

Resident Evil Zero FAQ/Walkthrough

by Kodos86

Updated to v1.0 on Apr 15, 2003

Resident Evil 0 FAQ/Walkthrough
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Version 1.0 (04/15/03)
Platform: Gamecube

THIS GUIDE CONTAINS PLOT SPOILERS

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An asterik (*) indicates a section that is coming soon.

UPDATES

Version 1.0 (04/07/03): Initial update. The Leech Hunter section will be in the next update. The File Transcripts will come at a later date.

1. B A S I C S

Controls

Basic Controls

Control Stick = Movement. While aiming, this is used to move your aim.

L = Switch targets while aiming.
Start = Switch between Team and Solo.
B = Cancel Selection. Hold while moving to run.
R = Aim your weapon.
Z = Bring up map screen.
Y = Bring up status screen.
X = Switch between characters.
A = Confirm selection. Check things. Fire (while holding R).
C Stick = Move partner

Movement

As in other Resident Evil games, the movement is not the standard 3D movement. Up on the control stick moves you in the direction your character is facing. Back moves your character back (back + B makes you do a 180). Left and right make you move to the right of where you are facing. To push something, move against it. To climb on it, move against it and press A. The controls take time to adjust to, but are pretty easy once you do so.

Survival Tips

- Like all Resident Evil games, RE0 has a limited supply of ammunition, especially in regard to the more powerful weapons. You should try to use the handgun on zombies, and save more powerful weaponry for things like Hunters and bosses. Additionally, you also need to conserve your Ink Ribbons and Herbs.
- You do not necessarily need to kill every single zombie. If you can manage to dodge an enemy instead of killing it, do so.
- The zombies are not necessarily dead. They will sometimes fall down and get up a few seconds later. If your auto-aim locks onto the zombie, then it isn't dead.
- When using the Shotgun on zombies, let them get relatively close. Then aim up or down with it, to either blow off the enemy's head or leg. The shotgun seems to have a higher propensity to blow off legs as opposed to heads.
- The partner switching presents a new set of frustrations. The partner lacks much of any skill, and does not do much of anything to avoid enemies. If you have the partner set on attack, he/she will attack every single enemy until its dead, which uses up a lot of ammo. If he/she is set on passive, the partner will do nothing at all the protect either of you from enemies. Because of this, you should almost never fight a boss with both partners.

Herbs

Green Herb + Green Herb = 50% heal
Green Herb + Green Herb + Green Herb = 100% heal
Green Herb + Red Herb = 100% heal
Blue Herb = Poison Heal
Blue Herb + Green Heal = Poison and 25% heal

In general you should always try to combine red and green herbs (as opposed to 3 green herbs), since a Red Herb is worthless by itself.

Game Modes

Easy - The monsters are all incredibly weak and do little damage. Ammo and healing items are abundant.

Normal - The monsters are a bit stronger and do some damage. Ammo and healing items are less frequent.

Hard - Monsters are strong and do lots of damage. There is less ammo and healing items.

Leech Hunter - Unlocked after you beat the game. Everything in the Training Facility is open and there are different enemies. There are no ink ribbons and only a few weapons other than the Handgun. The goal is to collect leech charms scattered throughout the facility.

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2. W A L K T H R O U G H

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I. T R A I N

Note that in this part, you're generally better off killing the zombies, as it's almost impossible to dodge them in such confined spaces. Plus, more zombies get up as you reenter them rooms, and if you keep avoiding the zombies you'll eventually be up against a hell of a lot of zombies.

FIRST CAR

Go through the unlocked door.

SECOND CAR

Following the cinema, kill the zombie in front of you (it only takes two shots). You can kill the other two, but it's not necessary. Go through the door.

THIRD CAR

Head down the room and into through the first door.

ROOM 202

Grab the items and leave.

THIRD CAR

Continue to the end of the room and grab the key from the corpse. Following the cutscene, kill the two dogs and grab the Handgun Ammo from Richard's corpse. Go back to the First Car.

FIRST CAR

Unlock the door and discard the key.

DINING CAR

Billy will show up and offer to team up, but Rebecca feels like being a little snooty and staying by herself. Go up the stairs.

