

# Resident Evil Zero FAQ/Walkthrough

by Muchitsujo

Updated to v1.1 on Oct 19, 2005

FAQ / WALKTHROUGH ON RESIDENT EVIL 0 (BIOHAZARD 0, outside the US) for the Nintendo GameCube.

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= 00: TABLE OF CONTENTS / LEGAL SPEAK =  
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.....  
: # | CONTENTS | UPDATED | :  
: 00 | TABLE OF CONTENTS / LEGAL SPEAK | 10/19/05 | :  
: 01 | VERSION INFO | 10/19/05 | :  
: 02 | INTRODUCTION | 06/28/03 | :  
: 03 | TACTICS | 01/14/04 | :  
: 04 | ENEMIES | 09/24/03 | :  
: 05 | WEAPONS | 10/19/05 | :  
: 06 | WALKTHROUGH | 10/18/05 | :  
: 07 | REWARDS | 01/14/04 | :  
: 08 | LEECH HUNTER | 10/19/05 | :  
: 09 | FILE TRANSCRIPTS | 10/18/05 | :  
: 10 | PUZZLE SOLUTIONS | 06/25/03 | :  
: 11 | BOSS STRATEGIES | 06/25/03 | :  
: 12 | ITEM LIST | 10/19/05 | :  
: 13 | UNANSWERED QUESTIONS / PARTING SHOTS | 10/19/05 | :  
: 14 | FREQUENTLY ASKED QUESTIONS | 10/19/05 | :  
: 15 | FUTURE UPDATES | 10/19/05 | :  
: 16 | CONTACT INFO | 10/20/03 | :  
: 17 | FINAL NOTES | 10/20/03 | :  
.....
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NOTE: This is written for normal mode. Easy mode doesn't need a guide as much, but there are more items, like in the BUNKROOM there is more ammo.

All items give double the ammo, I think, and everything is easier to kill. I played through it once and had maximum handgun ammo for both characters at the end of the game. Enough said. Hard mode... in future I may add info on hard mode, but if you've gotten that far, I'd believe you to be self-reliant. So far, I've seen no first-aid sprays.

In the game, easy saves are labelled in green, normal saves in white, and hard mode saves in red.

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= 01: VERSION INFO =
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v 0.8

Not a public release. It was completed 6/25/03, and contained walkthrough, puzzle solutions, and boss strategies.

v 0.9

Not a public release. It was completed 6/28/03, and contained the intro, transcripts, unanswered questions, FAQ, and contact info.

v 1.0

First public release, completed 9/24/03. Added TOC / disclaimer, version info, tactics, enemies, weapons, item list, future updates, and, final notes. Yippee.

v 1.01

Forgot a few small things. Added a little to tactics and put in a section for the rewards for beating the game quickly enough. Other edits were numerous and small.

v 1.02

Oops. I hadn't anticipated for someone accidentally sending Billy through a part where I had suggested Rebecca in the walkthrough, and got my first frantic e-mail asking if they had to start the game over. Fixed that by adding a way around it just before where the characters would have split. This way takes longer, and I don't endorse it, but it works. This section is labeled and can be found easily by using the find function and searching for BILLY METHOD. Added some people who are being given props for hosting this. Also the COMPLETED thing in the TOC is now more of an UPDATED thing. With plentiful 0s. Wooha. (Minor touch-ups elsewhere).

v 1.03

Ack. A minor update indeed, though I promise to get to the Leech Hunter guide, except the herbs seem to change with your costumes, so it could prove to be a time-consuming endeavor. There have been a number of questions added to the FAQ, some of them may spark debate though I don't mean to drag up old arguments. There have also been a few minor revisions based off some oversights mentioned to me in e-mails, they are small, but entirely legitimate. Also, it's worth noting that I'm currently working on a guide for the GameCube incarnation of Resident Evil: CVX. That'll be done sooner or later, hopefully sooner. 231k. (Edit: Yeah, it's done.)

v 1.1

Months, and SEVERAL completed guides later, I've come back to this. File transcripts are now in uniform format with every other guide I've done (also

cleared up a bunch of spelling errors that no one called me on), AND I finally got bored enough to clear Leech Hunter, all five ways. Other things have been changed too. Completed 10/19/05, 279k. Still, probably not the final release. The location names have been feeling a little clunky to me, and I think that there's more to be said about weapons and enemies.

=====  
= 02: INTRODUCTION =  
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"JULY 23, 1998  
Raccoon Forest 20:17

'A mid-western town in America: Raccoon City.'

'A solitary island far off in the sea: Rock Fort Island.'

'An island that would become the second Raccoon City: Sheena Island.'

'There are still many unanswered questions about these seemingly unrelated yet intensely traumatic events.'

'Though it is believed the international enterprise, Umbrella was somehow involved, little is known as to the origin of this faceless corporation.'

'When was it established...?'

'By whom?'

'And how was the T-Virus created?'

'To uncover the truth, we must delve deeper into the events which transpired in the beginning... before the mansion incident...'"

.....  
Resident Evil 0 sets out in an attempt to answer these questions, and others raised about Rebecca Chambers' involvement in the series, by explaining what happened before the larger-scale outbreaks in later REs. Originally, the game was planned for the Nintendo 64, and it was strongly hinted through RE2's Ex-Files that Billy Coen would be involved somehow. This game, like all RE games have, answers a few key questions while introducing new characters and concepts (and enemies), while raising a few more questions of its own.  
.....

"2 HOURS LATER  
Above Raccoon Forest

'It began as a simple investigation of some bizarre murders in the suburbs of Raccoon City.'

'Nothing in our training could have ever prepared us for the nightmare that ensued.'

'We never stood a chance...'"

=====  
= 03: TACTICS =  
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In all RE games, your ultimate goal is survival, but there are certain things

that will make your survival a lot easier.

-----  
KNOW THE CONTROLS

As a default, the controls in RE are:

CONTROL STICK: Character movement

C-STICK: Partner movement (hard to control, will immediately return to CPU upon release, only if in same room)

A: Action. Open doors, pick up items, examine things on screen, climb objects, get down from objects, select (in item screen), fire (with weapon ready)

B: Run (when used with control stick)

Y: Item menu toggle

X: Character switch (in game and in item screen)

Z: Map

Start: Toggle between solo and team movement

L: Change target / realign shot (with weapon readied)

R: Ready weapon

-----  
CONSERVE AMMO

This generally can be ignored in easy mode, but for normal mode and hard mode, this is more crucial. Plan ahead, or read ahead in the guide. If you aren't coming back to an area and you can run from an enemy, don't bother with them. Also remember this in cases where risk outweighs reward. Even if you can't outmaneuver an enemy, if you aren't coming back then you can at least knock them down and complete your task while they're getting back up. Later in the game, with weapons like the sub-machine gun, it may be smarter to tap the A button instead of holding it down, to fire in short controlled bursts.

-----  
HEAL RESPONSIBLY

The health spectrum for RE0 is generally as follows:

GREEN: 100-76% health  
Everything is fine and dandy.

YELLOW: 75-51% health  
Some damage taken, but otherwise fine.

ORANGE: 50-26% health  
Starting to show signs of fatigue.

RED: 25-1% health  
Danger area. Could die from any attack.

POISON: Varies

Slow, but noticable decrease in health. Remove quickly.

Unlike in previous RE games, your movements are not significantly hindered until you reach ORANGE. Thus you can put off healing, while still being able to get around your enemies. RED is also not quite the same as in other RE, you do not clutch your side and limp from place to place, but your movement is much like it is in ORANGE. Keep in mind that your quick turn movement is also slowed once you take enough damage.

#### HEALING CHART:

GREEN = 25% restore

GREEN + GREEN = 50% restore

GREEN + BLUE = 25% restore and antidote

GREEN + RED = Full restore

GREEN + GREEN + GREEN = Full restore

GREEN + GREEN + BLUE = 50% restore and antidote

GREEN + RED + BLUE = Full restore and antidote

BLUE = Antidote

RED = Useless, on its own

FIRST-AID SPRAY = Full Restore

GREEN CHEMICAL = Antidote

Poison status should not occur often, considering there are only five total creatures in the game capable of performing such a feat. However, heal this effect from you as soon as possible as the consequences can be rather nasty. If you've used up all of the four blue herbs in the game already and have STILL somehow managed to get poisoned, here's a neat trick: Find green capsule and use the green chemical instead. While all the other chemicals are useless on their own, in theory, this works, and it doesn't even take up item space. This could potentially be very useful in the Leech Hunter game.

I generally recommend carrying at least one herb around at all times.

-----  
AIM PROPERLY

All creatures in this game move on a field, not in linear tracks. Therefore, you should realign your shot by hitting L when your weapon is up (using R). This helps not only when zombies are wandering about, but it's all but crucial in boss fights like the centipede and the giant bat. It not only guarentees that your shot will hit, but it also realigns with the enemies weak or central area, making your shot hit harder. Don't ignore your ability to aim up or down either. While you will hit a lower enemy when shooting straight ahead in this game, it is far more efficient to shoot down at them. Same applies to higher enemies, or enemies with higher weak points. By shooting up with your shotgun at a close zombie, you can decapitate him instead of firing more shots into its gut.

-----  
USE RANGE

Some weapons are designed to fire certain distances, and others have the same power from any distance. For that reason, avoid putting yourself in danger. If you're using a handgun, don't wait for them to get too close, but if you

have a shotgun (which also has the potential for knockback), maximize the power by waiting a little. With the grenade launcher and the molotov, be certain you'll be able to hit your target with the range you've allotted. Be wary of obstacles as well, particularly when using the molotovs, your aim can be blocked more easily than you would think. Remember that to shoot faster, continue tapping the A button instead of holding it down.

-----  
KNOW THYSELF / THINE PARTNER

While either character is capable of using the hookshot, in other areas of the game you have to use one character over the other. Rebecca can mix chemicals in her unique mixing set and can combine herbs, but is weak in strength and stamina. Billy can move large objects, aims better in combat, has better stamina, and can use the (mostly useless) lighter, but cannot mix herbs or store any sort of chemical. Know that when choosing who to send into any situation. Don't be afraid to send one in alone if you're only running around an enemy. In combat, work with your partner, not against them. It's more effective to shoot in an alternating pattern rather than both simultaneously firing. Using effective weapon combinations can also ease the pressures of battle. Keep in mind that after the battle is done, if your partner is out of ammo in their gun, the CPU will automatically reload if they have the ammo to do so. This can save little intervals of time throughout the game, but as we all know, the little bits of time add up in the end.

-----  
KNOW THINE ENEMY

Whether you're running from an enemy or fighting it, be aware of its attack patterns. Certain enemies (zombies, particularly) can be faked out and tricked into lunging at where you were while you run away or prepare to stun them out of their attack. If you can think faster than your enemy, you won't always have to attack faster. As a final note, it doesn't fit anywhere else, in REO if you are attacked when going through a reload animation, the game will still recognize that you have reloaded.

-----  
PLAN AHEAD

Know what pieces go where and try to minimize menu time. REO comes equipped with a USE function when you pick up your items. Combine items this way, saving yourself time and inventory space. And if you have to reload soon and already have your inventory open, or you need to reload faster than an enemy will give you a chance for, do it using the inventory. This can save time and possibly health.

Also, avoid carrying around unnecessary items. By this, I typically mean blue herbs (you have to work to get poisoned in this game) and ink ribbons, which can be found near any new typewriter anyway.

-----  
GOALS

With any ranked game, you're obviously going to aim for a high rank most of the time. The higher and faster, the better. If you want to know what times will grant you which rewards, consult section 07 REWARDS to figure out what you're

getting yourself into. Time yourself, if need be. Keep track of how long it takes to do certain things, and don't forget to save. If you save and it takes longer than you wanted to in one part, you can reload and take another run through it. Beats playing through the whole game again.

NOTE: You can only get rankings by beating the game in NORMAL MODE or higher.

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= 04: ENEMIES =  
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#### ZOMBIES

The bread and butter of this and every other RE game. These fellows, with the exception of the unique zombie, are rather slow and easily outmaneuvered. They have two major attacks, biting you and vomitting. The puke does minimum damage and isn't used often. Biting does more noticable damage, sometimes knocking you down a level. Button-mash and flail the control stick around when they grab you to avoid too much damage. Zombies die when they fall to the floor and blood pools underneath them. They are smarter than other enemies in that they may fake death so they can gnaw on your leg as you pass, in which case you will eventually stomp them to end it. Point down and plug them if they don't look dead enough. For small groups of zombies, the handgun is ideal. After you knock them down, they get back up while holding their head down, which is a great chance for a brain shot. For larger groups, you can either do a straight blast with a shotgun or wait until they come too close and point the shotgun up to decapitate all of them. You'll find naked zombies, like in all RE games, at the end of the game. These zombies are considerably more resistant to all types of damage.

\*\*\*\*\*

#### CERBERUS

Zombie dogs. Not common, but still a threat. They can't run below your shot if you point straight out as much as in previous game. They have three attacks they use against you. The first is to run at you and jump, tearing a piece off as they go and then turning to run away again. The second is to grab your arm and pull on it like a chew toy. The third is to dive at you and knock you on the floor as you try to fight them off. Like in all RE games, you can do a lot more damage if you knock them out of the air like this. These dogs have a considerably larger jump distance than they did in previous games, so don't underestimate them. If you are caught by one, use the same evasive button-mashing as with zombies.

\*\*\*\*\*

#### LEECH ZOMBIES

A zombie comprised of leeches and shaped like a humanoid, usually Dr. Marcus to start out. Usually after fighting one for a while, it will change its appearance to a less human looking shape, at which point it will become much faster and less predicatable. As a humanoid, its major attack is to whip at you with its rubbery arms. When it does this, it will often tilt its head to the side, so run when you see that. This attack does considerable damage. As a leech monster, it has this same attack, but it will not give you any warning. Its other attack as a monster is to grab you and spray acid on you (as it seems to try to eat you). All you can do then is button mash and hope for the best. This also does a lot of damage, and it recovers quickly from being shoved off, so you'll likely have to do it multiple times. If you kill one of these with conventional weapons, you'll have to rip off no less than two chunks from it, and when it is reduced to just the legs, it will puff up and explode, usually

bringing you to critical damage if you're nearby. For this reason, use acid and fire (explosives) when you are fighting them as much as possible, since they merely sink to the ground and disintegrate if you do this.

\*\*\*\*\*

#### LEECHES

Usually the remnants of a leech zombie, though in later areas they are scattered all over in no real pattern at all, unless a leech zombie or some such thing was dropping them. Early in the game, these things can be rather vicious and will often climb on top of you. They do small amounts of damage, so just throw them off like you do everything else and you should be fine. To kill these things, you'll usually step on them as they're below you, though it is possible (though wasteful) to shoot them.

\*\*\*\*\*

#### PLAGUE CRAWLERS

A new enemy, large creatures resembling irate grasshoppers or locusts (the lone locust of the apocolypse, er, sorry). They have three primary attacks. One is to run up to you and slash at your leg. Another is to dive on top of you like the cerberi do and try to eat your face. The third attack is one I didn't even see until I played through a few times, but they can do a flying headbutt into your gut for a small amount of damage. You can shoot them out of this attack much like with the cerberi, and do a greater amount of damage than you normally can. The leg slash is by far their most dangerous attack. To kill them (they are incredibly hard to avoid or ignore), aim down at them with a shotgun or hunting gun if they get too close. Two shots usually does it. Otherwise, fire away with your gun, but do be aware that they can do a lot of damage quickly, especially since they usually come in groups.

\*\*\*\*\*

#### CROWS

Also, a common Resident Evil sight. Their only attack is to divebomb you and claw at your head as you try to fight them off. Usually they are somewhat docile unless you do something stupid (say, shoot them, like I do) to rile them up. If you must kill them, use the handgun and plug away when you have a clear shot, but otherwise, it's a waste, just run away from them.

\*\*\*\*\*

#### SPIDERS

Unlike common spiders, these are grotesquely large and have no interest at all in web making. They are, however, capable of climbing up walls. Their two attacks are to spit poison at you, which will do gradual damage until you clear it, and to charge at you, rear up, and attack your legs. They can also drop poison on you from above while climbing the walls, so be conscious of that when you run underneath them. To dispose of them, you would usually want to use a shotgun blast or two, or regular grenade rounds. There are only five of them in the game, though, and if you don't feel like killing them, they aren't worth it. They are easily outmaneuvered.

\*\*\*\*\*

#### ELIMINATORS

Despite their clearly threatening name, elimimnators are medium sized monkeys that aren't all that troublesome. According to one of the files, they are mostly blind, and find their enemies based off of sound. Unfortunately, most of the time when you run into them you do not have the luxury of stealthy

movement. They can also jump to incredible heights and spring off walls as they chase you. This is also how they attack you, jumping at you and slashing, though I assume they could jump on you as well. With their speed and damage capabilities, it's really best to kill them as soon as you can. Use the shotgun or regular grenades to take them out. After they fall, if they are truly dying, they'll push themselves up a little and let out one last cry.

\*\*\*\*\*

#### HUNTERS

An RE favorite. In RE0, these fellows strongly resemble men in frog suits. The hunters have also been toned down a little, they don't work well in groups and sometimes are oblivious to your presence even after you kill their buddy. They are, still, just as fast and dangerous. They can slash you or jump and do the same for medium damage, or if you are already rather wounded, they can decapitate you entirely with one fell swoop. These hunters aren't quite as defensive as they are in other REs and seem to have trouble avoiding shots. To kill them (you WILL want to), use your grenade launcher (any rounds) or your magnum. Another method of dealing with them is a little less safe, and should probably be reserved for Leech Hunter only. If you have both characters with their handguns equipped, you can stand at a distance and fire one round after another, timing it so you're firing when your partner isn't. Hunters are knocked out of their attacks rather easily in RE0, which is why this works.

\*\*\*\*\*

#### BATS

These are new creatures to the RE series, but they only appear with the Giant Bat boss at the beginning of Disk 2. There also seem to be an infinite number of them so there's no point in killing them unless to temporarily clear out some unnecessary targets. They will swoop and tear at you like crows, but are significantly weaker than their counterparts. You can't avoid hitting them easily, but they're torn to shreds in every hit. Ignore them, either by realigning your shot manually or automatically.

\*\*\*\*\*

#### LURKERS

Giant frog creatures. By far, the most dangerous of the new enemies. Luckily, they only appear in the very last part of the game. These things will grab you with their tongue, then drag you over, possibly knocking you unconscious in the process, and eat you. No amount of button-mashing can save you from this, near as I can figure, you're as good as dead. Run, as soon as you see one, and don't stop running until you get to a door or a ladder, but if you must kill them, use the magnum and be done with it quickly.

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= 05: WEAPONS =  
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#### KNIFE

The butter knife of RE2 is long gone. Unfortunately, this one still sucks. Unless you are running out of ammo, which you really shouldn't be (and even then, it's not terribly difficult to dodge until you can find some more), ditch this and forget about it as soon as possible. Except when playing hard mode. I only recommend using this in tandem with a partner who has a gun. They knock 'em back / down, you slash them at a distance.

\*\*\*\*\*

## HANDGUN

The primary weapon for most of the game. Holds 15 rounds, and fires with a good range. A very reliable weapon, plenty of ammo, and continues to have its uses until the end.

\*\*\*\*\*

## CUSTOM HANDGUN

More dangerous than the handgun, as the number of headshots increases dramatically. Apparently, it also focuses on the weakpoints of other enemies with more often, reducing ammo consumption overall. If it comes down to ditching one of the handguns late in the game, you have to keep this one.

\*\*\*\*\*

## HUNTING GUN

Your first taste of shotgun weapons. Doesn't have a great range, but has decent power in close encounters. Fires and recovers at a slow rate, and also doesn't reload quickly. On top of that, it only holds two shells. Ditch this as soon as you find the shotgun.

\*\*\*\*\*

## SHOTGUN

The big brother of the hunting gun. An overall improvement, it seems to have slightly better range, reload time, and recovery, with a noticeable increase in power from before. Can now hold seven shells, which makes large scale battles a lot less intense.

\*\*\*\*\*

## MOLOTOV COCKTAILS

These puppies can do a decent amount of fire damage to a group of enemies, but it takes so long to throw them that you really won't want to use them on anything that can attack fast or frequently. The only place that they really shine is when used against leech zombies, where they should always be the weapon of choice.

\*\*\*\*\*

## GRENADE LAUNCHER

A "versatile" weapon equipped with three types of ammo. In previous games, what ammo you used in what situation would dictate whether you survived or not. In this game, the ammo seems to have the same power all around, just different animations. The exception to this is the power of fire on leech zombies, but you still get the same basic effect from acid. Not nearly as useful as it was before, and item space really doesn't allow for it anymore. What was once a necessity is now just a little luxury, and a bit of a pain at that.

\*\*\*\*\*

## MAGNUM

The big gun. This can take out most things in one shot, and has a decent recovery and reload time. Ammo for this isn't easy to find, though, so save it for hunters or bosses whenever you can. Otherwise, you'll be in serious danger later on.

\*\*\*\*\*

SUB MACHINE GUN (SPECIAL)

This is much like the assault rifle in RE3. While it is more efficient at mowing zombies down, it also eats ammo very quickly. I don't think that this would be a big problem, though, since in Leech Hunter it's easy to unlock extra ammo for it (I just haven't done so yet). Another way to get around that would be to fire in short bursts and hope for the best. Overall, it provides an interesting alternative to handguns with the potential for more.

\*\*\*\*\*

ROCKET LAUNCHER (SPECIAL)

The Rocket Launcher, is basically a glorified afterthought. Every RE game has one, why shouldn't RE0? That said, it looks like the grenade launchers found in previous games and behaves like a magnum. Shot to the gut makes a head pop and a little fire spurt out, but nothing impressive. Weak. Strongest weapon in the game, and nice blast radius, but very weak on appearance. It fires quickly, but prepare yourself for knockback as you fire.

\*\*\*\*\*

MAGNUM REVOLVER (SPECIAL)

You have to go through the semi-arduous task of grabbing 90-99 leech charms to unlock this, but it rivals the Rocket Launcher on a lot of levels. The hand cannon fires a lot quicker, produces the same effect (head popping), and the only drawback is the kick on it, which you'd suffer with either weapon. It seems to have a bit of range to it as well, and you can usually pick something off even without a direct hit.

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= 06: WALKTHROUGH =  
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Part One: THE ECLIPTIC EXPRESS (TRAIN)

"The door to safety is shut. There is no turning back..."

\*\*\*\*\*

NOTE: At the end of this section, you will lose access to the train. If you want an item in the train before this happens, but don't have the space to carry it at that time, pick it up, then leave it somewhere else. Trust me.

\*\*BLUE CAR\*\*

After watching (or skipping, as the case may be) the intro you'll end up in this room. Turn to your left (your left being your character's left, and directions will be given like this) and head through the door at the end.

\*\*BROWN CAR\*\*

ENEMIES: THREE ZOMBIES

As you enter a cut scene will start, and you'll find yourself in the middle of the room. There will be one ZOMBIE where you were headed and two behind you. Take out the one behind so you can use the extra space, then take out the other two. It's early in the game so these ones are easier. Continue to the door in the direction where you were originally headed and where the single ZOMBIE was.

\*\*HALLWAY CAR\*\*

Head forward and take the first door on your right.

**\*\*BROWN PASSENGER ROOM\*\***

There are some HANDGUN BULLETS next to the bed, and a FILE on the desk. Parts of the file will hint at how to handle an upcoming boss, as well as the PLAGUE CRAWLERS you'll be introduced to later, and generally most insect based enemies. Grab both of these and leave. (Also, there is an INK RIBBON in the coat pocket of the jacket, but there isn't a whole lot of point in stocking up on these.)

**\*\*HALLWAY CAR\*\***

Take the next room on the right.

**\*\*TRAIN SAVE ROOM\*\***

RE vets will recognize this as a place of safety based off the music. There's a FILE on the bunk and GREEN HERB next to it. There's also an INK RIBBON on the desk near the entrance, but I wouldn't save just yet. Leave.

**\*\*HALLWAY CAR\*\***

ENEMIES: TWO CERBERI

Turn right around the corner and down to the end. There you should find a locked door and a dead body holding a TRAIN KEY (examine it to turn it into the DINING KEY), now we need to go back to the BLUE CAR and use it on the door on the other end. A cut scene will follow, you'll be introduced to Billy Coen, he'll leave and Edward Dewey will crash through one of the windows, after a cut scene, a CERBERUS will jump through the window after him. Take it out, then continue on. Another CERBERUS will jump through the window, but you should make quick work of it. If you check Edward's corpse, he'll have some HANDGUN BULLETS. Make your way back to the BROWN CAR.

**\*\*BROWN CAR\*\***

ENEMIES: TWO ZOMBIES

You can make short work of these two stooges or run right through since they're on the sides. It's up to you, I'm a little trigger happy, personally.

**\*\*BLUE CAR\*\***

ENEMIES: ONE ZOMBIE, IF you wait too long

Short cut scene with your radio and Enrico on the other end. Use the DINING KEY at the door, and go through.

**\*\*LOWER DINING CAR/KITCHEN\*\***

Another cut scene with Billy. He'll block the way back to the BLUE CAR. If you try to go around the staircase, you'll find that the door is automatic and won't open, so grab the FILE (which will also explain that) and go up the stairs.

**\*\*DINING AREA\*\***

ENEMIES: ONE LEECH ZOMBIE

There isn't anything to pick up here immediately. Walk forward a bit and you'll be treated to yet another (bizarre) cut scene. What just happened, you'll figure out later, right now focus on the LEECH ZOMBIE. You'll come to know this music all too well...

-----  
|[SUB-BOSS: LEECH ZOMBIE]+ |  
|Pretty simple to beat, keep shooting at him until he cocks his head to the |  
|side, then run fast in the opposite direction and continue fighting after |  
|you've avoided the blow. Between ten and fifteen shots will do him in, but |  
|make sure you keep at a safe distance or else he'll use his rubbery arms to |  
|tear you a whole set of new ones. However, you don't NEED, to fight him, you |  
|can just run towards the stairs and it will have the same effect. Just fight |  
him for practice, if you think you need it.

Another cut scene will start, Billy and Rebecca will agree to work together, but the leeches will return to the Man in the White Robes, and the train will start up again. It wouldn't be a mystery otherwise. You'll get a FILE after all that.

Ditch Billy's KNIFE, it's mostly useless. Now that you've joined up with your partner, you'll have to choose who you want to ditch for the time being. Put them at lead (they'll be referred to as the PARTNER character, though) and agree to split up, then run down to where the LEECH ZOMBIE was and go up the ladder, in keeping with the advice the previous file gave you.

**\*\*DINING CAR ROOF\*\***

CHARACTER: PARTNER

Make your way up to the end (you can't run or quick-turn up here) and around the hole, you'll find some cables that need reconnecting, do so and you'll have another cut scene (this makes even less sense, and is never explained, but maybe the gel is just the leeches shapshifting) and you'll get knocked down that hole.

**\*\*DUMB WAITER ROOM\*\***

CHARACTER: PARTNER

There's a TRAIN KEY (CONDUCTOR'S KEY), some HANDGUN BULLETS, and a GREEN HERB here, but sadly, the door is jammed. Send the CONDUCTOR'S KEY down the dumb waiter and switch to your other character.

**\*\*DINING AREA\*\***

CHARACTER: MAIN

Your partner's on the other end of the locked door, but you can't get through either, so go down the stairs.

**\*\*LOWER DINING CAR/KITCHEN\*\***

CHARACTER: MAIN

Turn the stairs and go down the path you didn't head down before, the door will slide aside and you'll be in the kitchen. Turn right around the corner and the dumb waiter is at the end. Take the CONDUCTOR'S KEY and head back to the CAR HALLWAY.

