

=====
B.O.W Report |
=====
|

Research to date has shown that when the Progenitor virus is administrated to living organisms,violent celluar 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 breakhthrough.This is my report:

Insecta

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

Amphibia

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

Mammalia

The progenitor virus was merged with the monkey's cellular DNA,resulting in increased in fertility.The resulting young exhibited improved aggressivness and some increased mental capacity.(As a side effect,the visual power was lost,but this offset by an improvment in hearing ability).

However,they were unsatisfactory as weapons.It does seem that no progress can be made without making humans as base organism.

=====
About Battery Fluid |
=====
|

Battery Fluid

The fluid used in batteries is a diluted solution of mixed water and sulfuric acid.Both must be of high purity.When fully charged,battery fluid should have specific gravity of 1,280_+0.010 at 20 degree.

Battery Acid Purity

Take care that dilute sulfuric acid solution is of sifficient purity.

=====
Investigator's Report 2 |
|

=====
We should have finished with this dump long ago. When this is all started, did anyone expect that there would be guns blazing away like this? We weren't told a thing about creatures attacking us at the briefing...

Guess they were a surprise to the head honchos too. The things in the woods - just starting attacking people. That had to be planned. Someone deliberately scattered that virus, no doubt about it. But the guards, our fellow soldiers, they must be still around...

Well, whatever. Don't have to worry about that anymore. What I've got to worry about whether to use the last bullet on myself, or on a friend,,,

That's the only decision I have to make.

=====
Treatment Plant Manager's Diary |
=====
|

5/10

Damn it! Why is normal industrial waste being delivered here? This is Umberella Coporation 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 like they did. Had to be done, but....
It was pretty sudden. It's not like they cared unitl now. Anyway, as long as I get out of here, I don't care what they do.

=====
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.

Alternate costumes:

Successfully complete the game with any rank under the normal or hard difficulty settings. Start a new game. A Closet Key will appear in your inventory. Use it to unlock the closet in the room where the Hunting Gun was first found to access new costumes for Rebecca and Billy.

Completion bonuses:

Successfully complete the game with a "B", "C", or "D" rank and unlock the Leech Hunter mini-game.

Successfully complete the game with a time between 3:31 and 5:00 for an "A" rank to unlock the Submachine Gun and Leech Hunter mini-game.

Successfully complete the game with a time of 3:30 or faster for an "S" rank to unlock the Rocket Launcher, Submachine gun, and Leech Hunter mini-game.

Leech Hunter mini-game bonuses:

Successfully complete the Leech Hunter mini-game with one of the following ranks to unlock the corresponding bonus.

"A" rank: All weapons infinite ammo

"B" rank: Magnum

"C" rank: Hunting Gun infinite ammo

"D" rank: Handgun infinite ammo

"E" rank: Submachine Gun ammo

Avoid Leech Zombie explosion:

When you fight the Leech Zombie, its legs will swell up at the end and explode, hurting and often killing you or your partner. There are three ways to avoid this. First, just leave as his legs are swelling but before he explodes. The second is to use a Molotov cocktail on him, which will light him on fire and melt into a puddle of slime and leeches. The third way is to kill him while he is still in "human" form, which is best done with the magnum and has the end effect as the Molotov cocktail.

Hint: Pause timed puzzles:

Try to change to your partner during a timed puzzle. Remain idle at the error message to give yourself more time to study the puzzle.

+++++

Pro Action Replay Codes(NA):

+++++

Note: I have not try them out,so don't email me about this type of information or even gameshark question.

(m)

1 RRXJ-1GCM-EY9X4

2 ETFF-WG8B-9P79R

Zero Saves

1 7ZVZ-U58G-D640A

2 YP1T-22F4-3DG71

All Files

1 VZJN-AG1A-7MKCJ

2 98NT-J73U-H3YG3

3 30YE-7MG8-PCEUP

All Maps

- 1 A9UR-84P6-J2E0M
- 2 RJBX-FYHT-TR1CV

Rapid Fire

- 1 H0EC-61XA-27UQ2
- 2 85ZB-ED5C-C6FM1
- 3 6TQH-CVRB-GFXMU
- 4 455Q-9UN4-BYJMP
- 5 QXY8-FAEF-G2E7V
- 6 455Q-9UN4-BYJMP
- 7 E9FZ-A3QA-YCERP

BILLY CODES

Infinite Health

- 1 MMPX-1WHN-H9MU8
- 2 AVJV-W740-FY2G8

Infinite Ammo Slot 1

- 1 XC8N-NBRV-KYA5W
- 2 88RQ-QTKT-0FB6V

Have G. Launcher Slot 1

- 1 XEKG-D07R-RJ6RD
- 2 TWMA-7FT6-UU716
- 3 DM40-1KP5-D6BNH

Have R. Launcher Slot 1

- 1 8X7U-1BZQ-TJXPY
- 2 W01Z-5DTE-UGMP8
- 3 DM40-1KP5-D6BNH

Have Magnum Slot 1

- 1 OCG0-B4R7-97VY4
- 2 B954-BQ20-0BCCZ

Wear Tuxedo Costume

- 1 CCZK-KB7P-XN1NT
- 2 AMRQ-D3EX-9V38E

REBECCA CODES

Infinite Health

- 1 Y5ZP-NTAT-KPW2U
- 2 KEMV-KFA0-V48N3

Infinite Ammo Slot 1

- 1 2TPC-HG7C-A61TU
- 2 A5M1-UP1G-BC8EM

Have G. Launcher Slot 1

- 1 0WPY-JJ6M-BX0EM
- 2 RW2P-XJY6-EJFWD
- 3 30E6-22WR-QMEM4

Have R. Launcher Slot 1

- 1 H81X-ZCNK-NYN16
- 2 TEJZ-WKCZ-JT7FV
- 3 30E6-22WR-QMEM4

Have Magnum Slot 1

1 ZP1Y-FRY2-DRWH0

2 98K6-WT7M-GH1CZ

Wear Leather Costume

1 589N-X5F3-XZZ93

2 43P5-GBR7-E0HZW

Wear Cowgirl Costume

1 7VUC-47X9-GBX65

2 BX9G-BKBP-P7C53

10. Credits

I will like to thank:

‡ Myself

‡ CjayC (for putting on his website, the first one to thank of course)

‡ Gamewinners for the cheat section

‡ ViStante, Glenn (for pointing out my mistakes)

‡ Songbird21

‡ All webmasters who host my FAQ (Roody over at residentevil.com, Peter Judson at neoseeker.com)

‡ Quentin Brown and JediPikachul (for some useful info)

‡ <http://www.codejunkies.com> (For the Action Replay codes)

This document is updated and created by Thanos rulzs

=====
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