UPPER DINING CAR

Go over to the end of this room and you'll meet up with your first Leech Zombie - you will grow to loathe these things. Run down the stairs and Billy will save

you. You can now play as Billy, and I recommend giving him some of your handgun ammo. As Rebecca, use the ladder in this roof.

DINING CAR ROOF [Rebecca]

Go over to the hole in the roof and reconnect the cables. You get knocked into the lower car.

UPPER DINING CAR ROOM [Rebecca]

Grab the Conductor's Key and put it in the item elevator. Switch to Billy.

UPPER DINING CAR [Billy]

Go downstairs.

DINING CAR [Billy]

Go through the sliding door and over to the item elevator. Grab the key from it and leave.

Make your way to the Third Car. (There are some more zombies in Car 2)

THIRD CAR [Billy]

Go through the locked door and get rid of the key.

CONDUCTER'S ROOM [Billy]

Grab the map and press the button nearby. Use the ladder that pops out.

UPPER CONDUCTER'S ROOM [Billy]

Run down to the end of the room and go through the door.

UPPER HALL [Billy]

Grab the Ice Pick from the cart and go through the door.

STORAGE ROOM [Billy]

Grab the Hunting Rifle and Shotgun Shells. Drop the knife and return to the Upper Conductor's Room.

UPPER CONDUCTER'S ROOM [Billy]

As you walk towards the ladder, a giant Scorpion will crash through the ceiling. Let the Scorpion walk up to you, aim down and shoot it in the head; the scorpion will move backwards a bit. Repeat this until it dies, and you should kill the thing without taking any damage. Leave the Hunting Rifle and Shells, grab the Panel Hook and go down the ladder.

CONDUCTER'S ROOM [Billy]

Grab the Briefcase from the closet and return to the Dining Car.

DINING CAR [Billy]

Send the Ice Pick to Rebecca in the Item elevator. Switch to Rebecca.

UPPER DINING CAR ROOM [Rebecca]

Grab the Ice Pick and use it to open the door. Go through it.

UPPER DINING CAR [Rebecca]

Run past the burning zombies and go down the stairs to meet up with Billy.

DINING CAR

Use the Panel Hook on the panel near the locked sliding door and go through the vent.

DOG ROOM

Kill the dogs. Pick up, and then leave the Gasoline. Also take the Gold Ring

from the cage and combine it with the Briefcase. Go through the door.

BACK ROOM

Have Rebecca go over to Hookshot release. Have Billy walk over to the Hookshot. Rebecca uses the release and Billy grabs the Hookshot. Then make your way to the Second Car. (A zombie will burst out of the fridge in the Dining Car)

SECOND CAR

Kill the zombies in here and, as Billy, use the hookshot on the window near the door.

SECOND CAR ROOFTOP [Billy]

Walk along the roof and jump through the hole.

CABIN 3

Kill the zombie and grab the Jewellery Box. Examine it to get the Silver Ring, which you then combine with the Briefcase. Open the Briefcase to get the Keycard. Exit.

Make your way with Rebecca to the third Car, use the keycard to open the door, and head through.

OUTSIDE CAR [Billy]

Walk past the dead bodies and go through the next door.

CONTROL CAR [Billy]

It now turns out that you need to start the train before it crashes. Have Rebecca stay behind, since Billy is much stronger than her. Grab the Keycard and leave.

OUTSIDE CAR [Billy]

Go through the next door. (the two bodies will get up, but not in time to do anything to you)

THIRD CAR [Billy]

Go through the door to the Conductor's Room.

CONDUCTOR'S ROOM

Go up the elevator, and make your way through the Upper Conductor's Room and the connected hall. Go down the stairs at the end, which goes to the Second Car (this lets you dodge a group of zombies).

SECOND CAR [Billy]

Go through the next door.

FIRST CAR [Billy]

Edward has now turned into a zombie. Knock him down (he is stronger than the other zombies) and make your way to the back room.