**\*\*BLUE CAR\*\***

CHARACTER: MAIN

ENEMIES: TWO ZOMBIES (ONE, IF you waited for / removed the other last time)

Deal with the ZOMBIES as you see fit and head to the end.

**\*\*BROWN CAR\*\***

CHARACTER: MAIN

ENEMIES: ONE ZOMBIE

There's a new ZOMBIE here, which means if you didn't kill the two ZOMBIES the last time, there will be three to deal with. Make your way to the other side.

\*\*HALLWAY CAR\*\*

CHARACTER: MAIN

Run past the two doors we've been through before. You may have noticed another locked door past the luggage heap last time. Well, now you have the key.

\*\*CONDUCTOR'S OFFICE\*

CHARACTER: MAIN

There's a MAP to your immediate right and a RED HERB and a GREEN HERB in front of you (you can mix them if you're Rebecca, Billy can't seem to figure them out), you might want to put off the herbs for a while. Head left and there's a FILE on the floor. In the closet nearby, there is the BRIEFCASE, but again, put that off. Now go back to the wall with the MAP and press the shiny red button. A ladder will pop out...

\*\*TRAIN BAR\*\*

CHARACTER: MAIN

There isn't much of interest here, so walk around the bar and you'll hear a cut scene with some kind of animal screaming. It doesn't matter quite yet, so run down to the end through this long room (you'll learn to recognize such rooms as Boss Rooms in the future).

\*\*UPPER BROWN CAR WEST\*\*

CHARACTER: MAIN

Grab the ICE PICK off the table next to you. You may be thinking about running back to the LOWER DINING CAR/KITCHEN to send it through the dumb waiter, but put that thought aside for a moment and go down the hall through the door to your right. But first make sure you have enough room in your inventory, three to four spaces, specifically.

\*\*HUNTING GUN ROOM\*\*

CHARACTER: MAIN

Take the HUNTING GUN to your left on the couch, this will be crucial soon. Take the HANDGUN BULLETS and the SHOTGUN SHELLS (highly recommended) too, and the FIRST-AID SPRAY, if you need it (I doubt it). Ignore the INK RIBBON on the floor.

\*\*UPPER BROWN CAR WEST\*\*

CHARACTER: MAIN

Make your way to the TRAIN BAR.

\*\*TRAIN BAR\*\*

CHARACTER: MAIN

Run forward for a bit and the strange screeching will start again, so will the cut scenes. BOSS TIME!

-----  
|[BOSS FIGHT #1: SCORPION]|

|+[DIFFICULTY: VERY EASY]+|

|This guy isn't too hard, but I warn you, it'll take all of your newfound  
|firepower and a few handgun blasts before it decides to lay down and die.  
|Just like the PASSENGER'S DIARY hinted at, the key here is to stay close to  
|it, point down, and fire a blast in its face, but wait for it to come to you.  
|It attacks if you go on the offensive, so there's no point in coming to it.  
|Your blasts will shock it backwards, keeping you safe anyway. Just beware  
|that from time to time, it covers its face with its claws and charges at you.  
|If it begins to do that, just quick turn and get out of there because your  
|shot won't do as much when it's covered. Continue the pattern until it dies.  
|On occasion, it'll do some claw swipes at you when in close range. It can  
|also impale you on its tail if you're too low on life, but that shouldn't  
|happen. Once you kill the scorpion, the music will change, but stay away  
|from it until it is lying completely on the floor. It can still do damage to  
|you when it's flailing around. |

---

Ditch any excess SHOTGUN AMMO, should you have any (don't worry about it, it won't matter). After the fight the TRAIN BAR is mostly wrecked. Run towards the opposite end, taking the PANEL OPENER as you go, and take the ladder back down to the CONDUCTOR'S CAR.

**\*\*CONDUCTOR'S OFFICE\*\***

CHARACTER: MAIN

Heal up here if you didn't grab the herbs before. Ditch the HUNTING GUN, you won't need to come back for it either, trust me on this. Open the closet to get the BRIEFCASE (check out the poster, "Go to travel on the Next World", I dig it) and go back to the LOWER DINING CAR/KITCHEN

**\*\*HALLWAY CAR\*\***

CHARACTER: MAIN

Still nothing going on in here. Save if you feel like it (first door on the left on your way back).

**\*\*BROWN CAR\*\***

CHARACTER: MAIN

Surprisingly quiet. Continue onward.

**\*\*BLUE CAR\*\***

CHARACTER: MAIN

Nothing going on in here either, move on.

**\*\*LOWER DINING CAR/KITCHEN\*\***

CHARACTER: MAIN

Run to the end of the kitchen and use your PANEL OPENER on the floor to your right on the other side of the refridgerator. You know the routine, send your ICE PICK through the dumb waiter and switch characters.

**\*\*DUMB WAITER ROOM\*\***

CHARACTER: PARTNER

Take whatever else you need from here. Remove the ICE PICK, then use it to unjam the door.

**\*\*DINING AREA\*\***

CHARACTER: PARTNER

ENEMIES: TWO ZOMBIES

You don't need to exterminate the zombies from here because you won't be back. Head down the stairs.

**\*\*LOWER DINING CAR/KITCHEN\*\***

CHARACTER: BOTH

Join up with your partner and rearrange your ammo so it's relatively even (usually I give about 30 more to the main character). Go through the hole you opened up.

**\*\*ANIMAL CAGE CAR\*\***

CHARACTER: BOTH

ENEMIES: TWO CERBERI

The CERBERI will break out as soon as you get in here (near as I can figure the dogs were being transferred to the Umbrella facility). Blast them, since there's no real way to get to where you're headed otherwise. There are some SHOTGUN SHELLS, a FIRST-AID SPRAY, and a GAS TANK waiting for you when you're through (though I'd ignore the SHOTGUN SHELLS and the GAS TANK, for now, and the FIRST-AID SPRAY unless you need it). Go to the other end of the car and you'll find something on the floor near one of the cages. Pick it up using the character that has the BRIEFCASE, it's the GOLD RING. Combine it with your BRIEFCASE and move out the door at the end.

**\*\*HOOKSHOT PLATFORM\*\***

CHARACTER: BOTH

Ah yes, the HOOKSHOT, it takes up two item spaces so you'll grow to hate it soon. Make some space for it with the character that has the BRIEFCASE, your inventory should look like this.

INVENTORY:

HANDGUN

HANDGUN BULLETS

BRIEFCASE

NOTHING

NOTHING

NOTHING

Now take the character WITHOUT the BRIEFCASE and move them over to the switch nearby. Pull it, but DON'T MOVE! Immediately switch to your other character (the one WITH the BRIEFCASE) and have them take the HOOKSHOT. You'll receive a FILE explaining how to use it and where to go next. Regroup, and leave.

**\*\*ANIMAL CAGE CAR\*\***

CHARACTER: BOTH

Pick up the SHOTGUN SHELLS, if you want, they make one part soon a bit easier. Also pick up the GAS TANK. You'll only have to see this place once more...

**\*\*LOWER DINING CAR/KITCHEN\*\***

CHARACTER: BOTH

ENEMIES: ONE ZOMBIE

As you're coming through here a ZOMBIE will jump out of the fridge. This bugger is a bit more difficult than the other zombies, but with both characters firing he should find the floor rather quickly. In the fridge, you'll find some EMPTY BOTTLES which you can combine with the GAS TANK to create the

almighty MOLOTOV COCKTAILS. Leave through the opposite end.

**\*\*BLUE CAR\*\***

CHARACTER: BOTH

ENEMIES: TWO ZOMBIES

Nothing should be of notice here aside from the ZOMBIES, but you'll find an interesting sight in here next time...

**\*\*BROWN CAR\*\***

CHARACTER: BOTH

Next to the entrance is a broken window, if you look through it you'll find part of a ladder, but you can't reach it on your own, so use the HOOKSHOT to get up there...

**\*\*BROWN CAR ROOF\*\***

CHARACTER: THE ONE WITH THE BRIEFCASE AND HOOKSHOT

Make your way across and you should find a hole in the roof, jump through.

**\*\*BLUE PASSENGER ROOM\*\***

CHARACTER: THE ONE WITH THE BRIEFCASE AND HOOKSHOT

ENEMIES: ONE ZOMBIE

Kill the ZOMBIE since you're in tight quarters. There should be a KNIFE by where you land, keep away from that useless thing. Near the closet you'll find the JEWELRY BOX, open it up to get the SILVER RING, you should combine this with the BRIEFCASE, then examine it to get the BLUE KEYCARD. Now you can get to the DRIVER'S COMPARTMENT of the train! Exit the room, but before you do there will be a cut scene, don't worry about it....

**\*\*UPPER BROWN CAR EAST\*\***

CHARACTER: THE ONE WITH THE BRIEFCASE AND HOOKSHOT

ENEMIES: Bunch of stupid little LEECHES

Squish the LEECHES if you feel like it, they make a satisfying crunch. Turn to your left and continue down that way, you should find a GREEN HERB, so use it if you need it. Go down the stairs.

**\*\*BROWN CAR\*\***

CHARACTER: BOTH

ENEMIES: TWO ZOMBIES

Regroup. After you start moving, two ZOMBIES should pop up. Kill both of these jokers because you're going to have to come back through here pretty quickly not long from now.

**\*\*HALLWAY CAR\*\***

CHARACTER: BOTH

Head off to the save room if you feel the need. Also grab the HUNTING GUN if you took the SHOTGUN SHELLS from the Cage Car, and load it up. Not necessary, but can be a help. Use your BLUE KEYCARD at the panel on the end, then toss it. You'll get a cut scene that will explain a few of the train's quirks. Before you head on, I'd recommend rearranging the slots because you'll have to split up next. I recommend giving the extra space to Rebecca because she'll get an extra cut scene if you use her. Whoever you pick, your inventory should look like this...

INVENTORY:

HANDGUN

HANDGUN BULLETS

MOLTOV COCKTAIL

HUNTING GUN (if you picked it up)

HUNTING GUN (if you picked it up)

NOTHING

**\*\*DRIVER'S COMPARTMENT CORRIDOR\*\***

CHARACTER: BOTH

The two military types you saw just before in the cut scene should be dead on the floor here. Creepy. Move on to the next room.

**\*\*DRIVER'S COMPARTMENT\*\***

CHARACTER: MAIN

A cutscene will show you of the impending doom you're facing (I swear, RE characters have more trouble with train rides). Now you'll have to pick which character you're going to have stay behind. So if you want the extra little cut scene, leave Billy. After that's finished with, run over to where your other character is and near the floor is some HANDGUN BULLETS, there's also another box of HANDGUN BULLETS hidden under a desk next to that. Be absolutely certain you take the MAGNETIC CARD next to your other character, without it, you'll have a long, painful trip in store. Oh yeah, you have three and a half minutes.

**\*\*DRIVER'S COMPARTMENT CORRIDOR\*\***

CHARACTER: MAIN

ENEMIES: TWO ZOMBIES

As you run through here, the military types will come back to life. It isn't worth it. RUN.

**\*\*HALLWAY CAR\*\***

CHARACTER: MAIN

ENEMIES: ONE ZOMBIE

You'll find both the dead train employee and Edward strangely absent from here. As you pass by the save room, you'll spot the train employee (ZOMBIE), so gun him down and go through.

**\*\*BROWN CAR\*\***

CHARACTER: MAIN

ENEMIES: FOUR (!) ZOMBIES

Holy crap! This sort of thing wouldn't happen in the RE:REmake... Anyway, it's hard to get through here so you'll have to clear some kind of path, in all honesty the more zombies you kill the better. Use a combination of MOLTOV COCKTAILS and HANDGUN shots/HUNTING GUN blasts to make your way through. I told you those would come in handy.

**\*\*BLUE CAR\*\***

CHARACTER: MAIN

ENEMIES: EDWARD DEWEY ZOMBIE, ONE ZOMBIE

Rebecca will get her cutscene if you took her. Edward is a bit harder than the typical zombie, he'll take a few more shots to go down and may get back up after you've felled him. You'll be able to tell when he's dead because the fellow he was snacking on will step up and come after you, but you could easily

be on the opposite side of the room by then.

**\*\*LOWER DINING CAR/KITCHEN\*\***

CHARACTER: MAIN

It's safe through here...

**\*\*ANIMAL CAGE CAR\*\***

CHARACTER: MAIN

Here too, although if you got munched on a bit too much I'd use the FIRST-AID SPRAY, the next part can be a little tricky...

**\*\*HOOKSHOT PLATFORM\*\***

CHARACTER: MAIN

Here we find one of the famed RE puzzles.... so move to your right and swipe the MAGNETIC CARD over the brake control...

```

+++++
+ [BRAKE CONTROL PUZZLE]          +
+                                 +
+ There are three possible puzzles that I've seen. +
+ I'll try to give you the solutions least complex. +
+ 0/36 --> 9, 3, 3, 3, 3, 3, 3, 3, 3, 3, 3          +
+ 0/67 --> 4, 7, 7, 7, 7, 7, 7, 7, 7, 7, 7          +
+ 0/81 --> 9, 8, 8, 8, 8, 8, 8, 8, 8, 8, 8          +
+                                 +
+ Following your success, you'll check in with your +
+ partner. They will have one of the choices above +
+ that you didn't get, although their monitor has a +
+ hole in it, so you won't see the sum as you add it. +
+++++

```

Following this you'll get another cut scene, the train will grind to a halt and you'll be flung from it, after another scene you'll wake up and meet with your partner.

All in all this whole section should have taken 30 to 45 minutes.

\*\*\*\*\*

Part Two: MARCUS MANSION (TRAINING FACILITY)

"Are the faint sounds of footsteps those of survivors?"

\*\*\*\*\*

**\*\*TRAIN WRECK ROOM\*\***

CHARACTER: BOTH

ENEMIES: FOUR ZOMBIES

There's no direct corrolation between the number of ZOMBIES you left alive from the train and the ones appearing here, so you can't alter or prevent this encounter. The close quarters here can make things a little edgy so you might want to run to the other end of the room and stand your ground there. Every item that you picked up at one point or another on the train will be scattered across the floor here in some way or another, so you can grab your HUNTING GUN if you don't have it and load up on SHOTGUN SHELLS to make this fight a lot less taxing on your healing supplies. You'll probably want to take every item (yes, including that accursed HOOKSHOT) except the KNIFE (or two) before you leave so you won't have to make the trek back.

**\*\*MANSION SEWER TUNNEL\*\***

CHARACTER: BOTH

Every RE game has a tunnel like this, but unlike most, there aren't any enemies here, so you can run to the opposite end and climb up the ladder in peace.

**\*\*MANSION MAIN HALL\*\***

CHARACTER: BOTH

ENEMIES: NONE

You'll bust out of a ladder chute here and get a cutscene that should explain a good portion of what's going on. After this, drop the HOOKSHOT either in front of the painting or in front of the statue, you won't be needing it for a little while now. Down in the lower part of the hall, there's a typewriter, along with some INK RIBBONS (but don't save here, not yet at least), some (much needed) HANDGUN BULLETS, a GREEN HERB, and a RED HERB. Take what you need from here and head to the left up the staircase in front of the painting and take the door in front of you, slightly to the left.

**\*\*BLUE STUDY\*\***

CHARACTER: BOTH

ENEMIES: FOUR(?) CROWS

Things are quiet in here for the time being, so run forward and take the FILE off the table. Turn to your left and go to the wall and you should find a desk after the camera angle changes. Inside is the CRANK HANDLE, but as soon as you take it there will be a short cutscene and the CROWS I warned you of will fly through the window. It would be a waste of ammo to kill them, so run out of the room before they try anything.

**\*\*MANSION MAIN HALL\*\***

CHARACTER: BOTH

Head to the left and continue along the upper part of the floor. You'll come across a statue, obviously something puzzle related, but it's insignificant for now, so take the double doors next to it.

**\*\*CONFERENCE ROOM\*\***

CHARACTER: BOTH

This place, too, reeks of an impending puzzle, but again there isn't much you can do in here for now. Turn to your right and head down that way, then left when you reach the wall. At the end there will be some SHOTGUN SHELLS and a typewriter, complete with INK RIBBONS. If you haven't saved yet in the game, (and if so you probably wouldn't be needing this) you might as well here. Ditch whatever else you have, all you should need is your guns, your ammo, and the CRANK HANDLE.

Go to the other side of the room and take the first door that you see. There's a FILE along the way on a desk, if you want it.

**\*\*ART HALLWAY\*\***

CHARACTER: BOTH

ENEMIES: TWO ZOMBIES

Turn to your left. You'll notice the two ZOMBIES further down the hall, so take them down (new style of ZOMBIES too, as old as this place is, these must be recent victims...). Take the double doors by where the ZOMBIES were lurking.

**\*\*LIBRARY\*\***

CHARACTER: BOTH

In front of you on the desk will be the MAP for this section. To your right you'll spot the shiny on the table, but don't take it just yet. (There are also some INK RIBBONS in the area ahead of you by the computer, but who cares? Still, the fact that there is a computer here at all alludes to some kind of presence here.) Go to the other side of the room and you'll find a hand operated elevator and a slot to use the CRANK HANDLE in. Give Rebecca the HUNTING GUN and have her equip it, as well as the SHOTGUN SHELLS and a decent amount of HANDGUN BULLETS, then move them to the elevator platform and have Billy use the CRANK HANDLE to raise her to the upper level. (For reference, Rebecca can't operate the lift, so Billy has to)

**\*\*CLOCK ROOM\*\***

CHARACTER: REBECCA

ENEMIES: TWO PLAGUE CRAWLERS

There will be a puzzle here later, in a long standing tradition of RE clock puzzles. As you walk forward, one of the PLAGUE CRAWLERS will drop from the ceiling. Smack it around with a hunting gun blast or two, but don't waste too much ammo on it, as you'll need some later. When you turn left and try to move on, another will drop down. Deal with this critter in a similar manner. Next to you on the table should be some much needed HANDGUN BULLETS. Enjoy.

**\*\*BALCONY\*\***

CHARACTER: REBECCA

ENEMIES: FOUR CROWS

You can plug the CROW in front of you immediately without any danger of missing. Getting the rest of them is generally wasting ammo unless you have a clean shot, so don't bother. Along the part where the balcony juts out, there will be a GREEN HERB and a RED HERB, use as needed, then go through the door at the other end.

**\*\*BIG CAGE ROOM\*\***

CHARACTER: REBECCA

There's going to be a minor puzzle here, as well as a boss, but both will come later. For now, head forward and to the right (that would be Rebecca's right)... there will be a staircase leading down. Unlock the door on the right, then switch to Billy.

**\*\*LIBRARY\*\***

CHARACTER: BILLY

Now go out the way you came in...

**\*\*ART HALLWAY\*\***

CHARACTER: BILLY

ENEMIES: ONE ZOMBIE

There's a little lost zombie wandering down by where you need to be going (which is back to the MANSION MAIN HALL), take care of him if you want, but he doesn't pose much of a threat.

**\*\*CONFERENCE ROOM\*\***

CHARACTER: BILLY

Go through the double doors on the right leading to...

**\*\*MANSION MAIN HALL\*\***

CHARACTER: BILLY

Turn to the left and go around to the other side of the upper hall, the part opposite the BLUE STUDY. There's a door there that will lead you to the lower part of the BIG CAGE ROOM, right where Rebecca should be standing.

**\*\*BIG CAGE ROOM\*\***

CHARACTER: BOTH

Bet you're just itchin' to find out what's behind the other door in this little hallway. Well, you'll see why I set it up like this in a second...

**\*\*ART STORAGE ROOM\*\***

CHARACTER: BOTH

ENEMIES: TWO PLAGUE CRAWLERS

This is where you find the benefit of having two characters fight PLAGUE CRAWLERS as opposed to one. Rebecca can blast each with a hunting gun burst and Billy can meanwhile be shooting either of them. If one of the characters is pinned by a crawler, the other will shoot at it, and damage will be minimized for both sides. A lot easier than in the CLOCK ROOM, isn't it? On the couch you'll find a GRENADE LAUNCHER... in the fireplace a bit further ahead you'll find some SHOTGUN SHELLS. Don't forget to take the WHITE STATUE on the table. Leave as you came in.

**\*\*BIG CAGE ROOM\*\***

CHARACTER: BOTH

There's a boss fight coming, so I recommend switching the items around:

BILLY'S INVENTORY:

GRENADE LAUNCHER

GRENADE LAUNCHER

HUNTING GUN

HUNTING GUN

SHOTGUN SHELLS

HERBS (whatever you've got, if you have any)

REBECCA'S INVENTORY:

REBECCA'S HANDGUN

BILLY'S HANDGUN

HANDGUN AMMO

WHITE STATUE

EMPTY

EMPTY

Switch to Billy and equip the GRENADE LAUNCHER. Now go up the stairs and go to where the cranks were. Split up there, then operate the crank, DON'T MOVE, then switch to Rebecca. Use her to descend the ladder into the empty pool, then grab the FACILITY KEY. A cut scene will start and you'll find that a certain centipede is less than happy with this.

-----  
|[BOSS FIGHT #2: CENTIPEDE]|

|+[DIFFICULTY: EASY]|

|I don't like this battle. Doubt many people do, but the key here is to stay |  
|away and only shoot the centipede when it's facing you. It has a set pattern|  
|it runs around in... it first runs around next to the cranks and comes out on|

|the other side of the pillar, where it waits for a few seconds. This is the |  
|time to shoot, but after a blast or two it will start running again (if it |  
|shakes a bit after you shot it, you hit it where it counts). At times, the |  
|centipede will rear up and start shaking Rebecca around, though it might not |  
|always (in which case you can shoot immediately). Don't shoot at it again |  
|until a few seconds after it's done, if you want your shot line up properly. |  
|Periodically, one of your shots will make the centipede drop Rebecca, but |  
|this doesn't seem to have much effect on the battle, aside from maybe |  
|indicating the ammount of damage the it has taken. If it starts to shake |  
|after the first shot, don't shoot at it again because it doesn't seem to do |  
|any damage. Stay away from it at all costs, as the feet and tail can hurt you|  
|pretty badly if you aren't careful. It will go forward, circle around the |  
|pillar on the outside near the knight door, then come around again next to |  
|the pool and stop again. You should be backed up to where you're close to |  
|the staircase, but can still see the centipede. Move in as it stops, the |  
|shots are more likely to count if you're closer, just make sure you stay away|  
|from the claws. As you do more damage to it and it's close to dying, it will|  
|slow down noticably and won't stop in its tracks anymore when it's circling. |  
|After this, if you take too long to kill it, the centipede will crush and |  
|kill Rebecca. Otherwise, its pattern is infinite. I don't know if there's a |  
|time limit on it before Rebecca dies (excluding when it slows down) or what, |  
|but staying as far away from the feet and tail as you can manage here is key. |  
|It should take all of your grenade shots plus about six hunting gun bursts to |  
|fell this beast, though it can take a little less if you're good. You can |  
|usually come through this battle unhurt. |

---

Examine the key Rebecca has... it's the FIRE KEY, for use on the red doors.

Go back down the stairs, use the door on the right.

**\*\*MANSION MAIN HALL\*\***

CHARACTER: BOTH

Remember the statue in front of the door leading to the CONFERENCE ROOM? Use the WHITE STATUE on it so you'll have one less thing to carry. Also drop the GRENADE LAUNCHER, since without ammo it's of no use to you. Head down the stairs and take the double doors on the typewriter side of the room.

**\*\*DINING ROOM\*\***

CHARACTER: BOTH

ENEMIES: FOUR ZOMBIES

There are two to your left (use the HUNTING GUN), one coming towards you from the front, and another coming from the right. After you kill the one on the right, go over to find some HANDGUN BULLETS. Continue along this path and open the Red Door using the FIRE KEY.

**\*\*KITCHEN\*\***

CHARACTER: BOTH

There's an EMPTY BOTTLE and some LIGHTER FLUID here. Give the LIGHTER FLUID to Billy and combine it with his LIGHTER.

**\*\*DINING ROOM\*\***

CHARACTER: BOTH

Go over to the door on the other side of the room that you saw before. Don't worry, the zombie won't be getting up yet.

**\*\*BOILER HALL\*\***

CHARACTER: BOTH

Hang a right and take the door at the end.

**\*\*FACILITY STORAGE\*\***

CHARACTER: BOTH

ENEMIES: THREE ZOMBIES

I recommend using up any shells you have left in your HUNTING GUN here. There will be one ZOMBIE in front of you and two to your left as you progress. Have Billy pick up the BLACK STATUE for his final item, then turn left, drop his HUNTING GUN to pick up the almighty SHOTGUN. Have Rebecca pick up the GAS TANK and mix it with the EMPTY BOTTLE to get some MOLOTOV COCKTAILS. It's good to have some enhanced firepower again, and we'll need it soon. Take the ladder up.

**\*\*NARROW BALCONY\*\***

CHARACTER: BOTH

ENEMIES: FOUR ZOMBIES

Yes, they are trying to kill us. As you walk forward the ZOMBIE that you pass will start to rise. In addition, three more ZOMBIES await around the corner. Aren't you glad you have that SHOTGUN? Take out the one behind you first so your other character doesn't get too badly hurt, then move around to get the other three. By now, you're probably hurting pretty badly, but there are two GREEN HERBS on the side. Keep moving on...

**\*\*CONFERENCE ROOM\*\***

CHARACTER: BOTH

We've come full circle here and ended up near the Knight Door. If you have any RED HERBS nearby to combine the GREEN with, do it, drop the GAS TANK, then run to the end and take the door on the right again.

**\*\*ART HALLWAY\*\***

CHARACTER: BOTH

First, go to the end and use the FIRE KEY, then discard it. Go in.

**\*\*BROWN STUDY\*\***

CHARACTER: BOTH

It's a little dark in here at first, but no worries, you're safe here. Take whichever character has open item space and put them on lead. Go around the corner and push the table until you hit the end, then jump over, hit the light switch, and start pushing the table to the left until it's directly underneath the moose head. Climb on top of the table and examine the head to get the IRON NEEDLE (key piece in the clock puzzle). There's also jackpot full of goodies to be found in here, on the other side of the table you will find some HANDGUN BULLETS, SHOTGUN SHELLS, and a FILE. Go out the way you came in.

**\*\*ART HALLWAY\*\***

CHARACTER: BOTH

Now back to the LIBRARY.

**\*\*LIBRARY\*\***

CHARACTER: BOTH

You should have three empty inventory slots total. Have one of your characters grab the MICROFILM A on the desk to your left, then have Billy light the candle next to the door. It will unlock.

**\*\*LIBRARY ANNEX\*\***

CHARACTER: BOTH  
ENEMIES: TWO ZOMBIES

Two researcher type ZOMBIES will be munching on one of the commandos. That's a little curious... anyway, kill them since there's little room to maneuver here. One the shelf as you move on are some GRENADES. Switch to Billy, turn to the right and jump up onto the ledge. Use him to push the bookshelf to the right, then take the item you find. It's the BOOK OF GOOD. Examine the pages and open it to receive the ANGEL WINGS.

**\*\*LIBRARY\*\***

CHARACTER: BOTH

Out to the ART HALLWAY again.

**\*\*ART HALLWAY\*\***

CHARACTER: BOTH

Turn right and go to the end...

**\*\*CONFERENCE ROOM\*\***

CHARACTER: BOTH

Back out the double doors... though save here, if you feel like so inclined.

**\*\*MANSION MAIN HALL\*\***

CHARACTER: BOTH

Time to ditch some items. Put the BLACK STATUE on the scales, then have your character with the ANGEL WINGS take the WHITE STATUE (make sure they have an open item space), combine it with the wings to get the STATUE OF GOOD, then replace it on the scales. Most of the puzzle is now solved. Put the GRENADES in your GRENADE LAUNCHER as you pass by, but drop it again, you won't need it quite yet. Head to the left and back through the door leading to...

**\*\*BIG CAGE ROOM\*\***

CHARACTER: BOTH

Up the stairs and around the corner out to...

**\*\*BALCONY\*\***

CHARACTER: BOTH  
ENEMIES: CROWS

Again, don't shoot unless you have a clear shot, which you probably will on the way back anyway. Back to...

**\*\*CLOCK ROOM\*\***

CHARACTER: BOTH

Move over to the clock and use the IRON NEEDLE.

++++  
+ [OBLIGATORY CLOCK PUZZLE] +  
+ +

+ Remember the code written at the end of the NOTICE +  
+ TO ALL STAFF? If you didn't look at because you +  
+ were saving time, it's 8:15. Move the minute hand +  
+ to the right three times and the hour hand to the +  
+ left four times. Unlike previous RE puzzles, you +  
+ need to OK it and exit, it won't just switch on and +  
+ admit to being solved. +  
+++++

This will unlock a door next to the lower entrance to the BIG CAGE ROOM on the second floor of the MANSION MAIN HALL and a door at the end of hallway you haven't visited yet on the first floor of the MANSION MAIN HALL. Head to the former first.

**\*\*BALCONY\*\***

CHARACTER: BOTH  
ENEMIES: CROWS

There could be one sitting on the railing again, blast it if you're trigger happy, then continue on.

**\*\*BIG CAGE ROOM\*\***

CHARACTER: BOTH

Down the stairs and to the right again, we won't be revisiting this place at least for a little while now.

**\*\*MANSION MAIN HALL\*\***

CHARACTER: BOTH

Turn left and start going along the upper walkway, you should find the door you unlocked.

**\*\*MEETING ROOM\*\***

CHARACTER: BOTH  
ENEMIES: FOUR ZOMBIES

There are a whopping four ZOMBIES in here, three ahead of you and one will come around the corner to your right. There's no easy way to get around them here, so kill them all before you move on. Grab the FILE in front of you, then go over to the fireplace (complete with fire, curiouser and curiouser) where you'll find MICROFILM B and some more SHOTGUN SHELLS.

**\*\*MANSION MAIN HALL\*\***

CHARACTER: BOTH

Go back down to the first floor, then take the door on the trapdoor side of the floor.

**\*\*FIRST FLOOR LONG HALLWAY\*\***

CHARACTER: BOTH

Take the door at the far end of the hall, as it was unlocked by the puzzle. The door prior to that will lead to what may be the first BATHROOM in RE history (that's where they got some of the box shots, speaking of which, what ARE they fighting in the right shot?) and will yield a GAS TANK and a GREEN HERB, but you'll have to fight a LEECH ZOMBIE for it, so there isn't much point (but if you need that herb, use the MOLOTOV, it makes things that much easier, but I don't recommend it, as you'll take damage and will need those MOLOTOVs later on).

**\*\*OPERATIONS CONTROL ROOM\*\***

CHARACTER: BOTH

ENEMIES: TWO ZOMBIES

Again, there's no simple way to get around killing the ZOMBIES here. The first will be near the wall facings you as you enter, the other will be on the opposite side of the room behind a desk. By the time you waste the first one, the other should be nearby. After you're done, head around the desk to get a double box of some (perhaps) much needed HANDGUN BULLETS. Insert MICROFILM A and MICROFILM B into the projector. You'll see an overlay of the CONFERENCE ROOM with corresponding numbers for the desks. You'll receive a MO DISK (it's not RE without it) and a photo FILE of the projection. You know what this means.

**\*\*FIRST FLOOR LONG HALLWAY\*\***

CHARACTER: BOTH

ENEMIES: ONE LEECH ZOMBIE

You'll reach the end of the hallway, when suddenly, DRAMA! You'll find this fellow as you turn the final bend, but DON'T FIGHT HIM, there's no need to waste ammo and herbs here when you aren't coming back. RUN PAST.

**\*\*MANSION MAIN HALL\*\***

CHARACTER: BOTH

Finally... now go back up to the CONFERENCE ROOM.

**\*\*CONFERENCE ROOM\*\***

CHARACTER: BOTH

Combine the GAS TANKS if you absolutely had to get the other one. Use the MO DISK on the podium in front. You'll get a code such as "47" or "0A". It's puzzle time again.

```

+++++
+ [COMPUTER PUZZLE]
+
+ _____ Look familiar? It's
+ | 0 1 | | 2 3 | the photo you got.
+ Split your characters
+ _____ up then position one
+ | 4 5 | | 6 7 | in front of the first
+ entry, do the same for
+ _____ the other character at
+ | 8 9 | | A B | the other entry. Have
+ the first hit their
+ _____ entry pad, switch, and
+ | C D | | E F | repeat.
+
+++++

```

This will unlock all of the knight doors previously seen in such places like the CONFERENCE ROOM, the MAINSION MAIN HALL, and the BIG CAGE ROOM. Now you have even more to explore. Let's tackle the closest one first.

**\*\*NARROW HALLWAY\*\***

CHARACTER: BOTH

ENEMIES: TWO ZOMBIES

More undead researchers... the first one is to your left as you enter, the second is around the corner and down the hall. Take the first door on your right.

**\*\*CHESS ROOM\*\***

CHARACTER: BOTH

Pick up the HANDGUN BULLETS to your right. To your left, around the table, are some NAPALM GRENADES for your launcher and a pile of useless INK RIBBONS. But what's this? A giant chessboard...

```
+++++
+ [CHESS PUZZLE]          +
+                          +
+ Go around to the other side of the desk and look at +
+ the board as an example... you'll see that the black+
+ king has been put in checkmate. The trick here will+
+ be to match up the pieces to the board, but you can +
+ only move the White King without setting off a gas  +
+ trap. Push the White King down three, then right  +
+ one so it hits the edge, then up two to where it  +
+ touches the other White Rook. Something will click,+
+ and the other chessboard will slide away.          +
+++++
```

Pick up the BOOK OF EVIL from its hole, examine it in the same way to get the BLACK WING, but wait, there's more here... you'll pick up the MARCUS DIARY 1 FILE as well.

**\*\*NARROW HALLWAY\*\***

CHARACTER: BOTH

If you must know, behind the other door there's the INFIRMARY with a FIRST-AID SPRAY, two BLUE HERBs and two zombies guarding them. There's also a FILE in there next to the left bed by the cabinet, detailing the answers to a mini-puzzle coming up that I'll explain anyway, but if you're into getting all the files. Full-healing items are sometimes hard to come by anyway, you can if you want. If you do go in, however, use the green capsule to get some GREEN CHEMICAL in Rebecca's mixing set. Go back out the way you came.

**\*\*CONFERENCE ROOM\*\***

CHARACTER: BOTH

Out the double doors again, we won't be visiting again for a little while, so clear out as many items as you can from here and save if you have to.

**\*\*MANSION MAIN HALL\*\***

CHARACTER: BOTH

Combine the BLACK WING and the BLACK STATUE to get your STATUE OF EVIL. Replace it, and Marcus' portrait will slide down revealing a new path. This time you will want to take the GRENADE LAUNCHER and give it to Rebecca, you need a little firepower from here on out...

```
*****
Part THREE: UNDERGROUND (FACILITY BASEMENT)
"There is still evil in this place..."
*****
```

**\*\*UNDERGROUND HALL\*\***

CHARACTER: BOTH  
ENEMIES: THREE SPIDERS

Shoot down the spider in front of you with your SHOTGUN (if you don't want to just go through), but run around the rest of them to the very end.

**\*\*OBSERVATION ROOM\*\***  
CHARACTER: BOTH

Pick up the FILE in front of you. Maybe that's where Billy was headed... anyway, there's a typewriter and some INK RIBBONS here, if you want to, along with a MAP of the facility basement next to it. There's also a GREEN HERB and a BLUE HERB. Go out the other door.

**\*\*CHAIN ROOM\*\***  
CHARACTER: BOTH

I suppose no reputable research facility is complete without a place to shackle your test subjects to, but we've come to expect this sort of creepiness. Go around the corner to find an open air shaft. Give Rebecca a boost to get in... enjoy the lame dialogue.

**\*\*TORTURE ROOM\*\***  
CHARACTER: REBECCA

Switch back to Billy, if you want to save a little time.

**\*\*CHAIN ROOM\*\***  
CHARACTER: BILLY

Exit this place.

**\*\*OBSERVATION ROOM\*\***  
CHARACTER: BILLY

If you had gone on with Rebecca's segment, there would've been an eliminator waiting to kill you here, but if you're doing it this way, they haven't been released yet. Just move on through.

**\*\*UNDERGROUND HALL\*\***  
CHARACTER: BILLY  
ENEMIES: SPIDERS

Ignore the spiders because you most likely won't be coming through here again (unless you really want some ammo, explained later).

**\*\*MANSION MAIN HALL\*\***  
CHARACTER: BILLY

Move down the stairs again and take the double doors by the typewriter.

**\*\*DINING ROOM\*\***  
CHARACTER: BILLY  
ENEMIES: ONE ZOMBIE?

You're going to want to take the door by where the corpse is. Under normal circumstances he'll revive as the undead, but sometimes, if you've gone through the rest quickly, he won't until the next time, or sometimes not at all.

**\*\*BOILER HALL\*\***

CHARACTER: BILLY

Hang a left and go down the glowing side of the room. Eventually, you'll come to the boiler and a wall of steam. Switch to Rebecca.

**\*\*TORTURE ROOM\*\***

CHARACTER: REBECCA

Nor would any self-respecting laboratory be without its very own torture chamber. Turn right at the end and pick up the FILE. Go back to the blinking light and use the power panel. Yes, the power puzzle from RE2 is back, but I'm not making a special section for it. Flip the switches UP UP DOWN UP UP to complete the puzzle. You'll hear some whirring. The door to the TORTURE ROOM will unlock, along with the other door in the UNDERGROUND HALLWAY (this leads to the MONITOR ROOM, though not part of the walkthrough, a room with TWO ZOMBIES, three boxes of HANDGUN BULLETS, a GAS TANK, and a box of SHOTGUN SHELLS. It also has a connecting door to the TORTURE ROOM, but this is insignificant), and the boiler will steam a little... after a cut scene, an eliminator will attack Rebecca and she'll fall down a pit. You'll see another cut scene with William Birkin and Albert Wesker, seems there's a self-destruct device. Guess it's time for Billy to come to the rescue...

**\*\*BOILER HALL\*\***

CHARACTER: BILLY

Now we're back in the saddle. There's two GREEN HERBs here, a RED HERB, and a BLUE HERB. You probably won't need them now, so run down the stairs.

**\*\*STATUE ROOM\*\***

CHARACTER: BILLY

ENEMIES: THREE ELIMINATORS

Ignore the ELIMINATORS for now. Run to the end, hang a right past that door, and take the door at the end.

**\*\*UNDERGROUND STORAGE\*\***

CHARACTER: BOTH

Billy will rescue Rebecca in a cut scene, some things about Billy's background are explained through a series of additional cut scenes. Save if you want. Leave Billy here if he's been too badly hurt and go back to the BOILER HALL for medical supplies. I'll assume it didn't come to that.

**\*\*STATUE ROOM\*\***

CHARACTER: BOTH

ENEMIES: THREE ELIMINATORS

Take the ELIMINATORS out with your SHOTGUN or your GRENADE LAUNCHER, there's no better way it seems. Pick up the HANDGUN BULLETS you missed as you come by (it's only a five spot, go figure). Go back to the statues.

++++  
+ [STATUE PUZZLE] +  
+ +  
+ Horse: No ammount of cunning can match the speed of +  
+ my supple limbs. +  
+ Wolf: My sharp wits allow me to bring down even the +  
+ greatest horned beast. +  
+ Cougar: I am the king of all I survey: No creature +  
+ can escape my grasp. +

+ Snake: I creep up on my victims in legless silence +  
+ and conquer even the mightiest of kings with my +  
+ poison. +  
+ Deer: I stand tall on the earth with horns proudly +  
+ displayed. +  
+ Eagle: I dance freely through the air, capturing a +  
+ legless prey +  
+ +  
+ Let's see, horned beast, cunning, no escape, conquer+  
+ legless prey... Light the Deer first, then Wolf, +  
+ Horse, Cougar, Snake, and finally Eagle. +  
+++++

The grate over by the Cougar will lift up. Follow it onward and take the first door on your right.

**\*\*RUINED BEDROOM\*\***

CHARACTER: BOTH

There's an EMPTY BOTTLE on the table. Go to the fireplace and pick up the UNITY TABLET.

**\*\*STATUE ROOM\*\***

CHARACTER: BOTH

Turn right and go through that door, if you want a useless file.

**\*\*BUNKROOM\*\***

CHARACTER: BOTH

ENEMIES: TWO ZOMBIES

Pick up the FILE and leave, there's nothing else in here (if you're playing on normal mode).

**\*\*STATUE ROOM\*\***

CHARACTER: BOTH

Remember the door you ran by on your way to Rebecca? Go through it.

**\*\*SUBTERRANEAN HALL\*\***

CHARACTER: BOTH

ENEMIES: TWO SPIDERS

Down the stairs and to the right. You'll find the spiders, but pay them no heed if you don't have to. Take the first door you come to on your right.

**\*\*WATERFALL STORAGE\*\***

CHARACTER: BOTH

ENEMIES: TWO PLAGUE CRAWLERS

Save some time and use the GRENADE LAUNCHER on them. On a box in front of where they were, you'll find the LOCKER KEY. Take it.

**\*\*SUBTERRANEAN HALL\*\***

CHARACTER: BOTH

ENEMIES: TWO SPIDERS

Run to the door opposite you.

**\*\*BATTLE CONTROL ROOM\*\***

CHARACTER: BOTH  
ENEMIES: None, yet.

Run up the stairs and find two boxes of HANDGUN BULLETS, some SHOTGUN SHELLS, and some MAGNUM ROUNDS tucked away in the corner next to the shells. Use your LOCKER KEY to open the locker nearby and you'll get the DURALUMIN CASE. Examine the side of it to find a code, "385", for example. Enter the code on the case and hit A when you're done. You'll get some HANDGUN PARTS. Since Billy is a better shot, combine these with Rebecca's gun to get a CUSTOM HANDGUN. Switch all the HANGUN BULLETS to Billy and give him the UNITY TABLET. Rebecca should have her HANDGUN, the GRENADE LAUNCHER, and the MAGNUM ROUNDS (if you have too much stuff, forget these, it's only one). Examine the control panel and press the left button. Split up.

CHARACTER: REBECCA

Go down the stairs to the right until you get inside the cage mechanism. Pick up the ACID GRENADES and wait there.

CHARACTER: BILLY

Examine the control panel. Press the center button.

CHARACTER: REBECCA

Move past the lowered grates and wait in front of the next one.

CHARACTER: BILLY

Use the Right button, then do the center again.

CHARACTER: REBECCA  
ENEMIES: TWO HUNTERS, soon.

Move into position in front of the shiny at the end. There's a red button nearby. You know what that means, but first, put in the ACID GRENADES. The HUNTERS will drop down, so kill them quickly. Grab the FACILITY KEY, examine and it becomes the WATER KEY. Now there will be more fun back in the mansion. After you kill them and go back to the entrance, the grate will open. Reunite with Billy and get out.

**\*\*SUBTERRANEAN HALL\*\***

CHARACTER: BOTH  
ENEMIES: SPIDERS, again.

Go back up the stairs.

**\*\*STATUE ROOM\*\***

CHARACTER: BOTH

Go to the opposite end of the room.

**\*\*BOILER HALL\*\***

CHARACTER: BOTH

Go around the boiler and out through the first door.

**\*\*DINING ROOM\*\***

CHARACTER: BOTH  
ENEMIES: ONE ZOMBIE

Oh, right, the zombie... well it's no big deal so just run past and take the door on your right.

**\*\*MANSION MAIN HALL\*\***

CHARACTER: BOTH

If you want to make some more MOLOTOV COCKTAILS, go for it. You MIGHT want to take the GAS TANK with you so you can make more if needed. Also, ditch the GRENADES and the MAGNUM ROUNDS, you won't need them for a while. Take the door at the top of the right staircase.

**\*\*BIG CAGE ROOM\*\***

CHARACTER: BOTH

Ignore the rattling. Ditch your UNITY TABLET in the hallway here. Go through the door near you.

**\*\*ART STORAGE ROOM\*\***

CHARACTER: BOTH

Been a while since we were here, eh? Use your WATER KEY on the door, then discard it.

**\*\*LEECH ZOMBIE HALL\*\***

CHARACTER: BOTH

ENEMIES: LEECH ZOMBIE!

Cue sinister music. Immediately take the door on your right.

**\*\*TAPE ARCHIVES\*\***

CHARACTER: BOTH

ENEMIES: ONE LEECH ZOMBIE

Turn right to find him. Use the ACID GRENADES to take him down before he seriously messes with you. Pick up the VISE HANDLE by where he was.

**\*\*LEECH ZOMBIE HALL\*\***

CHARACTER: BOTH

ENEMIES: ONE LEECH ZOMBIE

Now we're ready to take him down. Use your MOLOTOVs on this guy. Hopefully he won't kill you, heh heh (and hopefully you have some healing items saved). Take the door on your right.

**\*\*PIANO BAR\*\***

CHARACTER: BOTH

You'd expect there to be some EMPTY BOTTLES here, alas, there are not. You'll find a piano. Split up and move Rebecca to the discolored patch of wall, then have Billy play the piano. Switch to Rebecca and move in. Grab the MAGNUM ROUNDS (an actual eight spot this time) to your right as you enter, then take the EMPTY BOTTLES (hey, there were some after all), and the BATTERY. The powers that be aren't too happy you removed it, so play the piano again to appease them.

**\*\*LEECH (ZOMBIE) HALL\*\***

CHARACTER: BOTH

ENEMIES: LEECHES

Crunch them underneath, but if you're hurting don't underestimate them. Take the door on your right.

**\*\*DIM HALL\*\***

CHARACTER: BOTH

Take the door to your immediate right.

**\*\*RUINED MEETING ROOM\*\***

CHARACTER: BOTH

ENEMIES: TWO ZOMBIES

One ZOMBIE will come from each side. After you're done, turn to the right and into the crevice. Use the VISE HANDLE on the workbench to get the OBEDIENCE TABLET. Run forward from there to find some SHOTGUN SHELLS in the corner, then exit.

**\*\*DIM HALL\*\***

CHARACTER: BOTH

Time to go to the other door at the end of this area.

**\*\*RUSTED ROOM\*\***

CHARACTER: BOTH

You'll find a FIRST-AID SPRAY in front of you, most excellent. If you turn to the right you'll find some HANDGUN BULLETS on the counter. In the glass chamber you'll find a GREEN HERB, a RED HERB, and some more EMPTY BOTTLES.

**\*\*DIM HALL\*\***

CHARACTER: BOTH

ENEMIES: ONE LEECH ZOMBIE

(insert expletive here). Push through and get to the other door since you probably don't have anything to use against him now.

**\*\*LEECH (ZOMBIE) HALL\*\***

CHARACTER: BOTH

ENEMIES: LEECHES

Go back to the blue door.

**\*\*ART STORAGE ROOM\*\***

CHARACTER: BOTH

Safe, but never for long. Go through the other end.

**\*\*BIG CAGE ROOM\*\***

CHARACTER: BOTH

ENEMIES: FOUR PLAGUE CRAWLERS

Now we get to find out what that strange chattering is. Pick up your UNITY TABLET and move up the stairs, slowly. As you get to the top, you'll be noticed by the FOUR, yes, FOUR PLAGUE CRAWLERS. I recommend setting your partner to wait at the bottom of the stairs, then running up and luring them to about eye level as you're standing on the stairs. That way you can fire at them without them being smart enough to attack you. Always a bonus. Go through the knight door you previously overlooked.

**\*\*OBSERVATORY\*\***

CHARACTER: BOTH

Pick up the HANDGUN BULLETS to your right, then run around and go down the ladder at the end. You'll find a panel at the bottom with three strange slots. Put in your UNITY TABLET and your OBEDIENCE TABLET. I suppose there would be one more...

**\*\*BIG CAGE ROOM\*\***

CHARACTER: BOTH

Down the stairs again...

**\*\*MANSION MAIN HALL\*\***

CHARACTER: BOTH

Well, we haven't explored the main entrance yet, have we? Make your MOLOTOVs if you want, and ditch the MAGNUM AMMO with ther rest.

**\*\*MANSION ENTRANCE\*\***

CHARACTER: BOTH

Turn around the corner to your left. Beyond the shaft you'll find a slot to put a BATTERY in. Use the lift, then switch to Rebecca and split with Billy. Jump behind the box on the lift and push it out, eventually positioning it below the pillar with the shiny on it. switch to Billy and regroup, then have him climb the box and grab the OBEDIENCE TABLET. Now we can get out of this hole.

**\*\*MANSION MAIN HALL\*\***

CHARACTER: BOTH

Now you're ready to get out of here. But you need to take the HOOKSHOT with you, and unfortunately, you have 13 slots worth of items you'll want and 12 you can hold (assuming you consolidate ammo and aren't taking INK RIBBONS or HERBs). Guess you'll have to make multiple trips.

**\*\*BIG CAGE ROOM\*\***

CHARACTER: BOTH

Back to the knight door.

**\*\*OBSERVATORY\*\***

CHARACTER: BOTH

After you use the OBEDIENCE TABLET, you need to switch to DISK 2. The telescope will sink down a level. When you go back to pick up your items, that door will lead you to...

**\*\*NARROW BALCONY\*\***

CHARACTER: BOTH

ENEMIES: TWO ELIMNATORS

You come out right where the balcony juttet out before. ELIMINATORS are nuisances,as you well know, so deal with them accordingly. The door on the far right will lead you back to the CONFERENCE ROOM, you can navigate the rest from there...

**\*\*OBSERVATORY\*\***

CHARACTER: BOTH

Take your newfound exit to...

All told, the entire mansion (above and below ground) can take from an hour and fifteen minutes to an hour and half at a good pace.

\*\*\*\*\*

Part Four: Research Facility (LABORATORY)

"You are entering an insane world..."

\*\*\*\*\*

\*\*BRIDGE AND LAB ENTRANCE\*\*

CHARACTER: BOTH

Run across the bridge. Try to leave any dropped items in plain view when you start unloading. When you try to open up the CHURCH you'll find it locked. Give one of your characters (BILLY, perhaps, since he's stronger) the SHOTGUN, SHOTGUN SHELLS (IF you have only a few shells already in the gun), and the HOOKSHOT, nothing else (you CAN give them the GRENADE LAUNCHER if you have spare grenades already in it, but it isn't necessary. Sub out the HOOKSHOT and come back for it later if you do). Split up and have your partner run into the gazebo at the right, have them stand on the panel in the upper left corner. Send your main character into the CHURCH, and leave your healing supplies at the door.

\*\*CHURCH\*\*

CHARACTER: MAIN

There isn't much here, except references to how the religious figures are just a wee bit creepy. You can drop your HOOKSHOT at the front for extra space, you'll likely pick up two things in the next room. To the right of the altar there's a door.

\*\*CHURCH OFFICE\*\*

CHARACTER: MAIN

Here we find SHOTGUN SHELLS and NAPALM GRENADES (always useful in church, especially during sunday school) as well as some INK RIBBONS to accompany the typewriter. You might want to save here.

\*\*CHURCH\*\*

CHARACTER: MAIN

Cut scene? Well, I guess it has been a while...

-----  
|[BOSS FIGHT #3: GIANT BAT]+ |  
|[DIFFICULTY: EASY]+ |  
|Are all bosses easy? So far, yes. I don't recommend using anything more |  
|than the SHOTGUN on this fellow, it needs to be a little closer anyway to hit |  
|it with the GRENADE LAUNCHER (and those NAPALM GRENADES are too valuable, but |  
|if you have some ACIDS or GRENADES left, hey, go for it). The primary |  
|difficulty you'll have with it is that it's a moving target. So how do you |  
|compensate? After you've targeted him and started aiming up, hit L every |  
|once in a while to realign your shot with where it's flying. Shoot it when |  
|you have a clean shot or it gets too close to you. After the first few |  
|shots, it will call out some of its minions and targetting becomes a little |  
|more difficult. If you want to shoot the little bats to fix that, go for it, |  
|I usually ignore them, they only come back anyway. As for the giant bat's |  
|actual pattern, it tends to circle a bit, then swoop down and claw at you. |

|Periodically, it will pick you up, lift you to some height, then drop you. |  
|There's no real defense for the attacks, but if you shoot when it's close it |  
|will keep away for a while. Six to twelve direct hits with the SHOTGUN will |  
|end the battle. |

---

As you're leaving, you'll spot a hole in the roof. If you already used up the SHOTGUN SHELLS you picked up in the office, and didn't bring in the LAUNCHER (unless you reloaded it after using the rounds), you should have enough space to pick up the HOOKSHOT again. You know what to do.

**\*\*CHURCH ROOF\*\***

CHARACTER: MAIN

There's a ladder off in the distance. That's your destination.

**\*\*BACKYARD\*\***

CHARACTER: MAIN

You'll find yourself on the other side of the gate. There's a circuit breaker nearby, so flip it in, so pick it up. There's also a RED HERB near the gate.

**\*\*BRIDGE AND LAB ENTRANCE\*\***

CHARACTER: BOTH

Recollect your items. Unfortunately, you still need the HOOKSHOT (cuss, if it helps). Take all the junk you can with you and head down the elevator (and elevator cut scene) to...

**\*\*RUINED HALLWAY\*\***

CHARACTER: BOTH

ANOTHER lab? Well, it is only the second disk. Start dropping your items off in here. For Rebecca, keep the HOOKSHOT, her HANDGUN, HANDGUN BULLETS, and the GRENADE LAUNCHER (with whatever ammo, preferably NAPALM). Leave the SHOTGUN, MOLOTOVs, SHOTGUN SHELLS (if you have em) and Billy's handgun with him (but no ammo, just trust me on this, but make sure he has a good ammount of ammo still in his gun, enough to kill one ZOMBIE). Go through the only door you can.

**\*\*REFERENCE ROOM\*\***

CHARACTER: BOTH

Split up. Have Billy go forward and to the right, you'll find a typewriter (complete with INK RIBBONS) and a chute. Send Rebecca to the left, pick up the FILE, ignore the corpse (for now), and use the HOOKSHOT when you reach the end.

---

BILLY METHOD

If you sent Billy up instead of Rebecca, you aren't trapped. Capcom wouldn't be that cruel. It just makes things take a little longer. Go through things as follows and send the LEECH CAPSULE down to Rebecca once you get it. After you defeat the LEECH ZOMBIE in the RUINED HALLWAY, you'll find a red capsule which you can use to get the RED CHEMICAL. If you already had the GREEN CHEMICAL in your MIXING SET, then you can quickly combine the two to create the STRIPPING AGENT and no time is wasted. If you didn't, you'll have to go back to the INFIRMARY to use the green capsule there.

The directions are:

RUINED HALLWAY, use elevator to get to --> BRIDGE AND LAB ENTRANCE, cross the bridge to --> OBSERVATORY, take the opposite door to --> NARROW BALCONY, take the upper right door to --> CONFERENCE ROOM, take the knight door to --> NARROW HALLWAY, then go to the far end of the hall to get into the INFIRMARY.

This walkthrough DOES NOT plan for Billy going up into the labs because it ignores the INFIRMARY as being otherwise unnecessary. It's quicker to go as I've outlined.