BACK ROOM [Billy]

Use the keycard on the slot near the door. The slot will then show a number (its differs from game to game). You have to type in 10 numbers to add up to that number. The different combinations are as follows:

81: 9,9,9,9,9,9,9,9,9,5,4

36: 4,4,4,2,2,2,4,4,2,8

67: 7,5,5,5,5,9,9,8,7,7

You will then automatically switch to Rebecca, and be confronted with the same puzzle. Complete it before the time runs out.

Despite hitting the breaks, the train still crashes into an Umbrella Training

Facility.

II. TRAINING FACILITY

TRAIN WRECK

Run for the door as four zombies get up (anything you picked up while in the train will be here). If you have space, grab the Hookshot (its right by the door), since you'll need it later anyway.

SEWER

Head through the path and use the ladder.

FOYER

If you have it with you, leave the Hookshot here. There is a typewriter in here and herbs. As Billy, go upstairs and go through the door on the right.

CROW ROOM [Billy]

Grab the Crank from the shelf, causing a bunch of crows to break through the window. Ignore them and leave.

FOYER

Go through the big double doors.

CONFERENCE ROOM

Go through the door on the left.

SOUTH-WEST HALL

Knock down the first zombie, and go through the door.

ELEVATOR ROOM

Grab the Microfilm A off of the nearby table. Use the Crank on the elevator, and have Rebecca use the elevator.

CLOCK ROOM [Rebecca]

Run past the two cockroaches, grab the Handgun Ammo, and go through the door.

ROOF [Rebecca]

Run past the crows (there is a red and green herb here) and go through the next door.

CAGE ROOM

Go across the room and down the stairs. Unlock the door to the Foyer. Then have Billy meet up with Rebecca, and go back up the stairs. As Billy, walk over to the machine against the wall, and check it to wind the chain, which raises up a cage. Have Rebecca go down the ladder and pick up the Fire Key. This causes a Giant Centipede to come in grab Rebecca. The Centipede is one of the easiest bosses in the game, and is extremely easy to dodge. Use the Hunting Gun (you could easily use the Handgun, but it would drain too much ammo). The Centipede can kill Rebecca, but you'd have to let the Centipede kill her. Eventually, the Centipede will die. Go down the stairs and have Billy go through the door on the left by himself.

ART ROOM [Billy]

Kill the two Cockroaches and take the Shotgun Ammo, Grenade Launcher, and White Statue. Leave and go to the Foyer with Rebecca.

FOYER

Go down the stairs and leave the Grenade Launcher and Hunting Rifle here. Go

through the east door.

DINING ROOM

Run by the tables to the left. Kill the zombie by the tables, and make your way to the red door (this lets you bypass most of the zombies in here). Use the Fire Key to go through the red door.

KITCHEN

Grab the Lighter Fluid and combine it with Billy's Lighter. There is also a Gasoline Tank and Empty Bottle, which can be used to make Molotov Cocktails. Leave and go through the other door in the Dining Room.

BOILER ROOM

Go through the door on the right.

SHOTGUN ROOM

Kill the Zombies in here. Grab the Shotgun and Black Statue. Make your way back to the Foyer, and to the Conference Room. From there go through the west door, to the South-West Hall.

SOUTH-WEST HALL

Kill the zombies in here (2-3) and use the Fire Key to get through the red door at the end. Discard the key when prompted.

TROPHY ROOM

Push the table in front of the animal head by the fireplace. Turn on the lightswitch and climb onto the table and grab the Clock Hand from the head. Give the Hand to Rebecca. Leave.

SOUTH-WEST HALL

Have Rebecca leave here and continue to the Foyer (make sure Billy has at least two empty spaces). Have Billy go through the double doors.

LIBRARY [Billy]

There are two zombies in here eating a corpse, as well as a crippled zombie. Drop the two zombies and climb up onto the higher level (the zombies can't climb, and won't be able to follow you). Push back the bookshelf, and grab the Book of Good. Examine it and open the book to get the Angel Wings. The zombies will now be pressing against the ledge in a pitiful attempt to grab you. Blow off their heads, grab the Grenade Shells, and go to the Foyer.

FOYER

Rebecca should go upstairs, to the Cage Room, from there to the Roof, and through the door to there to the Clock Room.