-----

**\*\*GREY LAB\*\***

CHARACTER: REBECCA

ENEMIES: ONE LEECH ZOMBIE

Drop the HOOKSHOT, you won't need it for a little while. Pick the FILE on the chair for a helpful hint on an upcoming puzzle. There's also a GAS TANK here on a shelf, take it, as you'll find some bottles soon. By this I mean DON'T equip the GRENADE LAUNCHER, you'll need it for something else soon. Make your way around the corner to the right. There you'll find your LEECH ZOMBIE, the buggers, as you well know, are sensitive to MOLOTOVS, so on the shelf on the left side of the screen, there are some EMPTY BOTTLES, so now you have some MOLOTOVS (and a spare GAS TANK). Make them and use them. Past where the LEECH ZOMBIE was you'll find a mechanism you can operate to get a LEECH CAPSULE. As Marcus Diary 2 hinted, you can't open it yet. Pick up the LAB MAP on your way out of the room.

**\*\*DOOR HALL\*\***

CHARACTER: REBECCA

Push the button to your right. Now the RUINED HALLWAY isn't so small, but Billy will have a new friend to deal with. Ditch your GRENADE LAUNCHER here for now. Hang a left around the corner and take the door you find at the end.

**\*\*BLUE LAB\*\***

CHARACTER: REBECCA

ENEMIES: ONE ZOMBIE

The one on the floor isn't quite dead yet. Fix that, then pick up the SHOTGUN SHELLS and the FILE (important for a puzzle). Past the corpse that isn't a ZOMBIE, you'll find a red capsule, use it to get the RED CHEMICAL in your MIXING SET (if you went to the INFIRMARY in the mansion, you should already have some GREEN CHEMICAL in there. Mix them to get the STRIPPING AGENT). Go through the other door.

**\*\*OPERATING ROOM\*\***

CHARACTER: REBECCA

ENEMIES: THREE ZOMBIES

There are two next to you and one coming around the corner (notice the Umbrella insignia on the arms). After that, put the SHOTGUN SHELLS in the chute and send them to Billy. Around the first corner you'll find a FIRST-AID SPRAY, and around the second, a FILE. If you didn't use the green capsule in the mansion before, then put some chemical in your MIXING SET now, combining that with the RED CHEMICAL to produce the STRIPPING AGENT, which you then combine with the LEECH CAPSULE to get the BLUE LEECH CHARM. Go back to the chute and switch to Billy.

CHARACTER: BILLY

It's entirely possible that you'll find a corpse next to you. This would be the commando corpse you saw before. That would be why I told you to leave that much ammo. Grab the SHOTGUN SHELLS from the chute.

CHARACTER: REBECCA

Send down the BLUE LEECH CHARM.

CHARACTER: BILLY

Pick up the BLUE LEECH CHARM. Leave.

\*\*RUINED HALL\*\*

CHARACTER: BILLY

ENEMIES: ONE LEECH ZOMBIE

He's right around the corner next to you. Use your MOLOTOVs or (worst-case scenario) SHOTGUN. Heal up when you're done. There's a GREEN HERB and a RED HERB around the corner, but Billy can't mix herbs so there's little point. At the end of the annex to the hall, there's a door that you can use your BLUE LEECH CHARM on to unlock.

\*\*CURIOUS STUDY\*\*

CHARACTER: BILLY

Around the corner inside the desk you'll find some HANDGUN BULLETS. On the other side of the room you'll find an INPUT REG. COIL. Pick it up and you'll find a photo, which will be followed by a cut scene. Go through the other door.

\*\*ART ANNEX\*\*

CHARACTER: BILLY

ENEMIES: TWO ZOMBIES

The first zombie is wandering around as you enter, but the second won't move until you try to pick up the GREEN LEECH CHARM to your right on the statue. After you've got it, leave.

\*\*CURIOUS STUDY\*\*

CHARACTER: BILLY

Back out the other end.

\*\*RUINED HALL\*\*

CHARACTER: BILLY

On to the REFERENCE ROOM again, on your right after the second turn.

\*\*REFERENCE ROOM\*\*

CHARACTER: BILLY

Send Rebecca the GREEN LEECH CHARM.

\*\*OPERATING ROOM\*\*

CHARACTER: REBECCA

Take the charm and put it in the door in this room that you couldn't open.

\*\*MORGUE\*\*

CHARACTER: REBECCA

ENEMIES: TWO ZOMBIES

One of them is lying on the floor, half in a box, another will crawl towards you. Dispose of the crawling one, but you can avoid the other one entirely. Pick up the item at the end to get the STERILIZING AGENT. Right of here there are two boxes of HANDGUN BULLETS. Leave.

\*\*OPERATING ROOM\*\*

CHARACTER: REBECCA

Go back to the...

\*\*BLUE LAB\*\*

CHARACTER: REBECCA

Use the STERILIZING AGENT on the panel in front of the gas chamber. After it's done, head inside.

\*\*CHAMBER/BLUE LAB\*\*

CHARACTER: REBECCA

ENEMIES: TWO ZOMBIES

Begin shooting down immediately. The ZOMBIE will try, then fail, to get up. Our other friend will come via the corpse outside, so fire at him when he comes. Grab the BREEDING ROOM KEY. You can also add some more RED CHEMICAL to your MIXING SET since you'll need it later anyway. Go out the door on the right.

\*\*DOOR HALL\*\*

CHARACTER: REBECCA

Go to the door at the opposite end and use your key.

\*\*BREEDING ROOM\*\*

CHARACTER: REBECCA

ENEMIES: TWO HUNTERS

This is why you brought the GRENADE LAUNCHER. Around the corner here you'll find both ready to tear you apart, so fry them. Pick up the FILE that was at the corner (which explains both things past and gives a taste of things to come) and run to the end. In the left cage next to the divider you'll find the DIAL. Take it.

\*\*DOOR HALL\*\*

CHARACTER: REBECCA

Back to the door at the end...

\*\*BLUE LAB\*\*

CHARACTER: REBECCA

On through again...

\*\*OPERATING ROOM\*\*

CHARACTER: REBECCA

Send the DIAL down to Billy.

\*\*REFERENCE ROOM\*\*

CHARACTER: BILLY

Pick up the DIAL and go back out. Make sure you have the INPUT REG. COIL with you too.

**\*\*RUINED HALL\*\***

CHARACTER: BILLY

Remember the door with the circular hole in it? Put the dial in...

++++  
+ [DIAL PUZZLE] +  
+ +  
+ If you remember the LABORATORY MANAGER'S DIARY you +  
+ picked up in the GREY LAB, it refers to the code +  
+ being changed to something about Marcus' children. +  
+ We know Marcus only cares about his leeches, so go +  
+ back to his LEECH GROWTH RECORDS. They talk about +  
+ using T on (4) leeches, doubling their numbers (8), +  
+ but then losing two (6), losing half when the food +  
+ tried to fight back (3). 4863. There's your code. +  
++++

**\*\*CABLE CAR TERMINAL (LAB)\*\***

CHARACTER: BILLY

There will be a cut scene. Turn left and go forward until you find the switch on the wall, use it. This will move a ladder over so Rebecca can get down here from the room she didn't go through upstairs. You can pick up the OUTPUT REG. COIL here, then you might as well. Send Billy up the ladder.

**\*\*CONTROL PLATFORM\*\***

CHARACTER: BILLY

Go towards the door on the opposite end. Use the EMPTY BOTTLE and the GAS TANK to make some MOLOTOVs, heal with the GREEN HERB if you need to, and save if you have to.

**\*\*OPERATION ROOM\*\***

CHARACTER: REBECCA

Take the door next to you.

**\*\*BLUE LAB\*\***

CHARACTER: REBECCA

Last time through here...

**\*\*DOOR HALL\*\***

CHARACTER: REBECCA

You might want to take the first door on your left just to switch and combine items. But what you really have to do is turn the corner and go back into...

**\*\*GREY LAB\*\***

CHARACTER: REBECCA

Pick up the HOOKSHOT, and the GAS TANK if you want it.

**\*\*DOOR HALL\*\***

CHARACTER: REBECCA

Back through the second door on the right...

**\*\*CONTROL PLATFORM\*\***

CHARACTER: REBECCA

Ignore Billy. Go down the ladder.

**\*\*CABLE CAR TERMINAL (LAB)\*\***

CHARACTER: REBECCA

Down in the corner here opposite the door you'll find a hole where you can use your HOOKSHOT to get through.

**\*\*CONTROL PLATFORM (ROOM)\*\***

CHARACTER: REBECCA

Finally, you can ditch that godforsaken HOOKSHOT for good. Unlock the door and meet up with Billy.

**\*\*CONTROL PLATFORM\*\***

CHARACTER: BOTH

As usual, the two parts will be interconnected now. Pick up the SHOTGUN SHELLS near the locker in the control room. Ditch all of Billy's extra items. Know that very soon he'll be leaving temporarily and anything he has will go with him, so know that when you leave this stuff with him it's gone, but it will be back. I'd recommend leaving the SHOTGUN and its supplies with him, along with his HANDGUN, a healing item, and a GAS TANK (and if you don't want that, then give him the GRENADE LAUNCHER, but it's not as useful from here out, and it takes up too much space). Put both COILS in the mechanism, then go back down the ladder.

**\*\*CABLE CAR TERMINAL (LAB)\*\***

CHARACTER: BOTH

ENEMIES: ONE LEECH ZOMBIE, but not quite yet.

I'd recommend making some runs back and forth to get your items before continuing. Also mix up the RED and GREEN HERBS that you now have at least one pair of, if you haven't already. When you're ready, try to open the doors to the car. A cut scene will occur, leaving an ELIMINATOR to knock Billy off the platform and a LEECH ZOMBIE to fight you. It knocks out one of the coils, making life all that more spooky. Kill it with your MOLOTOVs, heal as needed, and go up the ladder again.

**\*\*CONTROL PLATFORM\*\***

CHARACTER: REBECCA

ENEMIES: LEECHES

Pick up the OUTPUT REG. COIL that's surrounded by the leeches and use it on the terminal again. Go back down the ladder.

**\*\*CABLE CAR TERMINAL (LAB)\*\***

CHARACTER: REBECCA

Usually in terms of items it will end up like this:

INVENTORY:

HANDGUN

HANDGUN BULLETS

MOLOTOV  
MAGNUM ROUNDS  
FULL-HEALING ITEMS  
EMPTY

You CAN move your extra items into the car, but you don't really need them from here out (and in terms of the HOOKSHOT, not at all). You'll want the empty slot as you'll soon see. Go into the car.

**\*\*CABLE CAR\*\***  
CHARACTER: REBECCA

Near the controls you'll find a dead soldier holding a MAGNUM. You know you want it. Start the car, and get out when it stops.

All told this section will take from half an hour to forty-five minutes.

\*\*\*\*\*  
Part Five: BIRKIN'S LAB (FACTORY)  
"It's dark and silent... But, you can still feel your heartbeat."  
\*\*\*\*\*

**\*\*CABLE CAR TERMINAL (FACTORY)\*\***  
CHARACTER: REBECCA

Where could we possibly be? There are two GREEN HERBS nearby. Take them or leave them, but you won't likely have space, so start going up the stairs. You can't open the door on your left, so head up the next flight to where you can open the door.

**\*\*PLATFORM TERMINAL (UPPER FACTORY)\*\***  
CHARACTER: REBECCA

Bet you didn't expect to see this place again. Ditch an item, most likely your healing one, then take the lift down, running around until you get to the door.

**\*\*CAMERA ROOM\*\***  
CHARACTER: REBECCA  
ENEMIES: TWO HUNTERS, but not yet.

Go around to the end to pick up the FACTORY KEY (UP KEY, after examination). You'll find no freaky Mr. X lurching toward you here, but you will see a tyrant in a capsule. Forshadow? You bet. Equip your MAGNUM and leave, you'll find the hunters on your way out but they aren't much to worry about anymore.

**\*\*PLATFORM TERMINAL (UPPER FACTORY)\*\***  
CHARACTER: REBECCA

Again ride the lift to the top, and go through the door you haven't been through yet.

**\*\*PANEL ROOM\*\***  
CHARACTER: REBECCA

Here you should find a MAP, some HANDGUN BULLETS, some GRENADES (probably irrelevant), and some INK RIBBONS with a typewriter to save at. Use the UP KEY on the terminal next to where the HANDGUN BULLETS were. It will summon the platform.

**\*\*PLATFORM TERMINAL (UPPER FACTORY)\*\***

CHARACTER: REBECCA

Pick up your dropped item and operate the control panel on the platform to go down.

\*\*PLATFORM TERMINAL (LOWER FACTORY)\*\*

CHARACTER: REBECCA

This also looks familiar... but you won't be able to search your surroundings too well. Leave the MOLOTOVs on the other side of the gigantic rubble heap by the platform, just trust me on this. Run towards what looks like an elevator on the other side of the platform, a cut scene will occur, some plot holes will be filled, opening some bigger ones in the process (ouch). Pick up the shiny to get the ELEVATOR KEY. Now you can use the working elevator on the other side of the room. Use the key on the glowing panel, you'll get a cut scene and find something unpleasant climbing down the rubble next to you, which will proceed to slash a panel, locking you in with it.

-----  
|[BOSS FIGHT #4: TYRANT (1)]+ |  
|[DIFFICULTY: VERY EASY]+ |  
|Ugh. And in such close quarters too. Make sure you have your MAGNUM handy, |  
|you should still have the extra rounds too. The simple strategy here is to |  
|circle the TYRANT and shoot while he's turning to catch up with you. NEVER |  
|CROSS HIS LINE OF SIGHT WHEN YOU CIRCLE HIM. He'll only charge and attack |  
|you. Each shot you get on him that counts for something will end up stunning |  
|him, so don't fire at him when he's knocked back a little. Also, you can |  
|only seem to hit him from the front, so when he's turning towards you, you |  
|can't hit him. You can't shoot him either when he's crouched down and about |  
|to charge you, so another strategy would be to wait until he does that and |  
|run out of the way of the attack, then move back in front of him to shoot him |  
|in the chest, but with this strategy, you have to make absolutely certain you |  
|have enough room to run away without him slashing at you (this is my |  
|preferred method). If you stay out of range and fire when you can, you'll |  
|easily defeat him. Ten MAGNUM ROUNDS should do the job, and you can probably |  
defeat him without getting hit.

Heal if you need to, then enter the elevator.

\*\*FACTORY ELEVATOR\*\*

CHARACTER: REBECCA

Here we find a curious number of floors to go to. Level 1 will take us back to the burning train wreckage in the lower part of Marcus' Mansion (plot hole, what?), pick up anything you really need from there. FACTORY LEVEL 2 will take you to a narrow platform where you will find some MAGNUM ROUNDS next to you, some HANDGUN BULLETS on a nearby barrel, a HUNTER down the catwalk around the corner, and a GREEN HERB with a RED HERB at the end, which leads back to the cable car by which you arrived at the factory. It's a nice trade off, and if you used up the healing item fighting the TYRANT then you can get it right back at the price of one MAGNUM ROUND. Level 3 is where we started, there's no need to revisit. Level 4 is your true destination, and you'll get a cut scene along the way. Exit.

This section should take no more than ten minutes.

\*\*\*\*\*  
Part Six: THE FINAL LAB (TREATMENT PLANT)  
"You must survive in order to expose this nightmare..."

\*\*\*\*\*

**\*\*SMALL BRIDGE\*\***

CHARACTER: REBECCA

Rebecca will spot Billy clinging to some rocks in the water, but something big will hit him and knock him off. Suppose it's time to chase after him.

**\*\*POWER ROOM\*\***

CHARACTER: REBECCA

There's a GAS TANK to your right. If you run ahead from here you'll find the lift isn't working. Head around the corner, there's a typewriter here and some INK RIBBONS, along with some HANDGUN BULLETS. Note the grid like puzzle nearby.

```

+++++
+ [GRID PUZZLE] +
+ +
+ x x x = red circle +
+ | | o = green circle +
+ x-x---x-x 1, 2, 3 = target circles +
+ \ | / | +
+ x-x x x Reminiscent of the horrible water sample +
+ | |\ /| | puzzle in RE3. You'll find a grid like +
+ | | x | | the one on the right as you enter. The +
+ | | / | | object here is to light up all of the +
+ | x x | points on the grid. Each one you choose +
+ | / | | will light up any point within two away +
+ x x x-x from your designated point. There's no +
+ | | | | file to tell you how to easily pull this +
+ x-x x-x off, so you'll just have to follow the +
+ / guide through this mess. Select each +
+ x target point as directed. +
+ +
+ 1. 2. 3. +
+ x---x x---x o---o +
+ | | | | | | +
+ x-x---x-x x-2---x-x o-o---o-o +
+ \ | / | \ | / | \ | / | +
+ x-x x x x-o x x o-o x x +
+ | |\ /| | | |\ /| | | |\ /| | +
+ | | x | | | | o | | | | o | | +
+ | | / | | | | / | | | | / | | +
+ | x x | | | o x | | | o x | +
+ | / | | | / | | | | / | | +
+ x 1 x-x o o x-x o o 3-x +
+ | | | | | | | | | | +
+ x-x x-x o-o x-x o-o x-x +
+ / / / +
+ x o o +
+++++

```

Take the lift down.

**\*\*VENTILATION ROOM\*\***

CHARACTER: REBECCA

ENEMIES: THREE ZOMBIES

I don't get this. This is several months prior to the fall of Raccoon City... so why are there so many zombies here? The first one is opposite you, lying

against the wall. The next will come across the catwalk, the third is beyond him. Next to one of the control panels you'll find some EMPTY BOTTLES. On the other side you'll find a GREEN HERB and a RED HERB. Take what you need, or mix, as the case may be.

**\*\*PIPE CATWALK\*\***

CHARACTER: REBECCA

ENEMIES: ONE LEECH ZOMBIE

As the camera angle changes, you'll find a LEECH ZOMBIE running around the corner towards you, so have those MOLOTOVs ready. Beyond him there's a door with a hole in it, but you can't make it through just yet.

**\*\*POOL BAR\*\***

CHARACTER: REBECCA

ENEMIES: ONE ZOMBIE

The ZOMBIE is in an obvious position once you enter. Beyond him are some EMPTY BOTTLES for the rest of your GAS TANK and a MAP on the wall. Go around the pool table and down the stairs.

**\*\*FORKLIFT ROOM\*\***

CHARACTER: REBECCA

You might see something shining on the ledge, but you can't do anything about it for now. Hang a right, you'll find a door along with a RED HERB and a GREEN HERB.

**\*\*WATER CONTROL ROOM\*\***

CHARACTER: REBECCA

Wander around here and you'll see a HANDLE on the other side of the room that you can't reach. Near the entrance there are some SHOTGUN SHELLS, but you don't have the SHOTGUN back yet so there's no point. Just go through the door.

**\*\*STAIRS\*\***

CHARACTER: REBECCA

ENEMIES: LEECHES

Squish the leeches and make your way around to the bottom.

**\*\*DRAINAGE ROOM\*\***

CHARACTER: BOTH

ENEMIES: ONE LURKER

Immediately there will be a cut scene where you'll reunite with Billy and find a heap of skeletons. Exit through the first door you see on your way back, the other can't be opened yet. Don't hang around too long, though, or else a LURKER will jump out of the water.

**\*\*STAIRS\*\***

CHARACTER: BOTH

More stairs, more leeches to crunch...

**\*\*WATER CONTROL ROOM\*\***

CHARACTER: BOTH

Split up. Move Rebecca to the control platform and have Billy take his SHOTGUN SHELLS as well as the ladder down into the pit. Once again, it's puzzle time.

```

+++++
+ [BOX PUZZLE] +
+ +
+ --- - and | = wall +
+ L|B | W = wooden box +
+ |WW | M = metal box +
+ | M | L = ladder +
+ -|::| D = drain +
+ |D | : = rotating grate +
+ -| W | B = Billy +
+ --- T = Billy on top of wooden box +
+ +
+ You'll see something like the above in the pit. +
+ You need to get the wooden boxes to line up at the +
+ end near the drain so when you fill up the water, +
+ you can cross the bridge of wooden boxes. To do +
+ this follow the directions, point by point. +
+ +
+ 1. +
+ --- From the original, have Billy jump on top +
+ L|B | of the wooden box and into the hole between +
+ |WW | that, the metal box, and the grate. Push +
+ | :M| the metal box to the opposite wall, then +
+ -| : | jump out. Move to the ladder and switch to +
+ |D : | Rebecca and have her rotate the grate to +
+ -| W | the right. +
+ --- +
+ +
+ 2. +
+ --- From the above set up, push the metal box +
+ L| M| up until it reaches the wall. Push the +
+ | | wooden box on the left down next to the +
+ | | wall next to the other box. Move the next +
+ - ::| wooden box left to the wall, then down up +
+ |D T | to where it meets the other. Have Billy +
+ -|WW | jump the boxes to get in a safe place, +
+ --- then make Rebecca rotate it left. +
+ +
+ 3. +
+ --- Push the wooden box in front of you to the +
+ L| M| opposite wall. Position Billy back on top +
+ | | of the box, then have Rebecca rotate the +
+ | : | grate to the left once again. +
+ -| : | +
+ |D :T| +
+ -|WW | +
+ --- +
+ +
+ 4. +
+ --- Get down on the other side of it, then have +
+ BL| M| Billy push the wooden box down to where it +
+ | | lines up with the rest of the wooden boxes. +
+ | : | After that, exit via the ladder, then have +
+ -| : | Rebecca fill the whole thing with water. +
+ |D : | From there, you can cross the bridge and go +
+ - : | pick up the valve handle you need for the +
+ |WWW| door you saw earlier with the hole in it. +
+ --- +
+++++

```

After you have the HANDLE, meet up with Rebecca again and leave.

**\*\*FORKLIFT ROOM\*\***

CHARACTER: BOTH

Head around to the left and back up the stairs.

**\*\*POOL BAR\*\***

CHARACTER: BOTH

Back to the opposite end of the room.

**\*\*PIPE CATWALK\*\***

CHARACTER: BOTH

ENEMIES: THREE ZOMBIES

One will be in front of you, the next is approaching from a distance, and the final is around the corner. Use the HANDLE on the door and enter.

**\*\*FACTORY BOILER\*\***

CHARACTER: BOTH

ENEMIES: SIX (yes, SIX) NAKED ZOMBIES

Around the corner to your right you'll find two wandering around and one playing dead on the floor. Also here is a box of HANDGUN BULLETS. On the other end are the other three wandering about. Dispatch them and climb the ladder if you need HERBS, a FILE, or RED CHEMICAL.

**\*\*UPPER FACTORY BOILER\*\***

CHARACTER: BOTH

ENEMIES: ONE ZOMBIE

Run forward and pick up the FILE off the dead body. Turn the corridor a few times and you'll find a RED CHEMICAL capsule to use if you for some reason didn't refill it in the BLUE LAB, and the ZOMBIE nearby. Complete the circle and you'll find two GREEN HERBS.

**\*\*FACTORY BOILER\*\***

CHARACTER: BOTH

Turn left and go through the door at the end.

**\*\*RED LIGHT HALL\*\***

CHARACTER: BOTH

ENEMIES: TWO HUNTERS

Magnum ready, fire into them and take them both down, then head through the door again.

**\*\*LODGINGS\*\***

CHARACTER: BOTH

There's some HANDGUN BULLETS on the floor here. Next to the bed are some NAPALM GRENADES to ignore and on the bed are some INK RIBBONS for use with typewriter. There's a FIRST-AID SPRAY on the other side of the room, along with a GREEN HERB and a RED HERB, take what you can just in case. Pick up the FILE next to the door before you head on through.

**\*\*OVERFLOW ROOM\*\***

CHARACTER: BOTH  
ENEMIES: LEECHES

Around the corner, down the stairs, crunching leeches as you go.

**\*\*DAM CATWALK\*\***

CHARACTER: BOTH  
ENEMIES: ONE LURKER (if you don't hurry)

Just run on through here. There isn't anything but scenery here, however if you wait too long a LURKER will jump out of the water. LURKERS are nasty creatures that can kill you instantly regardless of health if they are so inclined, bad news in general, hurry.

**\*\*GONDOLA ROOM\*\***

CHARACTER: BOTH  
ENEMIES: THREE NAKED ZOMBIES

One will be in front of you and the other two around the corner to the left of it. If you examine the nearby panel, you'll find the motherboard is missing and you can't use the gondola. Continuing to the left you will find some SHOTGUN SHELLS and a FILE next to them. Clear over on the opposite end of the room, there's a lift. Before using it, equip Rebecca with her MAGNUM and Billy with his SHOTGUN. Make sure both characters are standing on the lift or else you'll be separated.

**\*\*EQUIPMENT ROOM\*\***

CHARACTER: BOTH

Walk around the corner to the left. After you've turned the second corner, you'll find a familiar claw reaching out of the water...

-----  
|[BOSS FIGHT #5: TYRANT (2)]+ |  
|[DIFFICULTY: EASY]+ |  
|Just 'cause these suckers never really die anyway. The surroundings don't |  
|make it any easier to circle him either. I'd control Rebecca for this one |  
|since she has less stamina. There's a really simple way of dealing with him |  
|and that's by shooting him with either the MAGNUM or the SHOTGUN and then |  
|running around to the other side of him as he growls and winces in pain (for |  
|better results, don't run around the claw side). He'll try to turn around |  
|and as soon as he does you should blast him again with your weapon of choice. |  
|He'll do his thing again, and you can repeat the process as much as you care |  
|to with little difficulty (or such was my case). Even though he's the big |  
|badass of the RE series and is supposed to be tougher the second time around, |  
|it isn't too difficult to get around him without being hit. When he finally |  
falls down, he'll struggle a bit, but won't get up, and the music will die.

Beyond where the TYRANT popped out, there's a button on the wall to push, which will drop a ladder...

**\*\*UPPER EQUIPMENT ROOM\*\***

CHARACTER: BOTH

Walk forward a little and you'll find the MOTHERBOARD sitting on the floor. There's nothing else up here, despite creepy music, so just turn back.

**\*\*EQUIPMENT ROOM\*\***

CHARACTER: BOTH

Give Rebecca the SHOTGUN and SHOTGUN SHELLS (or the GRENADE LAUNCHER, if you kept it), then transfer the MAGNUM and some HANGUN BULLETS to Billy, then split up, making sure Rebecca has the MOTHERBOARD. From this point on, feel free to ditch Rebecca's HANDGUN whenever, since she won't be using it anymore. Make her take the lift up.

**\*\*GONDOLA ROOM\*\***

CHARACTER: REBECCA

Run forward and replace the MOTHERBOARD in the terminal. This will bring the gondola over, Rebecca can get in and travel to the other side.

**\*\*DAM CONTROL ROOM\*\***

CHARACTER: REBECCA

Use the glowing panel and turn the lever so it changes the configuration of the floodgates. There's also some ACID GRENADES here (by some stairs that you can't use), but if you don't have the GRENADE LAUNCHER, they're irrelevant.

**\*\*LARVA STORAGE\*\***

CHARACTER: REBECCA

ENEMIES: ONE PLAGUE CRAWLER

The CRAWLER will charge you as soon as you enter. After you've blasted it, move forward and you'll find more ACID GRENADES, again, useless. Use the blue capsule nearby and combine that with your red chemical to get SULFURIC ACID. Then grab the INDUSTRIAL WATER on the other counter combine it with the SULFURIC ACID to get BATTERY FLUID in your mixing set. Unlock the nearby door, this leads back to the DRAINAGE ROOM. Go down the stairs instead.

**\*\*CRAWLER STORAGE\*\***

CHARACTER: REBECCA

Fun... so this is where they're keeping the buggers. There's something on the shelf you can't reach, just go and wait on the other side of the room. Shame the door is locked...

**\*\*EQUIPMENT ROOM\*\***

CHARACTER: BILLY

Take the door in the middle.

**\*\*DAM WALKWAY\*\***

CHARACTER: BILLY

ENEMIES: ONE LURKER

At the end of the first part, you'll find two GREEN HERBs here, so heal up or just make certain that you're at full. Climb down the ladder and run across. The LURKER will jump out of the water, just keep running, it can instantly kill you whenever it wants to. Take the ladder up and through the door.

**\*\*GENERATOR ROOM\*\***

CHARACTER: BILLY

ENEMIES: TWO NAKED ZOMBIES

To your left are the NAKED ZOMBIES, a box of SHOTGUN SHELLS, and a door you can't open. In front of you is a box of HANDGUN BULLETS and a door you can open. Get rid of the ZOMBIES as you'll be back here sooner or later to go through that door. In the meantime, go through the door in front of you.

**\*\*CRAWLER STORAGE\*\***

CHARACTER: BOTH

ENEMIES: TWO PLAGUE CRAWLERS (but not just yet)

Meet up with Rebecca again and go over to where the shiny was on the shelf. You can give Rebecca a boost and have her pick up the EMPTY BATTERY, combine that with her BATTERY FLUID in the MIXING SET to get a HI-POWER BATTERY. After she gets down, the CRAWLERS jump out of their tubes to come mess with you. The HANDGUN/SHOTGUN duo works quite well here, nothing to worry about. Go back up the stairs.

**\*\*LARVA STORAGE\*\***

CHARACTER: BOTH

Use the door by the blue capsule on the other end of the room.

**\*\*DRAINAGE ROOM\*\***

CHARACTER: BOTH

Around through the other door...

**\*\*STAIRS\*\***

CHARACTER: BOTH

Up the stairs... (crush leeches!)

**\*\*WATER CONTROL ROOM\*\***

CHARACTER: BOTH

Through here...

**\*\*FORKLIFT ROOM\*\***

CHARACTER: BOTH

Move Billy to the top of the box that the forklift has on it. Go to the right side of the forklift and use your HI-POWER BATTERY, then press the button. Billy will pick up the KEYCARD. At this point, if you want to, get all the healing items you think you'll need, then come back and go down the way you came. Just know that if you do some running around now, there are going to be enemies again in the places you've already cleared.

**\*\*WATER CONTROL ROOM\*\***

CHARACTER: BOTH

Last run through here!

**\*\*STAIRS\*\***

CHARACTER: BOTH

Last chance to squish leeches!

**\*\*DRAINAGE ROOM\*\***

CHARACTER: BOTH

Back through the other door.

**\*\*LARVA STORAGE\*\***

CHARACTER: BOTH

Down the stairs, again....

**\*\*CRAWLER STORAGE\*\***

CHARACTER: BOTH

Now we're getting somewhere... go through this door.

**\*\*GENERATOR ROOM\*\***

CHARACTER: BOTH

Go around the generator and to the door at the end. Use the KEYCARD, enter.

**\*\*FENCE PASSAGEWAY\*\***

CHARACTER: BOTH

The traditional calm before the storm... at the end you'll find some MAGNUM ROUNDS. Equip the MAGNUM for Billy and the SHOTGUN for Rebecca.

**\*\*MARCUS ROOM\*\***

CHARACTER: BOTH

A cut scene will occur that fills most of the plot holes while adding a few bits of confusion (and honestly, how many times do I have to hear the phrases "inferno of hate", "you'll pay for what you've done" and "you can't be"?). After this speech Marcus will seem to get sick, or at least I wouldn't normally consider vomiting up leeches and mutating as a normal everyday occurrence (whether this is intentional or the virus is making him do it is up to you, his expressions are a bit startled, but he says nothing). Forget it, it's boss time again.

-----  
|[BOSS FIGHT #6: MARCUS]|  
|[DIFFICULTY: MEDIUM]|  
|For the purposes of this battle, I'd stay away from MOLOTOV COCKTAILS. I |  
|know that they've been effective on leech-based monsters in the past, but as |  
|far as I've seen they've been as effective as the KNIFE (as in not at all). |  
|I'll admit it, there isn't a lot of strategy you can use to get around this |  
|guy. Like previous leech monsters, his limbs are made of silly putty and |  
|like to slap you around a bit from a distance. Partway through the battle a |  
|few tendrils will come out of his back and he will sometimes pick you up and |  
|suck on you for a bit, like any good leech monster, though I don't think it |  
|heals him. The combo of MAGNUM/SHOTGUN works pretty nicely on the creature, |  
|not that you're afforded many alternatives. The fight itself isn't terribly |  
|difficult, but his attacks will hurt you pretty badly, hence the medium |  
ranking.

There will be two shiny objects on the floor when you finish (there's nothing else here, so don't bother looking), so have one character pick up each. They're both SHAFT KEYS. Being the clever programers they are, Capcom decided to install this device on the other end of the room which requires you to have one character turn each key in opposite panels. Split them up and figure it out. If it doesn't work immediately, make sure that the character with the silver key is on the right and the character with the gold key is on the left.

**\*\*STORAGE\*\***

CHARACTER: BOTH

Here, I would highly recommend saving at the typewriter next to you, and picking up the HANDGUN BULLETS next to it, just trust me on this. Further down

the walkway in front of you, there are some GRENADES (useless), some SHOTGUN SHELLS, two FIRST-AID SPRAYS, and a GREEN HERB accompanied by a RED HERB. They are all here for very good reasons and if you have run out of ammo for the MAGNUM then you might as well ditch it as well if you need to get the healing goodies because it's coming on final boss time because let's face it, the last save area usually looks something like this. Transfer most of the firepower to Billy and as many healing items as you can spare, but leave Rebecca with the MAGNUM if it has anything left and the MOLOTOV COCKTAILS as an equipped weapon otherwise (unlike the last battle, these are rather effective). After you're done, head around the other way and use the panel on the elevator platform.

This section can take from half an hour to forty-five minutes at a good pace.

**\*\*HELIPORT\*\***

CHARACTER: BOTH

On your way up to this place, you'll have a cut scene or two involving the leech queen chasing after you and the obligatory self-destruct sequence being started. Always fun. Soon you'll arrive at the top, big friggin' place, innit? Cue dramatic music.

-----  
|[BOSS FIGHT #7: LEECH QUEEN]|+  
|[DIFFICULTY: EASY]|+  
|The isn't much to this boss. I'd recommend against controlling Rebecca so  
|you can get the maximum damage out of your MOLOTOVs later, Billy will need  
|his ammo for the next section. Just fire away and dodge when it tries to  
|jump at you. This creature is known to spray acid all over at you, and  
|sometimes when it jumps on you, it won't be easy to get up again. The battle  
|is rather short, but make sure both characters are healed well by the end,  
since Rebecca will be taking off soon...

There will be a short cut scene involving the sunlight hurting the photosensitive leech queen. Rebecca will get the bright idea to run about opening the valves to let the sun in and you'll get a FILE. Time for round two...

-----  
|[BOSS FIGHT #8: LEECH QUEEN (2)]|+  
|[DIFFICULTY: MEDIUM]|+  
|This battle is a huge pain. Why Rebecca, the weaker of the characters, is  
|trying to run around rapidly turning valves is beyond me. You cannot control  
|Rebecca, but you can switch to her in the inventory allowing for the use of  
|your healing items. Transfer what MOLOTOVs you have left to Billy and have  
|him use them if the leech queen gets too close. The object here is not to  
|smash up the queen with whatever you've got, but to keep her away from  
|Rebecca for as long as you can so that Rebecca can operate the valves. The  
|queen's tactics are much the same as before, she'll leap at you and smash you  
|up and she'll spray acid in all directions. She can't turn too easily  
|though, so you can get behind her and shoot while she has trouble backing up  
|or turning to face you. While you should follow Rebecca from location to  
|location, DO NOT GET TOO CLOSE TO HER. If you do, the queen can and will  
|corner both of you, sometimes leaving Rebecca running in place trying to  
|reach a valve and you unable to move or sufficiently distract the queen as  
|well. Guard Rebecca, but keep far enough away to avoid having this happen.  
|The battle will do some serious damage to you, but overall, it's not  
difficult, persay.

Enjoy the final cut scene, followed by the convenient appearance of a magnum and trademark one-liner before smashing up the big bad monster. Come now, as a horror game, it wouldn't be complete without it. Some minor details will be added as Rebecca and Billy find themselves in the woods overlooking none other than the same mansion we will find ourselves in for the next (previous?) game. You've done well, and, in accordance with the timer, this section shouldn't have taken any longer than five minutes or so.

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= 07: REWARDS =  
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For completing the game in normal or hard mode under certain time constraints, you can get some fabulous prizes, some of which make the game quite boring, but at least you can claim you did it and you aren't required to use them.

- D (9:01 or more): Leech Hunter and Closet Key
- C (7:01-9:00): Leech Hunter and Closet Key
- B (5:01-7:00): Leech Hunter and Closet Key
- A (3:31-5:00): Submachine Gun, Leech Hunter, Closet Key
- S (3:30 or less): Rocket Launcher, Leech Hunter, Submachine gun, and Closet Key

In RE0, there seem to be no punishments for using First-Aid Sprays (or healing, for that matter) or saving too frequently. I can vouch for the sprays, I think I used one on my S-rank run, but the saving I can not as easily say, other than I saved five times. Even though the game might not seem as scary in some respects, it is harder, and they do give you credit for that.

#### LEECH HUNTER

This is the mini-game (a big mini-game, bigger than Mercenaries in RE3) that you unlock by default. The goal is to find 100 leech charms in the training facility using primarily what you're given, which is two handguns and a lot of ammo. The game says you cannot ditch items once you get them, and considering charms stack in tens, that could be tricky. More information as I decipher it.

#### CLOSET KEY

The key unlocks a small cabinet in the HUNTING GUN ROOM. Rebecca's alternate outfits are a mostly leather outfit and a cowgirl outfit. Billy only gets a blue suit, but has a pair of sunglasses to go with. Either outfit you can also see using the Leech Hunter game, but know that changing the outfit does change the item layout slightly (herbs, that I've noticed).

#### SUBMACHINE GUN

Takes up two item slots, but can be a nice alternative to the handgun. Have your partner take the custom handgun and you'll be set. Doesn't have any additional ammo, unless you complete the Leech Hunter game with (I think) a minimum of one charm. More on that ammo some other time.

#### ROCKET LAUNCHER

For all my complaining about its appearance, its still the strongest weapon in the game and no one will deny that. Its ammo is infinite too, so there's a lot of potential for destruction in it.

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= 08: LEECH HUNTER =  
=====

Leech Hunter is a unique game based on a sort of scavenger hunt premise. Dr. James Marcus has hidden 100 Leech Charms (50 blue for Billy, 50 green for Rebecca) in his training facility and its up to our team to hunt them down. It can be found in the Extra Menu of a reloaded complete game.

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NOTES

- \*Leech Charms stack in tens and CANNOT be discarded once you pick them up. This means that by the end of your run, you'll probably just have a HANDGUN, so play smart.
- \*All doors except the knight doors have been reset for this game. This means that you'll have to find the keys in all new locations, occasionally at great risk to yourself.
- \*Once you get a certain number of leech charms, the enemies will reset, meaning that just because you've cleaned out an area doesn't mean it will stay clean. write this assuming you picked the default costumes.
- \*You must exit through the mansion's front door to complete this game. Leeches on a dead body don't count.
- \*Each character starts with their HANDGUN, 200 HANDGUN BULLETS, and a FIRST-AID SPRAY default.

WARNING: The game's placement of certain items and the colors of leech charms can be completely RANDOM at times. This will try to reflect that, but there are some things that I just haven't seen yet.

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REWARDS

- 1-29: A SUB-MACHINE GUN CLIP is added to your inventory the next time you play (must have A-rank and SUB-MACHINE GUN)
- 30-59: HANDGUNS (Rebecca's, Billy's, and Custom) have infinite ammo
- 60-89: HUNTING RIFLE has infinite ammo
- 90-99: You will get (Barry's hand cannon from REMake)
- 100: Infinite Ammo for all weapons

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WALKTHROUGH

"You must survive in order to expose this nightmare..."

**\*\*MANSION MAIN HALL\*\***

Straight ahead of you are a couple of HERBS, two greens or a green and a blue. There are five leech charms in this room of varying colors, but because this area doesn't have enemies that can regenerate, I don't recommend picking any of them up until the very end.

This guide will assume a "kill now, ask questions later" posture, which means, basically, that I'm going to have you run through and kill everything BEFORE you start collecting leeches.

This works out for the best because it becomes harder to lug around the more heavy-duty weapons while you're also carrying around leech charms, which you

can't drop or exchange.

First, climb up both sets of stairs and go through the double doors at the top.

**\*\*CONFERENCE ROOM\*\***

Again, there are leech charms here, but we're going to ignore those for the immediate future as there's just no reason to pick them up. Don't start picking up the leech charms until I tell you to.

For now, let's just focus on some of the major issues, namely, unlocking every area and getting sufficient firepower to continue on. Firepower comes first, so go through the knight door on the left side of the room.

**\*\*NARROW HALLWAY\*\***

ENEMIES: THREE HUNTERS

This may seem a little absurd to you, but these HUNTERS that come around the corners can be easily dispatched by firing on them with the standard gun in alternating patterns to ensure that they can't make any serious attacks. You will take some damage here (most likely), but you still have healing items and will pick up another in the next area. Continue on and enter the door at the end (the door midway is just for show).

If the whole process spooks you too much, well, put Billy on point.

**\*\*INFIRMARY\*\***

ENEMIES: FIVE ZOMBIES

Ah, here we are. Five ZOMBIES will come stumbling in from the other side, but they're not hard to dispatch. Kill them all, but if you're running low on ammo, don't reload. Instead, grab the CUSTOM HANDGUN off one of the beds, and give it to Rebecca (remember, Billy is a better shot). On the counter, there's either a FIRST-AID SPRAY (very good) or a BLUE HERB (not so much).

**\*\*NARROW HALLWAY\*\***

Back to...

**\*\*CONFERENCE ROOM\*\***

All right, now we're moving on to keys. Don't worry, there's some more weapons along the way. Head out the double doors.

**\*\*MANSION MAIN HALL\*\***

First, go through the door on the right side of the upper level. You may want to send just one character in to save a little ammo.

**\*\*BLUE STUDY\*\***

ENEMIES: FOUR CROWS

CHARACTER: MAIN (?)

There are a bunch of CROWS flying around in here, so try to take them all out. When you're done, there's a HANDGUN on the table, which is almost like picking up free ammo, less what you used on the crows.

**\*\*MANSION MAIN HALL\*\***

Go down the stairs and into the trap door at the base level.

**\*\*MANSION SEWER TUNNEL\*\***

On your way to the other side here, you'll find some SHOTGUN SHELLS (14) and, buried in the water near them, a SHOTGUN.

**\*\*TRAIN WRECK ROOM\*\***

ENEMIES: FIVE HUNTERS

More fun. Except if you keep up the alternating shots pattern like before, with the added firepower of the shotgun on your side, this shouldn't be much of a fight.

When you've cleaned up here, head over to the far side of the room by where the elevator should be and pick up the FIRE KEY. There's also a GREEN HERB by a metal object near the door.

**\*\*MANSION SEWER TUNNEL\*\***

Back up and out of here...

**\*\*MANSION MAIN HALL\*\***

Head across the hall and go through the door on the opposite side...

**\*\*DINING ROOM\*\***

ENEMIES: THREE ZOMBIES

Two ZOMBIES coming in from the left, one from the right. Switch back to the handgun and plug them all, pick up the KNIFE on the left (yes, it is useful), unlock the fire door, then leave the same way you came in.

**\*\*MANSION MAIN HALL\*\***

Head up the stairs and through the double doors again to get to.

**\*\*CONFERENCE ROOM\*\***

Head left and enter the...

**\*\*ART HALLWAY\*\***

ENEMIES: THREE HUNTERS

You should be accustomed to this sort of thing by now. Stay where it's safe around the corner, and keep plugging until all three are floored. Unlock the fire door at the end here, then toss the key. Enter.

**\*\*BROWN STUDY\*\***

ENEMIES: FOUR ZOMBIES

There are four ZOMBIES in here, all of them lying on the floor feigning death around the room. Knife them and exit.

**\*\*ART HALLWAY\*\***

Head through the double doors along the way.

**\*\*LIBRARY\*\***

ENEMIES: TWO ZOMBIES

One is near you, one is farther away near the left. Go through the candle door when you're done.

**\*\*LIBRARY ANNEX\*\***

ENEMIES: THREE ZOMBIES

One ZOMBIE will probably chew on your leg as soon as you open the door. The rest are less dangerous to deal with. Pick up the HANDGUN BULLETS (30) by the candle on the upper level before you go.

**\*\*LIBRARY\*\***

Back out...

**\*\*ART HALLWAY\*\***

To the right...

**\*\*CONFERENCE ROOM\*\***

Back out the double doors...

**\*\*MANSION MAIN HALL\*\***

A little bit more firepower is needed for much of the rest of the mansion, so head down to the landing and enter where the portrait originally was.

**\*\*UNDERGROUND HALL\*\***

ENEMIES: FIVE SPIDERS

Terrific. Well, kill the SPIDERS throughout the area, but avoid using up the shotgun ammo if you can, as you'll be needing it soon. Use those healing items in the main hall to your advantage if you suffer any significant damage, but otherwise take the first door on the right once you've finished playing exterminator.

**\*\*MONITOR ROOM\*\***

ENEMIES: FOUR ZOMBIES

Four military-type ZOMBIES, all far too close to you. Knock them down quickly and switch to the ones standing when you can. Before you head out the other door in here, equip the shotgun, and take a deep breath.

**\*\*TORTURE ROOM\*\***

ENEMIES: FOUR HUNTERS

Fortunately, the HUNTERS aren't too good with corners, and you can usually get all of them without them hitting you up too bad. There's another SHOTGUN in here for your other character, more SHOTGUN SHELLS (14), and a GREEN HERB. I think that makes this worth the trip.

**\*\*MONITOR ROOM\*\***

Head out again.

**\*\*UNDERGROUND HALL\*\***

This time, go across into the other room in this hallway.

**\*\*OBSERVATION ROOM\*\***

ENEMIES: TWO ELIMINATORS

You can get by here with one shotgun and one pistol, which is actually how I'd recommend taking out the ELIMINATORS. They're right in front of you as you enter, so it's not too hard. Just try not to waste any ammo on their exceedingly long death animations.

**\*\*CHAIN ROOM\*\***

ENEMIES: TWO ELIMINATORS

Same pattern here, with the added twist of having a larger room. Make sure you re-align your shot as they jump from place to place and try to hit both of them with your shotgun blasts when you can. On the other side of the room, you'll find either a MANGUM and MAGNUM ROUNDS (4) or a SUB-MACHINE GUN. Both are effective weapons, but you may have to restart to get what you want. Leave with it in hand. Fortunately, these are the only eliminators you have to fight.

**\*\*OBESERVATION ROOM\*\***

Head out...

**\*\*UNDERGROUND HALL\*\***

Through here...

**\*\*MANSION MAIN HALL\*\***

Head up the stairs to the left and take the door on the right.

**\*\*MEETING ROOM\*\***

ENEMIES: FIVE ZOMBIES

Plug all the ZOMBIES until they die. All of them come single file from the left side, so it's no trouble.

**\*\*MANSION MAIN HALL\*\***

Now hang a right and go through the door you passed a moment ago.

**\*\*BIG CAGE ROOM\*\***

ENEMIES: FOUR PLAGUE CRAWLERS

It's the typical PLAGUE CRAWLER strategy here. Stay just out of reach at the top of the stairs and shoot at them until all four die. Continue on up and head through the knight doors. There might also be some additional ammo for your big gun here, but usually it's a very small amount.

**\*\*OBSERVATORY\*\***

ENEMIES: FOUR ZOMBIES

Take out the ZOMBIE on the same level, then run over to the ladder and take out the ones below. One of them is lying down, so it may prove a little difficult. There's a GREEN HERB down there with them, if you need it, but you probably won't have the room.

**\*\*BIG CAGE ROOM\*\***

Go down the stairs and into the door on the left.

**\*\*ART STORAGE ROOM\*\***

ENEMIES: TWO PLAGUE CRAWLERS

Take out the CRAWLERS quickly (shotgun) and go through the water door (no key!).

**\*\*LEECH ZOMBIE HALL\*\***

ENEMIES: Guess.

Equip your big gun and head on through. You'll find the room's namesake around the corner, yet again, so blast it and try to avoid getting leech juices on you by exiting the room if it's about to explode.

Ignore the first door from the entrance and go through the second.

**\*\*PIANO BAR\*\***

ENEMIES: THREE ZOMBIES

All the ZOMBIES in this area are on the floor, two by the piano in front of you, and one in the secret passage. Knife them all, and pick up the MIXED HERBS on the floor. You probably need them.

**\*\*LEECH ZOMBIE HALL\*\***

If one of your characters is severely damaged, give the healthy one the magnum and take a right through the last door.

**\*\*DIM HALL\*\***

ENEMIES: LEECH ZOMBIE

'Nother one. Wait for it to transform then blast it as much as you can. If it looks ready to explode, head out the door again and rejoin your partner. Once you have the all clear again, head to the right and through the door there.

**\*\*RUINED MEETING ROOM\*\***

ENEMIES: FIVE ZOMBIES

Three ZOMBIES on the left, two on the right, one of which is crawling. Blast 'em all and exit.

**\*\*DIM HALL\*\***

Now for the other room...

**\*\*RUSTED ROOM\*\***

ENEMIES: TWO HUNTERS

Bust the shotgun out on these HUNTERS, then pick up the GRENADE LAUNCHER nearby. Pity it only has one round.

**\*\*DIM HALL\*\***

Back out to...

**\*\*LEECH ZOMBIE HALL\*\***

Basically, we're ignoring the other room as it's worthless, so head on out the water door.

**\*\*ART STORAGE ROOM\*\***

Out the door...

**\*\*BIG CAGE ROOM\*\***

On the left...

**\*\*MANSION MAIN HALL\*\***

All right, we're into the final stretch here. Unfortunately, ammo's running thin at the moment. Nothing we can do about that though. Head back down both sets of stairs and through the double doors on the left, back to...

**\*\*DINING ROOM\*\***

Take a left and go to...

**\*\*BOILER HALL\*\***

ENEMIES: TWO ZOMBIES

All ZOMBIES here are floored, so knife 'em and continue to the right.

**\*\*FACILITY STORAGE\*\***

ENEMIES: FOUR HUNTERS

This is a real pain, so bust out the MAGNUM on them and be sure your aim is dead on. There's one HUNTER that really likes to stay around the corner, where there's a GREEN HERB, so be sure to get it. Climb the ladder when you're done.

**\*\*NARROW BALCONY\*\***

ENEMIES: FOUR ZOMBIES

ZOMBIES are blocking your path to the other door (which you'll need to go through), so take 'em all out, unlock the door, and enter.

**\*\*CONFERENCE ROOM\*\***

Head out the double doors.

**\*\*MANSION MAIN HALL\*\***

At this point, you're usually pretty well screwed in terms of ammo. This may lead you to want to pull off a suicide run, one character, to the west end of the first floor. Make sure you have a full healing item and run to the FIRST FLOOR LONG HALLWAY, where there's a LEECH ZOMBIE. Take the first door to the BATHROOM from there, where you'll meet up with another LEECH ZOMBIE, but have the chance to pick up either SHOTGUN SHELLS (14) or a SUB-MACHINE GUN CLIP, along with some HANDGUN BULLETS (30). If you really want to make a run for the OPERATIONS CONTROL ROOM, you can also find a single GREEN HERB or one of each kind of HERB. It's generally worth it, and you can avoid getting damaged here if you make it out before they transform, but it's still not a good idea to mess around over there. There's no leech charms in it anyway.

Once you've decided, head back downstairs and back into...

**\*\*DINING ROOM\*\***

Take a left.

**\*\*BOILER HALL\*\***

Another left, and down the stairs.

**\*\*STATUE ROOM\*\***

ENEMIES: TWO HUNTERS

Decent place to put your GRENADE LAUNCHER and SHOTGUN combo to use. The first HUNTER is in the small hallway to the left of the statue puzzle. There's also a GREEN HERB there. The second HUNTER is further along in the other hallway. Fortunately, these are the last ones we'll see. Let's explore the area where we found the first hunter. Take the first door on the right.

**\*\*RUINED BEDROOM\*\***

ENEMIES: THREE ZOMBIES

I'm not sure if this is an easter egg or what, but one of the ZOMBIES in here is wearing a S.T.A.R.S. uniform. Anyway, try to do the shotgun up trick to blast their heads off, then pick up the GREEN HERB and RED HERB (sometimes it's two GREENs, or so I've heard. Sometimes there's also a GRENADE LAUNCHER with 30 rounds in here.

**\*\*STATUE ROOM\*\***

Head to the right...

**\*\*BUNKROOM\*\***

ENEMIES: FOUR ZOMBIES

Again with the shotgun tricks. There are two ZOMBIES in front of you and two beyond them. There's also a couple of GREEN HERBS, which is just dandy.

**\*\*STATUE ROOM\*\***

Now head to the end of the hall where the second hunter was.

**\*\*UNDERGROUND STORAGE\*\***

ENEMIES: THREE ZOMBIES

Here, I'd say it's okay to use the handgun if the other character is knifing. There's three ZOMBIES here, but they aren't too dangerous and you may soon need the shotgun for other purposes. These are your last ZOMBIES.

**\*\*STATUE ROOM\*\***

First door on the left here...

**\*\*SUBTERRANEAN HALL\*\***

ENEMIES: THREE SPIDERS

Ignore the SPIDERS, for the moment. You have a slightly bigger priority target in the room on the right.

**\*\*WATERFALL STORAGE\*\***

ENEMIES: TWO PLAGUE CRAWLERS

Take these out by whatever means necessary, (possibly the 30 round GRENADE LAUNCHER, if it's in here) then exit. These are the last enemies you HAVE to kill, but...

**\*\*SUBTERRANEAN HALL\*\***  
ENEMIES: THREE SPIDERS

Take these out with the GRENADE LAUNCHER. FUN! Let the collecting begin by heading through the other door here.

**\*\*BATTLE CONTROL ROOM\*\***

There's going to be a charm up at the top of the stairs by the cabinet. Can't unlock the areas below though, so no fun there.

**\*\*SUBTERRANEAN HALL\*\***

Head across back to...

**\*\*WATERFALL STORAGE\*\***

Three charms here, two in front of you, one by the box. Head out.

**\*\*SUBTERRANEAN HALL\*\***

Climb the stairs...

**\*\*STATUE ROOM\*\***

Hang a left...

**\*\*UNDERGROUND STORAGE\*\***

Three charms in here, strewn all around. Take 'em.

**\*\*STATUE ROOM\*\***

Back to the other hallway, take the first door on the right.

**\*\*RUINED BEDROOM\*\***

Three charms in here, most of them ahead of you.

**\*\*STATUE ROOM\*\***

Take a right...

**\*\*BUNKROOM\*\***

Two charms on the bunks.

**\*\*STATUE ROOM\*\***

Head out the door going up to...

**\*\*BOILER HALL\*\***

You should find another three charms here if you follow it to the end. Take the door on the right (the left, we'll come back to later).

**\*\*DINING ROOM\*\***

Three charms, one across from the fireplace and one on the other side of the

table, and one by the fire door (which you should enter).

**\*\*KITCHEN\*\***

This is a pain, because there's charms hidden all over that place. Look on top of the tables, under them, on the floor, in the sink, on the stove top, and everywhere in between, but don't come out of there until you have seven charms.

**\*\*DINING ROOM\*\***

Out the door ahead.

**\*\*MANSION MAIN HALL\*\***

We're still ignoring the charms here, so head up the stairs and go in the door on the left side.

**\*\*BLUE STUDY\*\***

Charms in a tree near the table and in the cabinet where you found the crank.

**\*\*MANSION MAIN HALL\*\***

Head across to the door on the other side.

**\*\*MEETING ROOM\*\***

Three charms next to the fireplace.