CLOCK ROOM [Rebecca]

Run past the two cockroaches, and put the hand on the clock. Set it to 8:15 (VIII:III, for those of you that don't understand Roman numerals), causing two doors to unlock. Run from the run, and onto the raised portion near the door to the Roof; the cockroaches are too stupid to attack you here. Switch to Billy.

FOYER [Billy]

Go up the stairs, and through the white door on the east.

UPPER EAST ROOM [Billy]

Run to the left and go over to the Fireplace (this should let you avoid the zombies). Grab the Microfilm B and leave.

FOYER [Billy]

Go downstairs, and through the west door.

LEECH HALL [Billy]

Go down the hall, and through the first door.

BATHROOM [Billy]

Grab the Shotgun Shells from the stalls (there is also an herb), and leave as a Leech Zombie shows up.

LEECH HALL [Billy]

Continue through the hall and use the white door.

PROJECTION ROOM [Billy]

Ignore the Zombies, and put Microfilms A & B into the projector; you will get an MO Disc; leave.

LEECH HALL [Billy]

Go back to the Foyer; a leech zombie will show up in here. Both characters should make their way to the Conference Room.

CONFERENCE ROOM

Go over to the podium and use the MO Disc on it; you will get a password to enter, but there is no keypad to enter in. Check the file you got along with the MO Disc. It shows the Conf Room with a letter or number for each desk. Use the corresponding desks to enter in the password. This will unlock the three metal doors that were blocked by swords before. Have Billy go through the big gray door on the left of this room.

NORTH-WEST HALL [Billy]

Drop the first zombie and run through the first door.

CHESS ROOM [Billy]

You have to move the chess pieces in here so that they match the small chess set on the desk. Moving any piece other than the White King will release a poisonous gas. Push him away from the other pieces, so that you can move the piece to the back row. Then move it as far towards the desk as possible; the chess set on the desk will slide away, revealing a hidden compartment. Grab the Book of Evil from the desk. Go to the start screen, and examine it to open the book, revealing a pair of Devil Wings. Return to the Foyer.

FOYER

Combine the White Statue with the Angel Wings to make the Statue of Good. Combine the Black Statue and Devil Wings to make the Evil Statue. Place both statues on the scales at the top of the stairs; this will make the portrait of Marcus slide up to reveal a hidden set of stairs. Go down them.

SPIDER HALL

The spiders from REmake are back, and are almost as pathetic. You can run past them without damage with relative ease. Go through the door at the end.

BASEMENT SAVE ROOM

There's a blue herb here, in case you actually got poisoned by the spiders. Go through the next door.

VENT ROOM

Go over to the vent and check it for an option to help Rebecca go through the vent; do so.

TORTURE ROOM [Rebecca]

Just why a training facility has a secret torture chamber (especially since most of the devices here seem to be fatal, and useless for interrogations). Go

over to the panel and check it. Put all the switches up, except for the third one. This should unlock two doors and shut off the steam in the boiler room.

Cutscene: The weird guy in robes gets a bit more pissed about you being here, and sends a zombie-monkey after Rebecca. Rebecca breaks through part of the floor, just catching onto a grate, and requiring Billy to save her sorry ass.

VENT ROOM [Billy]

Make your way back to the Foyer, and through the kitchen to the Boiler Room.

BOILER ROOM [Billy]

Go left, down the stairs, past the boiler and herbs, and through the door.

STATUE RING [Billy]

Run across the hall, ignoring those damn monkeys. Turn right at the end, and go right again. Use the door, which takes you to Rebecca.

HOLE ROOM

Theres an ink ribbon and typewriter here if you wish to save. Leave the room.

STATUE ROOM

Use either your Shotgun or Grenade Launcher to kill the monkeys (theres about three of them) and have Billy go through the nearby door.

SPIDER HALL 2 [Billy]

Run past the spiders (two of them) and go through the first door.

WATERFALL ROOM [Billy]

There are two cockroaches, but they don't notice you, as they are busy feeding on another roach. Run in front of them and grab the shining thing (a key). They will notice you now, but you should be out of the room before they can do much of anything.