**\*\*MANSION MAIN HALL\*\***

Head right to the next door and into...

**\*\*BIG CAGE ROOM\*\***

Head up the stairs and pick up a charm by the broken ladder, two charms by the locked door, and one by the knight door. Enter that.

**\*\*OBSERVATORY\*\***

Pick up a charm along the path, then four more in the lower part of the telescope.

**\*\*BIG CAGE ROOM\*\***

Down and into the room on the left.

**\*\*ART STORAGE ROOM\*\***

One charm on the statue, one on a stack of paintings. Through the water door.

**\*\*LEECH ZOMBIE HALL\*\***

Go through the second door.

**\*\*PIANO BAR\*\***

Four charms in here, all in plain view.

**\*\*LEECH ZOMBIE HALL\*\***

Head right...

**\*\*DIM HALL\*\***

Head right...

**\*\*RUINED MEETING ROOM\*\***

Three charms strewn about on the tables, near the clamp, on the sill, etc.

**\*\*DIM HALL\*\***

To the other room...

**\*\*RUSTED ROOM\*\***

Some swear there are charms in here. I've never seen any, but it may have just been the way my version randomized.

**\*\*DIM HALL\*\***

Right to...

**\*\*LEECH ZOMBIE HALL\*\***

Out the water door...

**\*\*ART STORAGE ROOM\*\***

Across...

**\*\*BIG CAGE ROOM\*\***

Take a left and re-enter...

**\*\*MANSION MAIN HALL\*\***

Now, let's go down the stairs and back into the sewers...

**\*\*MANSION SEWER TUNNEL\*\***

Nothing to see here...

**\*\*TRAIN WRECK ROOM\*\***

Paydirt. Two charms are in here, in plain view again.

**\*\*MANSION SEWER TUNNEL\*\***

Back out...

**\*\*MANSION MAIN HALL\*\***

Let's explore the area behind where the portrait was now.

**\*\*UNDERGROUND HALL\*\***

Four charms strewn through here. Take the first door on the right.

**\*\*MONITOR ROOM\*\***

Head through here...

**\*\*TORTURE ROOM\*\***

Couple of charms here, obvious places.

**\*\*MONITOR ROOM\*\***

Out.

**\*\*UNDERGROUND HALL\*\***

Head across here to...

**\*\*OBSERVATION ROOM\*\***

On through to...

**\*\*CHAIN ROOM\*\***

Two charms. Give them nice homes.

**\*\*OBSERVATION ROOM\*\***

Head out.

**\*\*UNDERGROUND HALL\*\***

Up the stairs.

**\*\*MANSION MAIN HALL\*\***

We're backtracking a little now, so go down and to the left into...

**\*\*DINING ROOM\*\***

Left again...

**\*\*BOILER HALL\*\***

Take a right...

**\*\*FACILITY STORAGE\*\***

Three charms, on the stool, and two in the enclave. Up the ladder to...

**\*\*NARROW BALCONY\*\***

Three charms are on the railing nearby, one charm shortly after the alcove, and two near your target door. Collect all six.

**\*\*CONFERENCE ROOM\*\***

Getting into the home stretch. Excited yet? Take the knight door.

**\*\*NARROW HALLWAY\*\***

Four charms in here.

**\*\*INFIRMARY\*\***

And one charm in here.

**\*\*NARROW HALLWAY\*\***

Re-enter...

**\*\*CONFERENCE ROOM\*\***

Now take the other side door ahead...

**\*\*ART HALLWAY\*\***

Six charms in here on your way to the fire door.

**\*\*BROWN STUDY\*\***

All are on the other side, so pick one out of the tree and three out of the fireplace.

**\*\*ART HALLWAY\*\***

Through the double doors to...

**\*\*LIBRARY\*\***

Lots of charms here. One by where the map was, one under a table to the left of there, one on the lift, one by the computer, and one on the table near the door. Head through the candle door.

**\*\*LIBRARY ANNEX\*\***

That poor guy is still on the floor here. Well, he ain't coming to life any time soon, so jump up on the platform and collect your two charms.

**\*\*LIBRARY\*\***

Well, head out.

**\*\*ART HALLWAY\*\***

ENEMIES: ZOMBIES!

Oh cuss. Run out of here as quickly as you can. Surely, if the enemies have respawned, we must be doing something right!

**\*\*CONFERENCE ROOM\*\***

Pick up the charm by the scaffolding between the doors, two charms in the desk area and one on the podium. Just four here.

**\*\*MANSION MAIN HALL\*\***

Which means six here. Sigh. Pick up two off the scales, one on the opposite side of the top level, one on the landing, one by the trapdoor, and one opposite the typewriter. Now you should have all 100, so exit through the front door.

This house is clear.

Now beat it with regard to the other four rankings and you should be set.  
(Yeah, even if you get all the leeches, they won't reward you with the other rankings. That would be why they call it a nightmare.).

=====  
= 09: FILE TRANSCRIPTS =  
=====

All files were transcribed by me. Spelling errors in this are most likely direct transcriptions from the game, i.e. "marshaled" and "sentenced" in File #3, June in File #7, long and 30nd in File #23, etc.

~~~~~

```
FILE #1: PLAYER'S MANUAL 1  \
FOUND IN: DEFAULT          \
                             /
* Note that button names   \
  may differ depending on   /
  thecontroller type selected. \
                             /
      View Status Screen    \
                             /
  Press Y Button during play. \
                             /
* You cannot view the screen \
  in the following          /
  circumstances.           \
  - During event movies    /
  - When taking damage     \
  - When weapon is readied /
                             \
* The following functions are /
  available on the screen.  \
                             /
  Equip Weapon             \
  Use Item                 /
  View Map                 \
  View File                /
  Leave Item ... etc       \
                             /
      View Map             \
                             /
Select the MAP item on the  \
Status Screen.             /
(You can also press        \
the Z Button during play). /
                             \
* If you do not have a map /
  for the area,           \
  you can only see locations /
  already visited.        \
                             /
      Reading the MAP      \
                             /
Blue Room:                 \
  Your current location    /
Green Room:                \
  Visited locations        /
```

No color: \

Locations not yet visisted /

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 left items \

Pushing Objects \

Some "objects" can be moved \

in certain directions. /

Use the Control Stick to push \

these "objects". /

(You can also use the Control \

Pad). /

Climbing / Dismounting from /

raised platorms. \

Press the A Button to climb \

onto waist-high surfaces. /

(You can also climb onto \

moveable objects). /

Equipping Weapons /

Choose your Weapon from /

the items on the Status \

Screen, and /

select the "Equip" command. \

(You can only use a weapon if /

it is equipped). \

Attack Stance \

Press the R Button. \

(You turn toward the nearest /

enemy with the currently \

equipped weapon). /

Attacking /

While in Attack Stance, /

press the A Button. \

(You attack with the /

currently equipped weapon). \

Quick Turn \

Press the B Button while \

Pressing Down on the Control /

Stick or on the Control Pad. \  
/  
Check Item Details \  
/  
Choose the item at the \  
Status Screen, and select \  
the "Examine" command. \  
/

~~~~~

~~~~~

FILE #2: PLAYER'S MANUAL 2 \  
/  
FOUND IN: DINING AREA \  
/

### 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 thier different \  
abilities to progress through \  
the game. \

The character you currently \  
control is called \  
the Main Character. \

The character you do not \  
control is called \  
the Partner Character. \

### Controlling \ the Partner Character. \

The Partner Character \  
generally moves independently. \  
(You can use the C Stick to \  
control the Partner \  
Character). \

Selecting "Partner" on the \  
Status Screen allows you \  
to assign instructions to \  
the character. \

\* Solo: \  
Both characters move \  
independently. \

\* Team: \  
Partner moves with \  
the Main Character. \

\* Attack: \

Partner attacks /  
automatically. \  
\* Idle: /  
Partner will not attack. \  
/  
\* You can also press \  
the START / PAUSE Button /  
to switch between \  
Independant and Cooperative /  
Action. \  
/  
Switching Characters \  
/  
Press the X Button at \  
the Status Screen to switch /  
between the characters. \  
/  
To overcome obstacles, \  
you will need to evaluate /  
the circumstances and switch \  
characters as needed. /  
/  
Exchanging Items /  
/  
When your Partner Character /  
is nearby, you can exchange \  
items on the Status Screen. /  
\* Choose the item from \  
the Main Character's /  
item box, and select \  
the "Exchange" command. /  
/  
Character Attributes: /  
Rebecca \  
/  
Rebecca, a member of \  
S.T.A.R.S., has the following /  
attributes: \  
/  
Can combine Herb-related \  
items. /  
Is weak defensively. \  
Can use a mixing set to /  
combine chemicals. \  
/  
Character Attributes: \  
Billy /  
/  
Billy, a former Marine, /  
has the following attributes: \  
/  
Cannot combine Herb-related \  
items. /  
Is strong in combat. \  
Can push large objects. /  
/  
If the Partner Character /  
is Attacked \  
/  
Both the Main and Partner \  
/

Characters will die if they /  
take too much damage. \

You should always keep /  
an eye on their condition. \

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

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

Cooperating /  
with Your Partner. \

Some puzzles cannot be /  
solved by only one character. \

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

~~~~~

~~~~~

FILE #3: COURT ORDER FOR /  
TRANSPORTATION \  
FOUND IN: DEFAULT /

Court Order /  
for Transportation \  
1598A-7635 /

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

Convicted of First /  
Degree Murder. \  
Court marshaled /  
and sentenced to death \  
by the 0703 rd Military /  
Tribunal. \

Sentenced to be carried out /  
upon arrival. \

Samuel Regan, /  
Commander, \  
Dunell Marine Base /

~~~~~  
~~~~~  
FILE #4: HOOKSHOT OPERATOR'S  
MANUAL  
FOUND IN: HOOKSHOT PLATFORM

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

Instructions

1. Where to use.  
There is a ladder outside  
the small window  
by the 1st floor section door  
of the third carriage.

Fire the device so that it  
hooks high onto the ladder.

2. Using the Winch to Climb.  
After securing the hook,  
use the winch to lift  
yourself up.

\* This grappling hook can  
only lift one person at  
a time.  
Be aware that the unit  
may be damaged if lifting  
more than 80 kg.

~~~~~  
~~~~~  
FILE #5: INVESTIGATION ORDERS  
FOUND IN: TRAIN SAVE ROOM

(Stained with blood,  
some sections are illegible).

8 miles north of Raccoon City,  
in the Arklay Mountains, lies  
our company's Management  
Training facility.  
It was shut down years ago.

Now, we are conducting  
a preliminary  
study into the re-opening  
of the facilities.

First Investigation Unit \  
is already on-site /  
and opening the investigation, \  
I want your team to provide /  
support. \

The following orders re \  
William Bark and /  
Lis Ives got onto Unit. \

...(the rest is torn \  
and unreadable). /

~~~~~

~~~~~

FILE #6: NOTICE TO SUPERVISORS \  
FOUND IN: LOWER DINING CAR /  
KITCHEN \

When closing the dining car, /  
supervisors are asked to \  
switch off the automatic /  
doors after ensuring all staff \  
have vacated the car. /

The main automatic door /  
power switch is located on \  
the roof of the fifth car. /

Inspections will take place /  
when the train is garaged. \

After inspections are \  
complete, /  
use the ladder at the rear \  
of the second floor of /  
the dining car. \

Umbrella Corp. \  
Maintenance Department /

~~~~~

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FILE #7: PASSENGER'S DIARY \  
FOUND IN: BROWN PASSENGER ROOM \

July 14th \

Orders came from the boss \  
today. /

Looks like we're in charge of /  
investigating the remains of \  
the Arklay Mountains /  
laboratory. \

We're moving in two groups,  
with us in the initial group,  
assigned to start checking  
what's left of the abandoned  
experiment.

July 16th

Unfortunately,  
the test production of B.O.W.  
(Type-Y139) had to be  
suspended because of this  
investigation.

It's the same with Type-Y139.  
There's still so much we don't  
know about responses to  
the crustacean t-virus.  
There's a lot of interesting  
research left...

Depending on the species  
and nurturing conditions,  
only minute doses of "t" bring  
about remarkable changes in  
solidity, size,  
multiplication of internal  
toxins and brain development.  
If these effects can be  
controlled, a powerful weapon  
could be produced.

But the sudden development  
of the shell results in  
a corresponding fragility.  
Certain areas become  
exceedingly weak.

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  
would help us in our research.

June 19th

The day is finally  
approaching...  
I am growing more anxious.

The Raccoon City newspapers  
and TV stations are full of  
reports about the bizarre  
murders in the suburbs.

It can't be the virus. Can it? \  
If it is... /

No, I can't think of that now. /  
I have to concentrate on \  
this investigation and /  
make sure it goes smoothly. \

~~~~~

~~~~~ \  
FILE #8: BRAKE OPERATION MANUAL /  
FOUND IN: DRIVER'S COMPARTMENT \

Using the Brake control. \  
The follow three steps are /  
necessary to operate \  
the brakes: /

Step 1: /  
Activating the controls. \

Brake controls are located in \  
the following locations: /

- First car Driver's /  
Compartment. \
- Rear deck of 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 the Rear Deck Code. /

Enter the code for /  
the rear deck unit to release \  
the lock. /

After this the Driver's /  
Compartment code can \  
be input. /

Step 3: Enter the Driver's /  
Compartment Code \

Enter the code for \  
the Driver's Compartment /  
unit to remove the lock. \

Upon completion of these \  
three steps the manual /  
brakes will be available \  
for use. /

~~~~~

~~~~~  
FILE #9: NOTE FROM CONDUCTOR \\  
FOUND IN: CONDUCTOR'S OFFICE \\  
\\\  
The key card for \\  
the Driver's \\  
Compartment is in my bag \\  
as always. \\  
\\\  
But I need the other guy's \\  
key too to open the damn \\  
thing. \\  
\\\  
But, it looks like I've lost \\  
it somewhere. \\  
\\\  
If it was a normal key, \\  
someone \\  
would be sure to turn it in, \\  
but this key is different... \\  
\\\  
I'll look for it too, \\  
but if you happen to find it, \\  
please hand it in. \\  
\\\  
Thanks in advance. \\  
\\\  
~~~~~

TRAINING FACILITY:

~~~~~  
FILE #10: REGULATIONS FOR \\  
          TRAINEES \\  
FOUND IN: CONFERENCE ROOM \\  
\\\  
    Training facility Mission \\  
\\\  
This Training facility will \\  
raise a new generation of \\  
model employees to serve \\  
the future of Umbrella Corp. \\  
\\\  
Applying the strictest and \\  
most rigorous \\  
training standards, \\  
this facility will, \\  
without regard for gender, \\  
race or creed, \\  
produce only the best \\  
candidates to be the global \\  
future leaders of Umbrella \\  
Corportation. \\  
\\\  
We look forward to \\  
the development of your \\  
leadership qualities. \\  
\\

Training facility Guidelines

Discipline, Obedience, Unity

These three words are the basic principles which govern Umbrella Corporation employees, and are to be considered the Law of this facility.

Keep these words in mind at all times. Devote yourselves to your training, and bring honor to yourselves and the corporation.

James Marcus Director, Umbrella Corporation Management Training facility.

~~~~~

~~~~~

FILE #11: NOTICE TO ALL STAFF FOUND IN: BLUE STUDY

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

Regular meetings of the Vaccine Research and Infectious Agents teams will be held.

Both meetings are Security Level 5, and will be held in the following locations:

1F W Operations Control Room 2F SE Meeting Room

The entry code shall be "8:15"

Thank you.

~~~~~

~~~~~

FILE #12: MARCUS' DIARY 1 FOUND IN: CHESS ROOM

December 4th

We finally did it...  
the new virus!

We have called it  
the "Progenitor".

I want to carry it back and  
start detailed investigations  
immediately.

March 23rd

Spencer says he's  
going to start a company.

Well, I don't care, as long as  
I can continue my research  
into "Progenitor".

He can do what he likes...

August 19th

Spencer keeps asking me to  
be the director of his new  
Training facility.

Maybe it's because of  
the business, but he's  
becoming intolerably pushy.

But, maybe I can turn this to  
my advantage.  
I need a special facility  
to properly explore all  
this virus' secrets.

A place where no one will get  
in the way...

November 30th

Damn that Spencer...  
He came to complain to me  
again today.  
He thinks of "Progenitor" as  
nothing more  
than a money-spinning tool.  
Fool!

But if his influence continues  
to grow, it can only be bad  
for my research.

If I'm to properly develop  
"Progenitor",  
I must strengthen my own

position too. /  
 /  
September 19th /  
 /  
At last... /  
 /  
I've discovered a way to build /  
a new virus type with \  
"Progenitor" as a base. /  
 /  
Mixing it with leech DNA was /  
the breakthrough I needed... \  
 /  
I call this new virus "t", \  
for "tyrant". /  
 /  
October 23rd /  
 /  
It's no good! /  
I can't hope for real progress \  
experimenting on mere /  
rodents. \  
 /  
Only humans can be a proper \  
mammalian subject for /  
the experiments. \  
Otherwise, I'll never make any /  
real progress... \  
 /  
November 15th \  
 /  
Someone seems to suspect \  
something about my /  
experiments... \  
 /  
..but, perhaps it's just my \  
imagination. /  
 /  
Well, if anyone does get too /  
close, they may find \  
themselves unexpectedly /  
"assisting" \  
in my research! /  
 /  
January 13th /  
 /  
At last, they are ready. /  
My wonderful leeches! \  
 /  
Those of low intelligence, they \  
will never have the privilege /  
of tasting this sense of joy \  
and satisfaction! /  
 /  
Now, finally, I can /  
move against Spencer. \  
Soon I will control everything... /  
 /  
January 31st /  
 /

The devices I set to protect /  
my work have been disturbed. \

It appears someone came \  
looking for "t" and the /  
leeches. \

Fool. /  
No doubt the work of /  
Spencer's group. \

February 11th \

Today, I again found evidence \  
of tampering around the /  
entrance to the labs. \

If that is what they're after, \  
I must find a suitable way to /  
deal with them. \

Perhaps I should have William /  
and Albert smoke out \  
the pests... /

Those two are the only ones /  
I trust. \

Apart from my 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... \

~~~~~

~~~~~

FILE #13: ASSISTANT DIRECTOR'S /  
DIARY \

FOUND IN: BROWN STUDY /

September 2nd /

A useless bunch /  
of trainees, as always. \

Where does headquarters find \  
these idiots? /

We did get a couple of decent /  
ones, though, \

so can't complain I guess. /

William and Albert. /  
They might have a future. \

September 25th

Scholar Will. Practical Al.  
They really are opposites.

And they're always  
competitive in everything  
they do.

There's something ruthless  
and cruel about them both...

October 7th

Got a sudden call from  
the Director.

It was to tell me  
to encourage a rivalry  
between those two!

It's the first time since this  
Training facility was built  
that Director Marcus has ever  
shown interest in anything  
other than his research.

Well, whatever.  
Orders are orders.

I'm going to have them tearing  
at each other's throats.

~~~~~

~~~~~

FILE #14: ABOUT THE POWER  
REGULATOR  
FOUND IN: TORTURE ROOM

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. /

~~~~~

~~~~~

FILE #15: A VERSE OF POETRY /  
FOUND IN: MEETING ROOM \

The Moon bows to the Earth. \

The Earth swears loyalty to \  
the Sun. /

And the great Law of the Sun /  
Governs all things. \

This itself is the keystone, \

The pointer to glory \

All our hands \  
Cannot open the door to /  
the heaven. \

~~~~~

~~~~~

FILE #16: MANAGEMENT TRAINEE'S /  
DIARY \

FOUND IN: BUNKROOM /

What is it 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 touched one he got /  
ill with a fever. \

Again today ... \

There were those horrible \  
moans. Beyond that door. /

"Let sleeping dogs ..." /  
No way I'll go near them. \

Even if the Director tells me, \

I no want to end up like /  
Dennis. \

That poor bastard. \

Scratching and scratching. \

Makes me itch jost watching /  
him. \

Must maybe go \

IF can but hwo /

Dennis gone. I go /

Hungry... \

Help \

Mom. \

~~~~~

~~~~~

FILE #17: MICROFILM IMAGE /  
FOUND IN: OPERATIONS CONTROL ROOM \

An image resulting from \

overlaying microfilms A and B /

Numbers appear on the seats /

of the conference room. \

~~~~~

FILE #18: CORRECTIONAL INSTITUTE /  
INMATES LIST \

FOUND IN: OBSERVATION ROOM /

Matthews, K. /

Deceased, Disposal Complete \

Midge, D. /

Deceased, Disposal Complete \

Keith, W. /

Preserved as specimen. \

Savage, C. /

Transported to \

research facilities /

Royce, M. \

Transported to /

research facilities. \

Dauids, A. /

Preserved as specimen. \

Clarke, A. /

Transported to \

research facilities. /  
Ellens, J. \  
Transported to /  
research facilities. \  
Terrence, O. /  
Deceased, Disposal Complete \  
Kait, A. /  
Transported to \  
Arklay laboratory. /  
Gerry, O. \  
Deceased, Disposal Complete /  
Scott, S. \  
Transported to /  
research facilities. \  
Mitchel, F. /  
Transported to \  
research facilities. /  
Kerry, T. \  
Transported to /  
Arklay laboratory. \  
Roberts, A. /  
Transported to \  
research facilities. /  
/ \  
(Transported individuals /  
to be deleted from the \  
records). /  
/

~~~~~

~~~~~

/ \  
FILE #19: FIRST INVESTIGATION /  
UNIT NOTES \  
FOUND IN: INFIRMARY /  
/ \  
We are searching the /  
facilities, \  
and it looks like a lot of /  
the chemicals survived. \  
/ \  
Fortunately, the storage /  
tanks are still all full. /  
/ \  
We have just started and /  
there is still a lot we don't \  
know, /  
but it appears that the \  
chemicals can be mixed to /  
produce new substances. \  
/ \  
The chemicals are scattered /  
all about. /  
Not because of the accident, \  
more a result of plain /  
mismanagement. \  
/ \  
When we re-open the \  
facilities, /  
we will have to develop a \  
/

system for dealing with these /  
chemicals. \

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

Red + Blue = Sulfuric Acid /

Green + Red = Stripping Agent /

~~~~~

LABORATORY

~~~~~

FILE #20: MARCUS' DIARY 2 /

FOUND IN: REFERENCE ROOM \

(This page has been torn out). \

Trouble is unlikely, but I /  
closed my babies up /

in a special capsule. \

But it won't be safe if I hold /

on to it myself. \

I'll hide it in that place. /

"To hide a leaf, /

put it in a forest". \

To open the capsule, \

the special stripping agent /

is necessary. \

No way Spencer's lackeys /

could figure out how to \

make it... /

~~~~~

~~~~~

FILE #21: OLD PHOTOGRAPH /

FOUND IN: CURIOUS STUDY \

(There's something \

written on the back /

of the photograph). \

To James, \

To Commemorate /

your Graduation, 1939 \

~~~~~

~~~~~

FILE #22: INVESTIGATOR'S REPORT /

FOUND IN: OPERATING ROOM \

~~~~~

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

The reason became clear here \  
at the Training facility run /  
by Dr. Marcus... \  
...well, not here exactly, /  
but underground. \  
When we ventured below, /  
we understood... \  
/

There we found the evidence \  
of Dr. Marcus' research into /  
the T-virus prototype called \  
"Progenitor". /  
The evidence of years of \  
hideous experimentation /  
that used company employees \  
as guinea pigs. /  
/

We cannot know how many /  
were forced to become \  
subjects, /  
but based on the evidence, \  
no less than twenty /  
individuals were involved; \  
some of them /  
taken deliberately to keep the \  
corporation's secret safe. /  
/

Where the Doctor is now /  
I don't know. \  
But considering the recent /  
rapid growth of Umbrella \  
Corporation, /  
I can't imagine that this \  
research is continuing. /  
/

No... his experiment lives and /  
continues to grow in the dark. \  
/

Those things, the "fruit" of \  
his research, /  
they fill this facility. \  
/

(The rest of the notebook \  
pages are missing). /  
/

~~~~~

~~~~~

FILE #23: LEECH GROWTH RECORDS /  
FOUND IN: BLUE LAB \  
/

February 3rd, 1978

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

February 10th, 1978

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

March 7th, 1978

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

April 22nd, 1978

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

April 30nd, 1978

An employee has stumbled  
onto my experiments.

Can a human be a food \  
source? /  
How will the leeches respond? \

June 3rd, 1978 \

A day worthy of \  
commemoration. /  
Today they began to mimic \  
me! /

Surely they recognize their \  
father... /

Wonderful children. \  
No one will take you away... /

~~~~~

~~~~~ \  
FILE #24: LABORATORY MANAGER'S /  
DIARY \  
FOUND IN: GREY LAB /

Today, under Director Marcus' \  
orders, I changed the platform \  
entry code. /

Later, I asked him what the \  
source of the entry code was. \  
He told me it was based on \  
something significant in his \  
children's growth. /

But, the director's a loner; \  
he isn't married, and he sure \  
doesn't have any children... /

What did he mean? \

~~~~~

~~~~~ \  
FILE #25: B.O.W. REPORT /  
FOUND IN: BREEDING ROOM \

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

Clearly, /

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

Insecta

Perhaps because these  
ancient animals have been  
genetically stable for  
millenia, when administered  
with the progenitor virus  
they exhibited only explosive,  
high-energy growth and  
increased aggressiveness.

It is extremely difficult to  
envision using them as 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 was observed.  
Furthermore, an abnormal  
appetite resulted in the test  
subject randomly attacking  
all moving objects.  
Usefulness for B.O.W. is  
limited.

Mammalia

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

However, they were  
unsatisfactory as weapons.

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

~~~~~

TREATMENT PLANT:

~~~~~  
FILE #26: ABOUT BATTERY FLUID \  
FOUND IN: LODGINGS \

Battery Fluid \

The fluid used in batteries is \  
a diluted solution of mixed \  
water and sulfuric acid. \

Both must be of \  
a high purity. \

When fully charged, battery \  
fluid should have a specific \  
gravity of 1.280 +/- 0.010 \  
at 20 C. \

Battery Acid Purity \

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

~~~~~  
FILE #27: INVESTIGATOR'S REPORT 2 \  
FOUND IN: UPPER FACTORY BOILER \

We should have finished with \  
this dump long ago. \

When this all started, \  
did anyone expect that \  
there would be guns blazing \  
away like this? \

We weren't told a thing about \  
these creatures attacking us \  
at the briefing... \

Guess they were a surprise \  
to the head honchos too. \

The things in the woods - just \  
starting to attack people. \

That had to be planned. \

Someone deliberately \  
scattered that virus, \  
no doubt about it. \

But the guards, our fellow \  
soldiers, \  
they must be still around... \

Well, whatever. \

Don't have to worry about \

that anymore. /  
 /  
What I've got to worry /  
about is whether to use \  
my last bullet on myself, /  
or on a friend... \

That's the only decision \  
I have to make. /

~~~~~

~~~~~

FILE #28: TREATMENT PLANT /  
MANAGER'S DIARY \  
FOUND IN: GONDOLA ROOM /

5/10 /  
Damn it! Why is normal \  
industrial waste being /  
delivered here? \

This is an Umbrella /  
Corporation facility. \

We can't deal with this /  
volume of material. \

Plus they're sending us /  
contaminated materials that \  
we can't process. /

What are we supposed to do \  
with it. /

7/24 /  
Well, looks like they're closing \  
it down. /

Not surprising, using it \  
like they did. /

Had to be done, but... \

It was pretty sudden. It's not /  
like they cared until now. \

Anyway, /  
as long as I get out of here, \  
I don't care what they do. /

~~~~~

~~~~~

FILE #29: GATE OPERATION MANUAL /  
FOUND IN: HELIPORT \

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. /
                        \
~~~~~

```

```

=====
= 10: PUZZLE SOLUTIONS =
=====

```

TRAIN:

```

+++++
+ [BRAKE CONTROL PUZZLE] +
+ +
+ There are three possible puzzles that I've seen. +
+ I'll try to give you the solutions least complex. +
+ 0/36 --> 9, 3, 3, 3, 3, 3, 3, 3, 3, 3, 3 +
+ 0/67 --> 4, 7, 7, 7, 7, 7, 7, 7, 7, 7, 7 +
+ 0/81 --> 9, 8, 8, 8, 8, 8, 8, 8, 8, 8, 8 +
+ +
+ Following your success, you'll check in with your +
+ partner. They will have one of the choices above +
+ that you didn't get, although their monitor has a +
+ hole in it, so you won't see the sum as you add it. +
+++++

```

TRAINING FACILITY:

```

+++++
+ [OBLIGATORY CLOCK PUZZLE] +
+ +
+ Remember the code written at the end of the NOTICE +
+ TO ALL STAFF? If you didn't look at because you +
+ were saving time, it's 8:15. Move the minute hand +
+ to the right three times and the hour hand to the +
+ left four times. Unlike previous RE puzzles, you +
+ need to OK it and exit, it won't just switch on and +
+ admit to being solved. +
+++++

```

```

+++++
+ [COMPUTER PUZZLE] +
+ +
+ _____ Look familiar? It's +
+ | 0 1 | | 2 3 | the photo you got. +
+ + Split your characters +
+ _____ up then position one +
+ | 4 5 | | 6 7 | in front of the first +
+ + entry, do the same for +
+ _____ the other character at +
+ | 8 9 | | A B | the other entry. Have +
+ + the first hit their +
+ _____ entry pad, switch, and +

```

+ | C D | | E F | repeat. +

+ +

+++++

+++++

+ [CHESS PUZZLE] +

+ +

+ Go around to the other side of the desk and look at +

+ the board as an example... you'll see that the black+

+ king has been put in checkmate. The trick here will+

+ be to match up the pieces to the board, but you can +

+ only move the White King without setting off a gas +

+ trap. Push the White King down three, then right +

+ one so it hits the edge, then up two to where it +

+ touches the other White Rook. Something will click,+

+ and the other chessboard will slide away. +

+++++

+++++

+ [STATUE PUZZLE] +

+ +

+ Horse: No ammount of cunning can match the speed of +

+ my supple limbs. +

+ Wolf: My sharp wits allow me to bring down even the +

+ greatest horned beast. +

+ Cougar: I am the king of all I survey: No creature +

+ can escape my grasp. +

+ Snake: I creep up on my victims in legless silence +

+ and conquer even the mightiest of kings with my +

+ poison. +

+ Deer: I stand tall on the earth with horns proudly +

+ displayed. +

+ Eagle: I dance freely through the air, capturing a +

+ legless prey +

+ +

+ Let's see, horned beast, cunning, no escape, conquer+

+ legless prey... Light the Deer first, then Wolf, +

+ Horse, Cougar, Snake, and finally Eagle. +

+++++

LABORATORY:

+++++

+ [DIAL PUZZLE] +

+ +

+ If you remember the LABORATORY MANAGER'S DIARY you +

+ picked up in the GREY LAB, it refers to the code +

+ being changed to something about Marcus' children. +

+ We know Marcus only cares about his leeches, so go +

+ back to his LEECH GROWTH RECORDS. They talk about +

+ using T on (4) leeches, doubling their numbers (8), +

+ but then losing two (6), losing half when the food +

+ tried to fight back (3). 4863. There's your code. +

+++++

TREATMENT PLANT:

+++++

+ [GRID PUZZLE] +

+ +

```

+   x   x           x = red circle           +
+   |   |           o = green circle         +
+ x-x---x-x       1, 2, 3 = target circles   +
+  \|   /|         +
+ x-x   x x       Reminiscent of the horrible water sample +
+ | |\ /| |      puzzle in RE3. You'll find a grid like   +
+ | | x | |      the one on the right as you enter. The   +
+ | | /  | |      object here is to light up all of the   +
+ | x   x |      points on the grid. Each one you choose  +
+ | /|   | |      will light up any point within two away +
+ x x   x-x      from your designated point. There's no   +
+ | |   | |      file to tell you how to easily pull this +
+ x-x   x-x      off, so you'll just have to follow the   +
+ /                               +
+ x                               target point as directed. +
+

```

```

+ 1.                               2.                               3.                               +
+   x---x                           x---x                           o---o           +
+   |   |                           |   |                           |   |           +
+ x-x---x-x                         x-2---x-x                         o-o---o-o           +
+  \|   /|                           \|   /|                           \|   /|           +
+ x-x   x x                         x-o   x x                         o-o   x x           +
+ | |\ /| |                         | |\ /| |                         | |\ /| |           +
+ | | x | |                         | | o | |                         | | o | |           +
+ | | /  | |                         | | /  | |                         | | /  | |           +
+ | x   x |                         | o   x |                         | o   x |           +
+ | /|   | |                         | /|   | |                         | /|   | |           +
+ x 1   x-x                         o o   x-x                         o o   3-x           +
+ | |   | |                         | |   | |                         | |   | |           +
+ x-x   x-x                         o-o   x-x                         o-o   x-x           +
+ /                               /                               /                               +
+ x                               o                               o                               +

```

+++++

```

+ [BOX PUZZLE]
+

```

```

+   ---   - and | = wall
+ L|B |           W = wooden box
+ |WW |           M = metal box
+ | M |           L = ladder
+ -|:::|         D = drain
+ |D   |         : = rotating grate
+ -| W |         B = Billy
+   ---         T = Billy on top of wooden box
+

```

```

+ You'll see something like the above in the pit.
+ You need to get the wooden boxes to line up at the
+ end near the drain so when you fill up the water,
+ you can cross the bridge of wooden boxes. To do
+ this follow the directions, point by point.
+

```