SPIDER HALL 2 [Billy]

Continue down the hall and through the next door. Then have Rebecca follow you here.

CONTROL ROOM

Go upstairs, where a bunch of broken MP5s are on a rack. Go over to the shelf and unlock it with the key to get a Duralamin Case. Examine it, and you find that the morons at Umbrella wrote the case's combination number on the case; use it to open the case and get Gun Parts. Combine them with Billy's handgun to make the Custom Handgun. Have Rebecca stay at the control panel while Billy goes down the stairs to the lower part of the room. Use the buttons on the control panel to raise and lower different gates in the lower part, so Billy can grab the Acid Shells and reach the switch in there. Press it, and the cages in there will open, releasing two Hunters. Kill the Hunters and grab the shining thing (Water Key). Head back through the Spider Hall 2 to the Statue Ring.

STATUE RING

Go over to the animal statues and light them in this order: Deer, Wolf, Horse, Tiger, Snake, Eagle. This will raise the portcullis. Head through there, and use the door on the right.

BUNK ROOM

Grab the Unity Tablet and leave. Make your way back to the Foyer (another zombie will wake up in the Dining Room), and go from there to the Cage Room, and into the Art Room.

ART ROOM

Unlock the blue door with the Water Key (get rid of the key when prompted), and have Billy go through the door.

UPPER EAST HALL [Billy]

Go through the nearby door.

COMPUTER ROOM [Billy]

Run past the Leech Zombie and grab the Vice Handler. Leave.

UPPER EAST HALL [Billy]

Continue down the hall, where you will find another Leech Zombie. I recommend killing him with Molotovs, though you don't have to. Go through the door straight ahead.

UPPER EAST HALL 2 [Billy]

Go through the door on the right.

WISE ROOM [Billy]

You should be able to dodge the majority (if not all) of the zombies in here. Go around the table and over to the Vice in the back of the room. Use the Vice Handle on it and grab the Tablet. Leave.

UPPER EAST HALL 2 [Billy]

Return to the Upper East Hall.

UPPER EAST HALL [Billy]

Go through the other nearby door. Have Rebecca meet up with you.

PIANO ROOM

Have Billy play the piano, which opens up a wall. Send Rebecca through there to get the Magnum Rounds and the Battery Pack at the end. The wall will reclose, so have Billy play the piano again to reopen it. Leave and make your way to the Foyer. (NOTE: Leave the Tablets by the Cage Room).

FOYER

Go through the metal double doors.

ENTRANCE

Put the Battery Pack in the space near the elevator. Activate the elevator, which comes down with a crate. Push the crate over to the pillar (the one with a shining thing on it). Climb onto the crate to grab the Tablet. Return to the Foyer.

FOYER

I would now recommend that you bring any items you will need for the second part with you. You definitely should have the Hookshot, Shotgun, Grenade Launcher, Handguns, Ammo (ESPECIALLY the Magnum Rounds), and the Tablets. You may also want to bring your herbs with you, so this may require a few trips. Head to the Cage Room.

CAGE ROOM

A few roaches have showed up in here. Due to a glitch, you could just stand on the stairs and kill them with the Handgun, without them even trying to attack you. However, even that is a waste of ammo. Just run past them and go through the metal double doors.

OBSERVATORY

Go around here and climb down the ladder. There are three spots for the tablets by the telescope. Once you have all the items you'll need here, put all three

tablets in their places, which causes the room to sink a bit.

~SWITCH TO DISC 2~

Note that the metal doors you used to get here now connect to an outside courtyard (which leads to the Shotgun Room via ladder), and monkeys have populated some parts of the mansion (though this shouldn't be a problem, since you won't need to go back there). Go through the other set of double doors, which have now unlocked.

III. L A B O R A T O R Y

OUTSIDE

Go down the path and have Rebecca go into the section on the right, and stand on the right, which unlocks the door to the church. Have Billy go into the church.

CHURCH

Go through the door on the right.

CHURCH SAVE ROOM

Grab the Grenade Shells and First Aid Spray. Exit.

CHURCH

Walk towards the exit and a Giant Bat will crash through the ceiling. Take out the Shotgun and shoot it repeatedly. The bats attacks are relatively easy to dodge, as it usually swoops at you before attacking. Eventually some little bats will show up, but they are minor nuisances at most. Once the bat is dead, go over to the exit and use the Hookshot on the hole in the ceiling.

OUTSIDE

Climb down the ladder and turn on the elevator's power. Unlock the gate and have Rebecca meet up with you. Use the elevator.

LAB HALL

Go through the door.

REFERENCE ROOM

Give Rebecca the Shotgun and the Hookshot; use the Hookshot on the hole in the ceiling.

CAPSULE ROOM [Rebecca]

Walk through the room to the capsules. Run past the Leech Zombie (he is still busy transforming) and turn on the light on the capsule. Grab the Leech Capsule, run past the Leech Zombie, and go through the next door.

UPPER LAB HALL [Rebecca]

Press the switch near the (broken) stairs. This causes a wall to open up in the Lab Hall, and also releases a Leech Zombie. Go through the farthest door in here.

CHEMICAL ROOM [Rebecca]

Head over to the yellow gas and check the red canister to put the Red Chemical in your mixing set. Go through the next door.

OPERATING ROOM [Rebecca]

Kill the four zombies in here and check the green canister to put the Green Chemical in your mixing set, creating the Stripping Agent. Combine it with the

Leech Capsule to get the Blue Leech Charm. Send the charm to Billy through item elevator (near the door you used to enter this room).

REFERENCE ROOM [Billy]

Take the Leech Charm out of the item elevator and leave the room.

LAB HALL [Billy]

Run to where the wall opened up and dodge the leech zombie. Run over to the blue door and use the leech charm on the door, and go through the door.

TANK ROOM [Billy]

Grab the Input Reg Coil from the shelf and go through the next door.

GREEN LEECH CHARM ROOM [Billy]

Shoot the zombie so that he falls down, and run over to the statue. Grab the Green Leech Charm and leave the room. Make your way back to the Reference Room, and send the Green Leech Charm up to Rebecca.

OPERATING ROOM [Rebecca]

Take the Leech Charm from the elevator, and use it to get through the green door in here.

MORGUE [Rebecca]

There are two crippled zombies in here, but you can easily avoid them. Grab the the Air Purifier by the body bags and make your way to the Chemical Room.

CHEMICAL ROOM [Rebecca]

Use the Air Purifier on the control unit near the yellow gas to drain the gas from the room. Go in and grab the Breeding Room key. Run out of the gas section as the zombie in there gets up, and dodge the other zombie in here. Go to the Upper Lab Hall and go through the locked door.

BREEDING ROOM [Rebecca]

Walk towards the end of this room and two Hunters will pop up. Kill them and grab the Dial. Go to the Operating Room and send the dial to Billy.

OPERATING ROOM [Billy]

Grab the Dial and leave the room.

LAB HALL

Run past the Leech Zombie again, and put the dial on the door. Enter in the combination 4863 to get through the door.

CABLE CAR ROOM

Activate the nearby switch and grab the Output Reg from the tracks near the car. Switch to Rebecca, go to the Lab Hall, and go through the door you haven't entered yet to get Rebecca into this room. Climb down the ladder, walk over to the corner of this room, and use the Hookshot on the hole there (now you can get rid of the Hookshot). Unlock the door in this office, and bring Billy up with the Input and Output Regs. Put them in place and go over to the now-powered up car. Give Rebecca the Custom Handgun and Shotgun and try to open the door to the Cable Car. As you try to enter, a monkey will attack Billy and remove him from the game for now. A Leech Zombie will also pop up. Put the Regulators back in position (they have somehow fallen out) and go into the Cable Car.

CABLE CAR [Rebecca]

Grab the Magnum from the corpse and activate the Cable Car. Exit the car after it arrives.

IV. F A C T O R Y / T R E A T M E N T P L A N T

CABLE CAR DESTINATION [Rebecca]

Go up the ladder and through the door.

TURNTABLE ROOM [Rebecca]

Use the lift to reach a small walkway. Go across the walkway, and through the door.