```

+ 1.
+   --- From the original, have Billy jump on top
+ L|B | of the wooden box and into the hole between
+ |WW | that, the metal box, and the grate. Push
+ | :M| the metal box to the opposite wall, then
+ -| : | jump out. Move to the ladder and switch to
+ |D : | Rebecca and have her rotate the grate to
+ -| W | the right.

```



|that from time to time, it covers its face with its claws and charges at you. |  
|If it begins to do that, just quick turn and get out of there because your |  
|shot won't do as much when it's covered. Continue the pattern until it dies. |  
|On occasion, it'll do some claw swipes at you when in close range. It can |  
|also impale you on its tail if you're too low on life, but that shouldn't |  
|happen. Once you kill the scorpion, the music will change, but stay away |  
|from it until it is lying completely on the floor. It can still do damage to |  
|you when it's flailing around. |

---

#### TRAINING FACILITY:

---

|+[BOSS FIGHT #2: CENTIPEDE]+ |  
|+[DIFFICULTY: EASY]+ |  
|I don't like this battle. Doubt many people do, but the key here is to stay |  
|away and only shoot the centipede when it's facing you. It has a set pattern |  
|it runs around in... it first runs around next to the cranks and comes out on |  
|the other side of the pillar, where it waits for a few seconds. This is the |  
|time to shoot, but after a blast or two it will start running again (if it |  
|shakes a bit after you shot it, you hit it where it counts). At times, the |  
|centipede will rear up and start shaking Rebecca around, though it might not |  
|always (in which case you can shoot immediately). Don't shoot at it again |  
|until a few seconds after it's done, if you want your shot line up properly. |  
|Periodically, one of your shots will make the centipede drop Rebecca, but |  
|this doesn't seem to have much effect on the battle, aside from maybe |  
|indicating the ammount of damage the it has taken. If it starts to shake |  
|after the first shot, don't shoot at it again because it doesn't seem to do |  
|any damage. Stay away from it at all costs, as the feet and tail can hurt you |  
|pretty badly if you aren't careful. It will go forward, circle around the |  
|pillar on the outside near the knight door, then come around again next to |  
|the pool and stop again. You should be backed up to where you're close to |  
|the staircase, but can still see the centipede. Move in as it stops, the |  
|shots are more likely to count if you're closer, just make sure you stay away |  
|from the claws. As you do more damage to it and it's close to dying, it will |  
|slow down noticably and won't stop in its tracks anymore when it's circling. |  
|After this, if you take too long to kill it, the centipede will crush and |  
|kill Rebecca. Otherwise, its pattern is infinite. I don't know if there's a |  
|time limit on it before Rebecca dies (excluding when it slows down) or what, |  
|but staying as far away from the feet and tail as you can manage here is key. |  
|It should take all of your grenade shots plus about six hunting gun bursts to |  
|fell this beast, though it can take a little less if you're good. You can |  
|usually come through this battle unhurt. |

---

#### LABORATORY:

---

|+[BOSS FIGHT #3: GIANT BAT]+ |  
|+[DIFFICULTY: EASY]+ |  
|Are all bosses easy? So far, yes. I don't recommend using anything more |  
|than the SHOTGUN on this fellow, it needs to be a little closer anyway to hit |  
|it with the GRENADE LAUNCHER (and those NAPALM GRENADES are too valuable, but |  
|if you have some ACIDS or GRENADES left, hey, go for it). The primary |  
|difficulty you'll have with it is that it's a moving target. So how do you |  
|compensate? After you've targeted him and started aiming up, hit L every |  
|once in a while to realign your shot with where it's flying. Shoot it when |  
|you have a clean shot or it gets too close to you. After the first few |  
|shots, it will call out some of it's minions and targetting becomes a little |  
|more difficult. If you want to shoot the little bats to fix that, go for it, |

|I usually ignore them, they only come back anyway. As for the giant bat's |  
|actual pattern, it tends to circle a bit, then swoop down and claw at you. |  
|Periodically, it will pick you up, lift you to some height, then drop you. |  
|There's no real defense for the attacks, but if you shoot when it's close it |  
|will keep away for a while. Six to twelve direct hits with the SHOTGUN will |  
|end the battle. |

---

#### FACTORY:

---

|+[BOSS FIGHT #4: TYRANT (1)]+ |  
|[DIFFICULTY: VERY EASY]+ |  
|Ugh. And in such close quarters too. Make sure you have your MAGNUM handy, |  
|you should still have the extra rounds too. The simple strategy here is to |  
|circle the TYRANT and shoot while he's turning to catch up with you. NEVER |  
|CROSS HIS LINE OF SIGHT WHEN YOU CIRCLE HIM. He'll only charge and attack |  
|you. Each shot you get on him that counts for something will end up stunning |  
|him, so don't fire at him when he's knocked back a little. Also, you can |  
|only seem to hit him from the front, so when he's turning towards you, you |  
|can't hit him. You can't shoot him either when he's crouched down and about |  
|to charge you, so another strategy would be to wait until he does that and |  
|run out of the way of the attack, then move back in front of him to shoot him |  
|in the chest, but with this strategy, you have to make absolutely certain you |  
|have enough room to run away without him slashing at you (this is my |  
|preferred method). If you stay out of range and fire when you can, you'll |  
|easily defeat him. Ten MAGNUM ROUNDS should do the job, and you can probably |  
|defeat him without getting hit. |

---

#### TREATMENT PLANT:

---

|+[BOSS FIGHT #5: TYRANT (2)]+ |  
|[DIFFICULTY: EASY]+ |  
|Just 'cause these suckers never really die anyway. The surroundings don't |  
|make it any easier to circle him either. I'd control Rebecca for this one |  
|since she has less stamina. There's a really simple way of dealing with him |  
|and that's by shooting him with either the MAGNUM or the SHOTGUN and then |  
|running around to the other side of him as he growls and winces in pain (for |  
|better results, don't run around the claw side). He'll try to turn around |  
|and as soon as he does you should blast him again with your weapon of choice. |  
|He'll do his thing again, and you can repeat the process as much as you care |  
|to with little difficulty (or such was my case). Even though he's the big |  
|badass of the RE series and is supposed to be tougher the second time around, |  
|it isn't too difficult to get around him without being hit. When he finally |  
|falls down, he'll struggle a bit, but won't get up, and the music will die. |

---

---

|+[BOSS FIGHT #6: MARCUS]+ |  
|[DIFFICULTY: MEDIUM]+ |  
|For the purposes of this battle, I'd stay away from MOLOTOV COCKTAILS. I |  
|know that they've been effective on leech-based monsters in the past, but as |  
|far as I've seen they've been as effective as the KNIFE (as in not at all). |  
|I'll admit it, there isn't a lot of strategy you can use to get around this |  
|guy. Like previous leech monsters, his limbs are made of silly putty and |  
|like to slap you around a bit from a distance. Partway through the battle a |  
|few tendrils will come out of his back and he will sometimes pick you up and |  
|suck on you for a bit, like any good leech monster, though I don't think it |

|heals him. The combo of MAGNUM/SHOTGUN works pretty nicely on the creature, |  
|not that you're afforded many alternatives. The fight itself isn't terribly |  
|difficult, but his attacks will hurt you pretty badly, hence the medium |  
|ranking. |

---

|+[BOSS FIGHT #7: LEECH QUEEN]+ |

|+[DIFFICULTY: EASY]+ |

|The isn't much to this boss. I'd recommend against controlling Rebecca so |  
|you can get the maximum damage out of your MOLOTOVs later, Billy will need |  
|his ammo for the next section. Just fire away and dodge when it tries to |  
|jump at you. This creature is known to spray acid all over at you, and |  
|sometimes when it jumps on you, it won't be easy to get up again. The battle |  
|is rather short, but make sure both characters are healed well by the end, |  
|since Rebecca will be taking off soon... |

---

|+[BOSS FIGHT #8: LEECH QUEEN (2)]+ |

|+[DIFFICULTY: MEDIUM]+ |

|This battle is a huge pain. Why Rebecca, the weaker of the characters, is |  
|trying to run around rapidly turning valves is beyond me. You cannot control |  
|Rebecca, but you can switch to her in the inventory allowing for the use of |  
|your healing items. Transfer what MOLTTOVs you have left to Billy and have |  
|him use them if the leech queen gets too close. The object here is not to |  
|smash up the queen with whatever you've got, but to keep her away from |  
|Rebecca for as long as you can so that Rebecca can operate the valves. The |  
|queen's tactics are much the same as before, she'll leap at you and smash you |  
|up and she'll spray acid in all directions. She can't turn too easily |  
|though, so you can get behind her and shoot while she has trouble backing up |  
|or turning to face you. While you should follow Rebecca from location to |  
|location, DO NOT GET TOO CLOSE TO HER. If you do, the queen can and will |  
|corner both of you, sometimes leaving Rebecca running in place trying to |  
|reach a valve and you unable to move or sufficiently distract the queen as |  
|well. Guard Rebecca, but keep far enough away to avoid having this happen. |  
|The battle will do some serious damage to you, but overall, it's not |  
|difficult, persay. |

---

=====

= 12: ITEM LIST =

=====

The items listed below are found in this format...

(ITEM NAME)

(DISK), (PART OF GAME, AS DEFINED IN FAQ)

(LOCATION, OR HOW TO ACQUIRE IT)

(DESCRIPTION UPON EXAMINATION)

WEAPONS / AMMO

This section covers anything used to kill or that can be combined with another  
item to kill.

---

KNIFE

DISK 1, PART ONE

FOUND IN: DEFAULT (BILLY), BLUE PASSENGER ROOM

A knife designed for self-defense.

---

REBECCA'S HANDGUN

DISK 1, PART ONE

HOLDS 15 BULLETS

FOUND IN: DEFAULT (REBECCA)

The standard equipment for S.T.A.R.S. officers.

It uses 9mm parabellum rounds.

---

BILLY'S HANDGUN

DISK 1, PART ONE

HOLDS 15 BULLETS

FOUND IN: DEFAULT (BILLY)

A standard army-issue handgun.

It uses 9mm parabellum rounds.

---

HANDGUN AMMO

BOTH DISKS, ALL PARTS

TYPICALLY HOLDS 15 BULLETS

FOUND IN: DEFAULT (REBECCA) (30), BROWN PASSENGER ROOM, HALLWAY CAR (ON EDWARD), DEFAULT (BILLY), UPPER DINING CAR (BILLY GIVES REBECCA THESE AFTER KILLING THE LEECH ZOMBIE) (30), DUMB WAITER ROOM, HUNTING GUN ROOM (30), DRIVER'S COMPARTMENT, MANSION MAIN HALL, CLOCK ROOM, DINING ROOM, BROWN STUDY, OPERATIONS CONTROL ROOM (30), CHESS ROOM (30), MONITOR ROOM (45), STATUE ROOM (5), BATTLE CONTROL ROOM, RUSTED ROOM, OBSERVATORY (30), CURIOUS STUDY, MORGUE (30), PANEL ROOM (30), FACTORY LEVEL 2, POWER ROOM (30), FACTORY BOILER (30), LODGINGS (30), GENERATOR ROOM, STORAGE (30)

Holds 9x19 parabellum rounds for use with handguns.

---

DURALUMIN CASE

DISK 1, PART THREE

FOUND IN: BATTLE CONTROL ROOM

It's locked via a combination lock. Looking closely, you notice the numbers "385" written on the corner.

---

HANDGUN PARTS

DISK 1, PART THREE

FOUND IN: (open DURALUMIN CASE)

A set of various parts consisting of a scope and a scope mount.

Equipping these on a handgun will greatly increase the gun's firing precision.

---

CUSTOM HANDGUN

DISK 1, PART THREE

FOUND IN: (combine HANDGUN PARTS with either HANDGUN)

A custom handgun that's been fitted with a scope for greater accuracy.

These modifications should make it easier to hit a target's weak point.

---

HUNTING GUN (2 SLOTS)

DISK 1, PART ONE

HOLDS 2 SHELLS

FOUND IN: HUNTING GUN ROOM

A shotgun used for hunting. There's a design carved on the barrel.

This model can only be loaded with 2 shells at a time.

---

SHOTGUN (2 SLOTS)

DISK 1, PART TWO

HOLDS 7 SHELLS

FOUND IN: FACILITY STORAGE

A conventional pump-action shotgun.

---

SHOTGUN SHELLS

BOTH DISKS, PART ONE, TWO, THREE, FOUR, SIX

HOLDS 7 SHELLS

FOUND IN: HUNTING GUN ROOM, ANIMAL CAGE CAR, CONFERENCE ROOM, ART STORAGE ROOM, BROWN STUDY, MEETING ROOM (14), MONITOR ROOM, BATTLE CONTROL ROOM, RUINED MEETING ROOM, CHURCH OFFICE, BLUE LAB, CONTROL PLATFORM, WATER CONTROL ROOM, GONDOLA ROOM, GENERATOR ROOM, STORAGE

12 gauge shotgun shells

---

GRENADE LAUNCHER (2 SLOTS)

DISK 1, PART TWO

HOLDS INFINITE GRENADES

FOUND IN: ART STORAGE ROOM

A large grenade launcher featuring a revolver-style chamber. It's currently loaded with (type) grenades.

---

GRENADES

BOTH DISKS, PART TWO, FIVE, SIX

HOLDS 6 GRENADES

FOUND IN: LIBRARY ANNEX, PANEL ROOM, STORAGE

These grenades are filled with conventional explosives.

---

ACID GRENADES

BOTH DISKS, PART THREE, SIX

HOLDS 6 GRENADES

FOUND IN: BATTLE CONTROL ROOM, DAM CONTROL ROOM, LARVA STORAGE (12)

These grenades are filled with highly-concentrated sulfuric acid.

---

NAPALM GRENADES

BOTH DISKS, PART TWO, FOUR, SIX

HOLDS 6 GRENADES

FOUND IN: CHESS ROOM, CHURCH OFFICE, LODGINGS

These grenades are filled with a highly-flammable liquid.

---

MAGNUM

DISK 2

HOLDS 6 ROUNDS

FOUND IN: CABLE CAR

A large handgun capable of firing powerful Magnum rounds.

---

MAGNUM ROUNDS

BOTH DISKS, PART THREE, FIVE, SIX

HOLDS 6 ROUNDS

FOUND IN: BATTLE CONTROL ROOM (1), PIANO BAR, FACTORY LEVEL 2, FENCE PASSAGEWAY

These Magnum rounds boast several times the stopping power of ordinary handgun bullets.

---

GAS TANK

BOTH DISKS, PART ONE, TWO, THREE, FOUR, SIX

HOLDS 3 OR 6 USES

FOUND IN: ANIMAL CAGE CAR, FACILITY STORAGE (6), BATHROOM (6), MONITOR ROOM (6), GREY LAB (6), CONTROL PLATFORM, POWER ROOM (6)

It's filled with gasoline.

---

EMPTY BOTTLE

BOTH DISKS, PART ONE, TWO, THREE, FOUR, SIX

HOLDS 3 BOTTLES

FOUND IN: LOWER DINING CAR/KITCHEN, KITCHEN, RUINED BEDROOM, PIANO BAR, RUSTED ROOM, GREY LAB, VENTILATION ROOM, POOL BAR

You might be able to use this as a weapon if you fill it with something...

---

MOLTOV COCKTAIL

BOTH DISKS, ANY PART

FOUND IN: COMBINE EMPTY BOTTLE WITH GAS TANK

A rather primitive weapon capable of dealing massive damage to certain types of enemies.

---

HEALING ITEMS / SAVE ITEMS

These items are ones you should seek out if your condition changes or need to save.

---

GREEN HERB

BOTH DISKS, ALL PARTS

INDIVIDUAL

FOUND IN: TRAIN SAVE ROOM, DUMB WAITER ROOM, CONDUCTOR'S OFFICE, UPPER BROWN CAR EAST, MANSION MAIN HALL, BALCONY, NARROW BALCONY (2), BATHROOM, OBSERVATION ROOM, BOILER HALL (2), RUSTED ROOM, RUINED HALL, CONTROL PLATFORM, CABLE CAR TERMINAL (FACTORY) (2), FACTORY LEVEL 2, VENTILATION ROOM, FORKLIFT ROOM, UPPER FACTORY BOILER (2), LODGINGS, DAM WALKWAY (2), STORAGE

An herb native to this area. It can be used to recover health.

---

BLUE HERB

DISK 1, PART TWO, THREE

INDIVIDUAL

FOUND IN: INFIRMARY (2), OBSERVATION ROOM, BOILER HALL

An herb native to this area. It can be used to cure poison.

---

RED HERB

BOTH DISKS, ALL PARTS

INDIVIDUAL

FOUND IN: CONDUCTOR'S OFFICE, MANSION MAIN HALL, BALCONY, BOILER HALL, RUSTED ROOM, BACKYARD, FACTORY LEVEL 2, VENTILATION ROOM, FORKLIFT ROOM, LODGINGS

An herb native to this area. It can be combined with other herbs to increase their potency.

---

MIXED HERB

BOTH DISKS, ANY PART

INDIVIDUAL

FOUND IN: VARIES, COMBINE HERBS TO MAKE THEM

A compound created by combining 2 green herbs.

A compound created by combining 3 green herbs.

A compound created by combining a green herb with a blue herb.

A compound created by combining 2 green herbs with a blue herb.

A compound created by combining a green herb with a red herb.

A compound created by combining a green herb, a red herb, and a blue herb.

---

FIRST-AID SPRAY

BOTH DISKS, PART ONE, TWO, THREE, FOUR, SIX

INDIVIDUAL

FOUND IN: HUNTING GUN ROOM, ANIMAL CAGE CAR, INFIRMARY, RUSTED ROOM, OPERATING ROOM, LODGINGS, STORAGE (2)

Used to fully restore health.

---

INK RIBBON

BOTH DISKS, ALL PARTS

TYPICALLY IN THREE PER ITEM

FOUND IN: BROWN PASSENGER ROOM, TRAIN SAVE ROOM, HUNTING GUN ROOM, MANSION MAIN

HALL, CONFERENCE ROOM, LIBRARY, CHESS ROOM, OBSERVATION ROOM, CHURCH OFFICE,  
REFERENCE ROOM, PANEL ROOM, POWER ROOM, LODGINGS, STORAGE

Using this on a typewriter will allow you to record your progress.

---

#### REBECCA ITEMS

These are items that are used in combination with Rebecca's MIXING SET to create new solutions for later use. (NOTE: These items do not include any items you later combine with the solution to solve a puzzle or create a new item)

---

#### MIXING SET

DISK 1, PART ONE

FOUND IN: DEFAULT UNIQUE (REBECCA)

A set of tools used to mix and prepare medicines.

---

#### GREEN CHEMICAL

BOTH DISKS, PART TWO, FOUR

FOUND IN: INFIRMARY, OPERATING ROOM

The container is filled with a green chemical.

It appears to have a neutralizing effect on poisons.

---

#### RED CHEMICAL

DISK 2, PART FOUR, SIX

FOUND IN: RUINED HALLWAY, BLUE LAB, UPPER FACTORY BOILER

The container is filled with a red chemical.

It doesn't appear to be useful by itself.

---

#### BLUE CHEMICAL

DISK 2, PART SIX

FOUND IN: LARVA STORAGE

The container is filled with a blue chemical.

It doesn't appear to be useful by itself.

---

#### STRIPPING AGENT

DISK 2, PART FOUR

FOUND IN: (combine GREEN CHEMICAL and RED CHEMICAL in your MIXING SET)

A stripping agent used to weaken the grip of certain types of materials.

---

#### SULFURIC ACID

DISK 2, PART SIX

FOUND IN: (combine RED CHEMICAL and BLUE CHEMICAL in your MIXING SET)

A highly concentrated sulfuric acid solution.

It's not strong enough to be used as a weapon, though.

---

#### INDUSTRIAL WATER

DISK 2, PART SIX

FOUND IN: LARVA STORAGE

Water that's been treated to remove impurities.

---

#### BATTERY FLUID

DISK 2, PART SIX

FOUND IN: (combine INDUSTRIAL WATER and SULFURIC ACID in your MIXING SET)

This diluted sulfuric acid solution is suitable for use as battery fluid.

---

BILLY ITEMS

These items relate to the usage of Billy's lighter item.

-----  
LIGHTER (EMPTY)

DISK 1, PART ONE

FOUND IN: DEFAULT UNIQUE (BILLY)

The lighter appears to be out of fuel.

It's useless right now.

-----  
LIGHTER FLUID

DISK 1, PART TWO

FOUND IN: KITCHEN

A container of lighter fluid.

-----  
LIGHTER (FULL)

DISK 1, PART TWO

FOUND IN: (combine LIGHTER (EMPTY) with LIGHTER FLUID)

The lighter is full of fuel.

-----  
PUZZLE ITEMS

These items are involved in the solving of puzzles.

-----  
ICE PICK

DISK 1, PART ONE

FOUND IN: UPPER BORWN CAR WEST

An ice pick with a finely-tapered point.

-----  
PANEL OPENER

DISK 1, PART ONE

FOUND IN: TRAIN BAR

Used to open access panels in the floor.

-----  
BRIEFCASE

DISK 1, PART ONE

FOUND IN: CONDUCTOR'S OFFICE

It appears to be locked. There are two holes that look as if they fit some kind of round object.

(w/ GOLD RING)

The gold ring fits perfectly into the hole.

(w/ SILVER RING)

The silver ring fits perfectly into the hole.

(w/ BOTH)

The briefcase has been unlocked.

-----  
GOLD RING

DISK 1, PART ONE

FOUND IN: ANIMAL CAGE CAR

A finely crafted gold ring.

-----  
SILVER RING

DISK 1, PART ONE

FOUND IN: EXAMINE JEWELRY BOX

A finely crafted silver ring.

JEWELRY BOX

DISK 1, PART ONE

FOUND IN: BLUE PASSENGER ROOM

It looks like a case for holding jewelry.

---

HOOKSHOT (2 SLOTS)

DISK 1, PART ONE

FOUND IN: HOOKSHOT PLATFORM

A gun-like device used to fire grappling hooks.

---

MAGNETIC KEYCARD

DISK 1, PART ONE

FOUND IN: DRIVER'S COMPARTMENT

This keycard is used to bypass the security lock on the brakes.

---

CRANK HANDLE

DISK 1, PART TWO

FOUND IN: BLUE STUDY

A crank handle with a square-shaped protrusion at one end.

---

WHITE STATUE

DISK 1, PART TWO

FOUND IN: ART STORAGE ROOM

A stone statue in the shape of a woman.

---

BOOK OF GOOD

DISK 1, PART TWO

FOUND IN: LIBRARY ANNEX

An elegantly-bound book entitled "GOOD".

It seems unusually heavy for a book of its thickness...

---

ANGEL WINGS

DISK 1, PART TWO

FOUND IN: (examine the pages of the BOOK OF GOOD)

White stone shaped like a pair of wings.

---

STATUE OF GOOD

DISK 1, PART TWO

FOUND IN: (combine WHITE STATUE and ANGEL WINGS)

A statue in the shape of an angel.

---

BLACK STATUE

DISK 1, PART TWO

FOUND IN: FACILITY STORAGE

A stone statue with a single eerie-looking wing on its back.

---

BOOK OF EVIL

DISK 1, PART TWO

FOUND IN: CHESS ROOM

An elegantly-bound book entitled "EVIL".

It seems unusually heavy for a book of its thickness...

---

BLACK WING

DISK 1, PART TWO

FOUND IN: (examine the pages of the BOOK OF EVIL)

Black stone shaped like a wing.

---

STATUE OF EVIL

DISK 1, PART TWO

FOUND IN: (combine BLACK WING with BLACK STATUE)

A statue in the shape of a demon.

---

IRON NEEDLE

DISK 1, PART TWO

FOUND IN: BROWN STUDY

Could it be part of some sort of decoration?

There's a hole in the base.

---

MICROFILM A

DISK 1, PART TWO

FOUND IN: LIBRARY

Insert this film into a projector to view its contents.

---

MICROFILM B

DISK 1, PART TWO

FOUND IN: MEETING ROOM

Insert this film into a projector to view its contents.

---

MO DISK

DISK 1, PART TWO

FOUND IN: OPERATIONS CONTROL ROOM

The label reads

"Security System ver. 1.02".

It's probably used to activate some sort of security system.

---

WISE HANDLE

DISK 1, PART THREE

FOUND IN: TAPE ARCHIVES

This tool will allow you to operate the vise.

---

UNITY TABLET

DISK 1, PART THREE

FOUND IN: RUINED BEDROOM

A tablet depicting a knight. The word "Unity" is inscribed.

---

OBEDIENCE TABLET

DISK 1, PART THREE

FOUND IN: RUINED MEETING ROOM

A tablet depicting a slave. The word "Obedience" is inscribed.

---

DISCIPLINE TABLET

DISK 1, PART THREE

FOUND IN: MANSION MAIN ENTRANCE

A tablet depicting a priest. The word "Discipline" is inscribed.

---

LEECH CAPSULE

DISK 2, PART FOUR

FOUND IN: GREY LAB

The capsule appears to contain a specimen of a leech.

The lid won't budge. Maybe it's sealed with some kind of special material.

---

BLUE LEECH CHARM

DISK 2, PART FOUR

FOUND IN: (combine STRIPPING AGENT with LEECH CAPSULE)

A blue sculpture specially shaped in the form of a leech.

---

GREEN LEECH CHARM

DISK 2, PART FOUR

FOUND IN: ART ANNEX

A green sculpture specially shaped in the form of a leech.

---

STERILIZING AGENT

DISK 2, PART FOUR

FOUND IN: MORGUE

A small tank containing a chemical agent that can be used to sterilize rooms contaminated by a virus.

---

DIAL

DISK 2, PART FOUR

FOUND IN: BREEDING ROOM

It looks like an ordinary dial similar to those found on safes...

---

HANDLE

DISK 2, PART SIX

FOUND IN: WATER CONTROL ROOM

Used to open and close valves.

---

MOTHERBOARD

DISK 2, PART SIX

FOUND IN: UPPER EQUIPMENT ROOM

The board is inlaid with various microchips.

It needs to be inserted into a computer.

---

EMPTY BATTERY

DISK 2, PART SIX

FOUND IN: CRAWLER STORAGE

A hi-powered battery used to supply electricity to hi-powered machinery.

It looks like it hasn't been used for a long time - all the fluid is gone.

---

HI-POWER BATTERY

DISK 2, PART SIX

FOUND IN: (combine EMPTY BATTERY with BATTERY FLUID from your MIXING SET)

A hi-powered battery used to supply electricity to hi-powered machinery.

It's been filled with battery fluid.

---

KEYS

These items are used to unlock doors.

---

TRAIN KEY / DINING CAR KEY

DISK 1, PART ONE

FOUND IN: HALLWAY CAR

There's something on the tag.

The tag reads "Dining Car".

---

TRAIN KEY / CONDUCTOR'S KEY

DISK 1, PART ONE

FOUND IN: DUMB WAITER ROOM

There's something on the tag.

The tag reads "Conductor's Office".

---

BLUE KEYCARD

DISK 1, PART ONE

FOUND IN: UNLOCK THE BRIEFCASE

This keycard is used to unlock the electronic door to the lead car.

---

FACILITY KEY / FIRE KEY

DISK 1, PART TWO

FOUND IN: BIG CAGE ROOM

It's inscribed with a fire design.

---

FACILITY KEY / WATER KEY

DISK 1, PART THREE

FOUND IN: BATTLE CONTROL ROOM

It's inscribed with a water design.

---

LOCKER KEY

DISK 1, PART THREE

FOUND IN: WATERFALL STORAGE

It appears to be the key to a locker.

---

BREEDING ROOM KEY

DISK 2, PART FOUR

FOUND IN: BLUE LAB

A key engraved with the visage of a hideous monster.

---

FACTORY KEY / UP KEY

DISK 2, PART FIVE

FOUND IN: CAMERA ROOM

There's something written on the tag.

The tag reads "U".

---

ELEVATOR KEY

DISK 2, PART FIVE

FOUND IN: PLATFORM TERMINAL (LOWER FACTORY)

A key necessary to get the elevator running again.

---

KEYCARD

DISK 2, PART SIX

FOUND IN: FORKLIFT ROOM

This keycard looks similar to those used by Umbrella employees.

---

SHAFT KEY (GOLD)

DISK 2, PART SIX

FOUND IN: MARCUS ROOM

A uniquely-shaped key.

A small letter "L" has been engraved into the gold plating.

---

SHAFT KEY (SILVER)

DISK 2, PART SIX

FOUND IN: MARCUS ROOM

A uniquely-shaped key.

A small letter "R" has been engraved into the silver plating.

---

SPECIAL ITEMS

These items appear after completing the game under certain circumstances.

---

CLOSET KEY

DISK 1, PART ONE

FOUND IN: DEFAULT (REBECCA, ANY RANK)

Used to open the train closet.

---

ROCKET LAUNCHER (2 SLOTS)

DISK 1, PART ONE

INFINITE AMMO

FOUND IN: DEFAULT (REBECCA, S RANK)

A devastatingly powerful piece of weaponry that fires rockets.

---

SUB-MACHINE GUN (2 SLOTS)

DISK 1, PART ONE

100% AMMO

FOUND IN: DEFAULT (BILLY, A RANK)

A small sub-machinegun.

It uses its own type of ammo magazine.

---

SUB-MACHINE GUN CLIP

DISK 1, PART ONE

FOUND IN: DEFAULT (REBECCA, LEECH HUNTER), BROWN PASSENGER ROOM

A magazine containing sub-machinegun ammunition.

---

MAGNUM REVOLVER

DISK 1, PART ONE

FOUND IN: BROWN PASSENGER ROOM (90-99 LEECH CHARMS)

A Magnum Revolver containing enhanced parts like a new cylinder and frame.

Its tremendous firepower makes it more of a "hand cannon" than a handgun.

---

=====

= 13: UNANSWERED QUESTIONS / PARTING SHOTS =

=====

This is a section dedicated to random observations I've had concerning the events of this game. Some of them are nitpicky, others are legitimate observations. Others are just blatant speculation. Inevitably, I'll collect some more.

#### \* THE ECLIPTIC EXPRESS

We'll assume that the train itself is owned by Umbrella and for use by their employees, because why else would it have access to the Training Facility? So, where was it going? Some passengers were obviously headed for the Training Facility (how convenient), but not all...

#### \* HELICOPTER

Engine failure? How? And who starts a major investigation after 10? (It can be assumed that they could have been on their way back, but still...)

#### \* INVESTIAGATION ORDERS

The name William is evident, but the Bark seems slightly out of place. Possibly a mistranslation and meant to say William Birkin ordered the investigation.

#### \* CUT SCENE w/ BILLY AND EDWARD

Billy assumes that Rebecca is with STARS, but considering that Billy has probably been wandering around the train for a while, and Edward only shows up afterwards, who told him about STARS when he was supposedly under military custody? Maybe he just saw the helicopter crash and figured it out from the insignia... No one really tells him about Umbrella either before they get to the Training Facility, but in their world Umbrella is a major company... I make a point of this primarily because I'm assuming that either a) Billy isn't

from around Raccoon City (they could have been transferring him from anywhere) or b) he's been under military arrest or out of the country long enough for him to have no idea about STARS, or some combination of the two.

#### \* MARCUS' DIARY 1

It would help if any of the files in this had a year to go with them. We now have at least three people (I think) that would claim responsibility in creating the t-virus. What does the "Progenitor" virus do on its own? And how about Spencer? Is the old man still alive or...

#### \* CORRECTIONAL INSTITUTE INMATES LIST

Which came first, the criminals or the employees? Did Marcus use criminals first as specimens or did this come later as he was revived and continued his research? Was this where Billy was headed? OR (shot in the dark) was he eventually to become part of the UBCS? Hence, his familiarity with a few things...

#### \* BILLY SAVES REBECCA

And, because it's worth asking, how did Rebecca use her walkie talkie while holding onto the rebar with one hand?

#### \* MANAGEMENT TRAINEE'S DIARY

Could be interpreted as a bit of a peek into the potency of various forms of the t-virus. In RE1, we saw the journal of a man who had been exposed to the virus and decayed slowly over the course of a few days. Here, we see it happen over the course of what seems to be less than an hour. The t-virus, while inhabiting the leeches it was partially created from, could be considerably more potent. Hence, the troopers rising from the dead on the train almost immediately after being killed, if, of course, that event was not a flashback.

#### \* THE TYRANT

Not really a loose end, in fact, it just might save us from various theories. You COULD say that the tyrant is, in fact, the previous tenant of the mystery tube in the double-locked room of the RE2 lab. One problem, Wesker was going to the mansion to collect combat data for the tyrant (which was even released premature in RE1). So what the bloody hell is it doing wandering around the factory? Who let it out?

#### \* REBECCA FINDS BILLY

Billy calls it "the mother virus", same thing it's called by some other notable people, but not in front of Billy. Could be fluke, could be foreshadowing.

#### \* LEECH QUEEN

The first we see it, it's knocking Billy out of the water. The first we hear of it, it's Marcus telling about how it saved him and turned him into... well... whatever he is. How was the leech queen created? Where did it come from? What's going on?

#### \* MARCUS

As in all RE games, I question whether this guy is REALLY dead. Consider this then: What exactly was in the large barricade of eggs in the train that bursts as you leave the blue passenger room? There were already some leeches on the

train still, and he couldn't have needed that many to take out the Umbrella operatives. Not even considering the facility, which was in much closer proximity to Marcus' base. Also, before Marcus transformed into the monster, he looked horrified at the fact that he was vomiting up leeches. Why the hell would he have leeches breeding inside him anyway? Even though it's a bit of a longshot, I believe that it's entirely possible that the Marcus monster you face at the end of the game is merely a HIGHLY sophisticated leech zombie, possibly created from the incredible excess of leech eggs laid on the train (side note: who/what the HELL laid them?). In the scene with Birkin and Wesker, Marcus does not transform right in front of them, he uses his leeches to do it. We never see him actually shape-shift until the final battle. For all we know, (again, longshooting) Marcus himself could be incapable of transformation, and again, the final boss was just another zombie. Though I'd still like to know why Marcus went out of his way to smash up Billy and Rebecca when they had nothing to do with Umbrella. Maybe it's just little forms of revenge for killing his/its children.

\* EXPLOSIONS!

At the end... along with the mystical elevator that leads to all places at once. You figure it out... Also, we are led to believe, as a possibility, that the Treatment Plant in RE0 is the same as in RE3. This ignores the fact that there was kind of an explosion ripping through it at the end. Maybe I've missed something... but it seems like rebuilding it might have been a better alternative to trying to drag a tyrant with a nasty hangover out of there.

\* THE GAME, OVERALL

I liked this game. Hell, I liked it enough to take it upon myself to write the FAQ/Walkthrough. But compared to RE:Remake, I wasn't as impressed, originally. RE:Remake knocked me flat. The lights, the shadows, the detail... the first time I went through I played certain parts and movies several times. Stylistically, RE0 scared me a little less. Maybe that's just the lack of a big creature stalking you for most of the game in places you thought were safe (though, in theory, the leech zombies play a bit of that role). Mechanically, it works with a little less strategy in normal play. Don't get me wrong, the variety of enemies and bosses is without equal, but mostly you fought in flat rooms, and there were no defense items to think about. But after playing it through a few more times, I like it. Some little parts, like being trapped with the rain falling down on you in the train, or having the trees rush past while hanging out on top of the train, were pretty damn cool. The moving backgrounds were quite interesting and realistic in comparison to before. I didn't always pick up on that when I was working. The improvements graphically aren't as dramatic, but how could they be? RE4, with its fully rendered environment, will definitely be a sight to see.

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= 14: FREQUENTLY ASKED QUESTIONS =  
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Q: Muchitsujo?

A: ... It means chaos and disorder in Japanese. I'm not Japanese myself, but I can never think of screen names for anything.

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Q: Why did you write this?

A: The first time I played through this I was reading a guide I wasn't too happy with for numerous reasons. Mostly, I would play the game in spurts

and then be redirected to a place from my save room that I couldn't remember how to get to. I've always had fun with the RE series anyway, I thought I'd have a little fun writing a detailed, quick FAQ for it, partially for my own usage.

---

Q: Where did you save as you were playing through this?

A: In an effort to compose this FAQ section by section, I rarely saved. The first time through the CONFERENCE HALL was my first save. The second came in the CHURCH OFFICE after the end of the first disk. The third time was in the PANEL ROOM. The fourth time was in the LODGINGS. The fifth and final time was in STORAGE just before the final boss.

---

Q: So how many times did you beat the game?

A: Only the once. Though I played through each section piece by piece any number of times. I went through the train itself anywhere from five to seven times. I've lost track of how many times I went through the mansion before getting it all right, though I assure you I've fought the centipede more times than you or I would really care to comprehend (so take that strategy for good). The laboratory I got through two or three times. Through the first tyrant maybe twice, then to Marcus five times and through him twice. The leech queen I also fought twice. Overall I'd say I beat the game in length about four times.

---

Q: How long did it take you?

A: Over the course of writing this FAQ, I visited just about every location, including ones I wouldn't normally use, and skipped through most if not all of the cutscenes. The route itself was a slight variation on what you'd see here, just a little longer. My final time was 3:28:27, just barely under the 3:30:00 limit to get an S ranking, proof that you can run through the game picking up most, if not all, of the items and still be fast enough to get the top rank.

---

Q: Why do certain areas have names that don't fit with the rest of the FAQ?

A: Those names are taken directly from the save data from typewriters that happened to be in the area. Sometimes, other names were taken from location references in files and other things of the sort. As I continue to test things out and replay, names will be subject to change based off this.

---

Q: HEY, it clearly says AMMO in the game!

A: I know, but doing it like I did makes it easier to both distinguish between the weapon and the ammo by giving the ammo a distinct name you can look for. Handguns always have bullets, shotguns have shells, magnums have rounds, and the grenade launcher has grenades.

---

Q: Why are there no Crimson Heads in RE0?

A: In the original development phase, it was being made for the N64 and I don't think the idea of Crimson Heads had fully materialized yet. That's just a shot in the dark, considering they ended up redoing the entire thing for the Gamecube. The more likely reason, apparently given by one of the higher officials for Capcom, was that Billy and Rebecca never spent long enough in any one location to give rise to a Crimson Head, also considering that the Crimson Heads of RE:Remake fame had been infected by the T-Virus for any length of time, while the ones in RE:0 were relatively new. Personally, while I respect the Gamecube's processing ability, I'm not entirely certain that it is fully

capable right now of having both corpses with timers lying around in addition to items to be picked up and dropped whenever. Just a thought.

---

Q: What attacked Billy's truck in the intro?

A: The MPs are rather messed up by the attack, and a lot of people, Rebecca included, would argue that the zombie dogs did it. However, the close-up on the bit of goo dripping down the vehicle's side would lead me to believe that the player is to assume it was leeches that just happened to be there as well.

---

Q: Is the Treatment Plant in RE0 the same as the one in RE3?

A: I've looked into this a bit, and originally, I thought it was the same. If I remember RE3 maps correctly, the Treatment Plant in that DID have a heliport, in a manner of speaking, and that heliport was on 1F just like it was in RE0. However, you have to take into account locations. Some say that the treatment plant is closer to the middle of Raccoon City in RE3, but, I do think the park leaves quite a bit of separation there. That would contribute to the idea that they are the same. On the other hand, the Treatment Plant of RE0 had access to Birkin's laboratory, leaving the Training Facility and RPD connected to the lab and to the plant. That said, in the end of RE2 we have our heroes running out from a train tunnel into a rather dry, rocky area, whereas in RE0 they end up in the middle of Raccoon Forest. In addition, RE0's plant has a dam of some sort, and I think that would have been hard to ignore in RE3. But all said, I have no idea at all. The logistics created by that insane elevator in Birkin's Lab give me nightmares because you have three locations more or less on top of each other, and if Jill was running around in a place that was at least partially connected to Birkin's Lab then where did the Nemmy come from, or does that create even more problems? Plus, the explosion at the end was able to hit both the Training Facility and the Treatment Plant. It undoubtedly had some effect on Birkin's trashed lab, and I wouldn't put it beyond him to rebuild both his lab and the Treatment Plant relatively unnoticed. I don't know, I have no sense of direction when it comes to Raccoon City, and I can't point which place is where. To Hell with "logic" and "sense", I want it to be the same plant just so I don't have to think of two of those plants around the city. Isn't one enough?

I will say, for now, that all we know is that both plants suffer from the same general problems.

---

Q: HELP! I SENT BILLY UP WITH THE HOOKSHOT IN THE LABORATORY AND NOW I THINK I'M STUCK!

A: Easy, easy. The game designers wouldn't be that cruel. I've given some directions to get around this issue in the part of the walkthrough just before the characters split in an added section which you can easily access by using the find command and searching for the phrase BILLY METHOD.

---

Q: Why didn't I get a ranking when I beat the game?

A: Probably because you're playing in easy mode. You'll still get some things, like Leech Hunter and the costumes, but there isn't anything else as far as I remember.

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Q: (spotted around GameFAQ's RE0 board) Why didn't Rebecca call for backup before going into the Spencer Mansion?

A: There are probably a number of reasons for this. In the last Enrico encounter, he tells her that they found this mansion in the middle of the woods and they're going to check it out. All the cool STARS were go there, two

squads worth of them can't be wrong, though most of them end up dead. She had no way of knowing that the Spencer Mansion would be crawling with zombies too. The information regarding that was kept between Marcus, Wesker, and Birkin. It's possible that she could've been chased in. It probably didn't scream "deathtrap" at the time, and with the stuff wandering around in the woods, inside would seem safer, what with the rest of the team. As for why she didn't ask for help, near as I can figure, even though STARS operates out of the RPD, they aren't really affiliated with them too much. Separate people and tools, and since the only radio communications device we see in RPD is in the STARS room, who's to say Richard got the message to anyone but the other STARS team? Even then, since STARS was the best of the best, it would probably take a while to form a large party to go on a directionless raid in the woods (on foot, most likely, how many helicopters can a small midwestern town's police department have?), and by then it was all over anyway. Irons would have probably vetoed the idea and Wesker would rather blow up the place. Not too complex.

Plus, that assumes that they are reasoning and thinking clearly. We, from our perspective of omniscience, can pass this off as mere stupidity.

Furthermore, to close the book entirely on the matter, if you rewrite the end of RE0 then you're forced to rewrite RE:Remake entirely. If you're upset over a vague ending, you'd be absolutely rabid over the contradictions created by most alternate endings.

-----  
Q: What about Billy? Where does he go?

A: Riding off into the sunset, accidentally glued to his saddle. It doesn't make a lot of a difference. There is mention that, yes, he is a criminal, but Rebecca claims he died in her report, he was assumed under custody (and I'll assume that they didn't communicate his disappearance over the radio, with more pressing matters at hand, "ZOMBIES! \*scream, gurgle\*"), and if even STARS wasn't aware that he was being transported, I'd say it was pretty secret and chalk one up for the theory that the whole transport was an Umbrella thing. UBCS or Marcus or some similar tripe. Billy seemed to be at least somewhat in the know on the matter. Despite the fact that he's wandering around without ammo, I figure he's probably free to go wherever with little trouble. I'd expect he'll come wandering back into another RE game, for plot purposes, sometime in the future.

Oh, and he isn't the Nemesis. Please, no more of that.

-----  
Q: What was that noise at the end?

A: There's some random speculation that Billy kills himself at the end, but why bother after surviving all that? The sound can be interpreted as either a gunshot, in which case it would probably just be someone shooting a zombie, or the more logical idea is that it's just a door slamming, which fits with the RE1 story for Rebecca because, despite the fact that she just escaped, she's still basically trapped. Another theory is that it's thunder, symbolizing the impending storm both physically and symbolically, that works too.

-----  
Q: Hey, wait a sec... was Marcus killed in '78 or '88?

A: This is a topic of near endless debate on the gamefaqs.com RE0 board and little will be resolved. The problem was created by a supposed typo in the Investigator's Report, some sources say things were closed down twenty years ago, some say ten.

A rundown of the points made by each side is mostly:

Pro-'78:

\*The t-virus was made that year

\*No one knows who Marcus is, let alone credit him for creating the t-virus

\*Wesker's Report II, which indicates Birkin mostly lost interest in t-virus research by '88, leaving the "I will take over your research" statement making little sense otherwise

Pro-'88:

\*Marcus said "ten years ago..."

\*Japanese and UK versions of the game say ten in the Investigator's Report

\*If Marcus was killed in '78, Birkin would be 16 and Wesker would be 18, and they sure don't look like it in the cut-scene.

\*Wesker's Report II does not credit Birkin with creation of the t-virus

The major swing point of this is that though Marcus SAYS he was going to submit the research at the next board meeting, there's nothing that says he did so. Even then, it leaves him mostly fiddling around with his leeches for ten years after that event, with no record of what he was doing at that time.

I'm of the Pro-'88 school, I figure that Umbrella let him keep his lab for a number of years. Spencer decides to off Marcus when it becomes apparent that some trainees are being experimented on, or because he no longer wants to be obligated to someone who is not loyal to him, or just because he's Spencer. Spencer revises history again (like he did with the Ashfords) and gives credit to Birkin for the t-virus, no one cares because Marcus is a loon and a shut-in. Birkin's statement about taking over the research just means that if they find anything of interest in Marcus' experiments or files, Birkin will get credit for it, since there's no record of Marcus submitting anything else to the board.

Mostly it ends up dragging out into speculation, both arguments have their merits and until a more conclusive answer is given, it will still be debated.

-----  
Q: Hey! Why aren't the items exactly where you say they are in leech hunter?

A: The randomizer will mess with you a lot here. The placement is relatively stable, but the colors aren't, which is why I didn't bother to list them. In short, keep huntin', but if I told you not to go into a room, don't go there. Usually, painful things in there. Of course, if the fire key is misplaced... seriously, restart.

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= 15: FUTURE UPDATES =  
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I'm planning on updating this as soon as I fully recover from my experiences writing it.

Some things I may add/fix in the future are...

\*ASCII art (oh, the pain... help)

\*Changes in location names based around the principle of eliminating confusion and keeping up with what the game says it is

\*Damage chart for the enemies

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= 16: CONTACT INFO =  
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Logically, there are going to be a few guidelines for contacting me.

First and foremost, I can only hope you've done a search function on the FAQ or read through the entire thing for the answer to your question BEFORE you decide to e-mail. I may just not answer the question and redirect you where to find the answer otherwise. If your question is good, it may make it in here.

Second of all, I prefer my e-mails in English. I can understand a little bit of Japanese, but I really prefer my mail in English. Common speaking English, no 1337, no ebonics, if I cannot understand you or am too frustrated with your means of phrasing, I don't need to respond. Simple as that.

Third, I'm not interested in fan fiction. Let's get that clear right now. I have fun with this, I do NOT live vicariously through it. No photos, no "inside" information, no BS. There is no guarantee (actually, there's closer to a guarantee I won't) that I will take anything of that nature seriously.

Fourth, I'm sorry if I'm not hardcore enough for your gaming tastes. I don't play through these games with only the knife and I might do so only if I were horribly bored. I can't pull off some neverending combo in a fighting game that would send you to your doom. The most I've ever done is get a ninja before the end of the first act of FF:Tactics. That's good enough for me.

You don't like it, you write a better FAQ. Same reason as the rest of us.

Fifth, and most importantly, by e-mailing me any sort of conspiracy theory or otherwise wacked-out analysis of the events in the game, you're pretty much giving me the right to make mention of it and possibly debase the idea in here in whatever manner I deem to be appropriate at the time (anonymously, of course. Even if it is mostly a flame, it will not be referred to by name). Legitimate questions will be answered, interesting theories will be added, but everything else has a very slim chance to get in. No guarantees, approval always pending.

Don't harass me either. Multiple e-mails won't get your mail read any faster, but it may get you blocked. Same theory applies to flaming. Like all things on the internet, maybe one of these days we'll connect, but you're running on your time and I'm running on my time. Just the way it is.

That said, my e-mail is fearfaq(at)hotmail.com (replace the at with an @, I do this to mess with the spambots. Try to be good and give me some idea of what you're talking about in the e-mail title.

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= 17: FINAL NOTES =  
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As all good FAQ / Walkthroughs come to an end, so must come the shout outs.

Props to:

-- Capcom, for catering to my apocalyptic / B-horror movie needs.

The name Resident Evil and characters in it are their trademark. The introduction is primarily taken from the game itself.

-- Gamesages, because I snatched the copy of the ending bonuses from them.

It would be an even bigger pain to figure that out on my own.

-- CJayC, for being an all around good chap and putting up the gamefaqs site you are likely using. Along with the disclaimer in the beginning.

Posting this as well, cheers.

- TWilde, for writing the plot analysis I've been a long-time reader of. Your attention to detail is incredible, your wit is excellent.
- Stephen Ng, and the people over at the FAQs section of IGN. Like CJayC and the GameFAQs crew, they also work exceptionally hard to bring you the best.
- Leo Chan, and all the others over at Neoseeker, for all the reasons given for the other FAQ sites and more.
- The people who run RE sites, because sometimes I need to refresh my memory, or at least access information on upcoming games and release dates. They also sometimes have information on special features like Wesker's Report and for cheapskates like me who don't like to pre-order, thanks a lot.
- People who write FAQs, thanks for keeping me from being the designated tech support for my friends. And vice versa.
- Soul Coughing, they made fine music.

No props to:

- Those who would infringe on the copy rights. I don't make money off of any of this, but seriously, that shit ain't cool yo, and it doesn't take that much to get permission.

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