SECURITY ROOM [Rebecca]

Go to the end of the room, where a surveillance camera shows a Tyrant in containment. Grab the Key and head towards the exit; two Hunters will show up. Kill them and leave.

TURNTABLE ROOM [Rebecca]

Go back along the walkway, and up the lift. Go through the nearby door.

FACTORY SAVE ROOM [Rebecca]

Save, and grab whatever healing items you can carry (there are also Grenade Rounds in here). Then use the Key on the panel (near the map) to raise the turntable. Leave.

TURNTABLE ROOM [Rebecca]

Go onto the turntable and activate it so that it goes down.

LOWER TURNTABLE ROOM [Rebecca]

Go over to the Shining thing nearby; Enrico will then step out of the elevator and process some more of his craptacular voice acting, after which he leaves for the Spencer Mansion. Pick up the shining thing (elevator key) and go across the room. Use it on the elevator, and a Tyrant will show up. This thing has been active for some time, and is not sluggish like the one you fight in REmake. To attack, the thing will kneel a bit and jump at you while swinging its claw at you. This is a bit hard to dodge, though constantly running makes it a bit easier. DO NOT use your Magnum here (unless you get particulat desperate, in which case you suck anyway); use the Shotgun (note that it does more damage at close round. Step into the elevator once the thing is dead (the Tyrant has a semi-lengthy death-throe, so don't waste ammo on it while its partially laying on the ground).

ELEVATOR [Rebecca]

Go to Level 4 (you can use level 1, I think, to reach a hall which leads back to the Turntable Room).

WATER HALL [Rebecca]

Go through the next door.

TREATMENT PLANT SAVE ROOM [Rebecca]

Save if you wish. Go over to the dot grid thing and activate it. You have to fill in three dots to connect power to each dot, in order to restore the Treatment Plant's power. Heres the sequence (thanks to CVXFreak for the solution):

o = other dots

* = Dot you are supposed to fill in.

(lower left corner)

o
/ |
o *

(top middle)

o__o
| |
o_*__o__o

(lower right corner)

*__o
| |

```

| |
o__o
 /
o

```

o_____o

(I'll try not to torture you with any more of my half-assed ASCII art.)
 Use the elevator in this room, now that power has been restored.

TREATMENT PLANT HALL [Rebecca]

There are three zombies in here. Kill them, as there really isn't any space to
 dodge them. Go through the next door.

TREATMENT PLANT LEECH HALL [Rebecca]

Run past the Leech Zombie, and go through the next door.

BILLIARD ROOM [Rebecca]

There is a zombie behind the table, but he has no real way of getting you. Go
 down the stairs.

FORKLIFT ROOM [Rebecca]

Go through the next door.

CRATE ROOM [Rebecca]

Go through the next door.

STAIRS [Rebecca]

Through the next door.

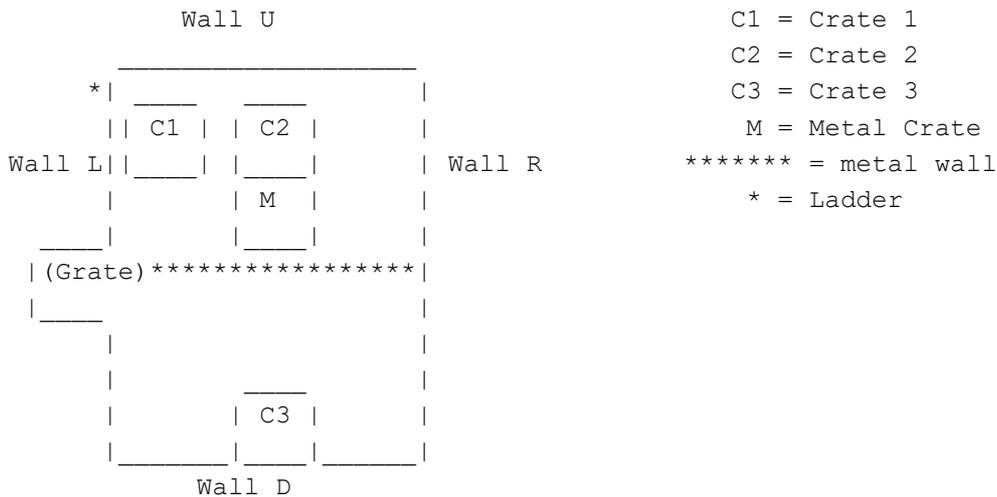
BONE ROOM

You finally meet up with Billy. There's also a pile of human skeletons -
 Marcus's failed test subjects. Go back to the Crate room.

CRATE ROOM

Once again, you must be tortured with my craptacular ASCII art.

(picture shows the lower part of this room; not to scale)



Have Billy go down the ladder, while REbecca uses the controls.

1. Have Billy push the metal crate to Wall R.
2. Have Rebecca rotate the metal wall to the left.
3. Push crate 1 across to Wall D.
4. Push Crate 2 to Wall L.
5. Push the metal crate to Wall U.
6. Push crate 2 towards wall towards Wall D until it lines up with the red grating.
7. Rotate left.

8. Push crate 2 to wall R.
9. Rotate left.
10. Push Crate 2 against Wall D so that all 3 wooden crates are lined up.

Go back up the ladder. Fill the water and walk across the crate bridge to get the Wheel. Go back to the Treatment Plant Leech Hall.

TREATMENT PLANT LEECH HALL

Dodge the Leech Zombie and put the Wheel on the locked door. Go through the door.

WHEEL ROOM

Ignoring the zombies for now and go up the ladder.

RED CHEM ROOM

Ignoring the zombie, use the red tank to fill Rebecca's mixing set, and go back down the ladder.

WHEEL ROOM

Kill any nude Zombies in your path and go through the door.

PLANT HALL 2

There are two Hunters in here; kill them and go through the next door.

PLANT SAVE ROOM 2

In here is ammo, napalm shells, first aid spray, and a red and green herb. I would also recommend that you save here. Then go through the next door.

SEWAGE ROOM

Go down the stairs and through the next door.

WATER HALL

Put your partner on attack and run down this hall; chances are that a giant frog will pop up through the water. Kill him with the Shotgun; if he grabs with his tongue he can kill instantly (which is why I told you to save in the last save room). Go through the next door.

UPPER BOILER ROOM

Kill the three zombies in here and grab the shotgun shells. Split up and have Billy use the lift (make sure he has the Shotgun and a sufficient amount of shotgun shells).

LOWER BOILER ROOM [Billy]

As you walk through here, the Tyrant will claw its way through the center of the room (doesn't that bastard ever stay dead?). This battle is easier, as the railings prevent the Tyrant from leaping across the room and skewering you. Use the Shotgun to kill it (remember that it will do more damage if you shoot the Tyrant at close range). This time he will die for good. Go to the other end of the room, activate the ladder, and go up it.

CIRCUIT ROOM [Billy]

Grab the motherboard and return to the Upper Boiler Room. There, use the motherboard on the control panel, and send Rebecca in the gondola (you may want to give her the Shotgun).

GONDOLA ROOM [Rebecca]

Pull the level to release the floodgates. Then take the acid shells and go through the door.

LARVA ROOM [Rebecca]

Kill the bug and grab another thing of Acid Shells. Check the Blue canister to put the Blue Chemical in your mixing set to create the Sulfuric Acid. Take the industrial Water from the desk and combine that with the Acid to make the Battery Fluid. Switch to Billy and go to the Lower Boiler Room.

LOWER BOILER ROOM [Billy]

Go through the door.

DAM [Billy]

Go down the ladder and run across the dam as fast as you can, and go up the ladder. A frog will pop out of the water, but its tongue will just miss you and hit the ladder (of course if you screw up, you will be dead, so you might want to just kill the damn thing). Go through the door.

MACHINERY ROOM [Billy]

There's some nude zombies in here. You can dodge them, but at this point, it doesn't really matter whether or not you conserve your Handgun ammo. Unlock the door and go through it. Then have Rebecca come down the stairs and meet up with you.

BUG ROOM

Go over to the shelf and have Rebecca climb onto Billy to get the Battery. Run back up the stairs as two bugs break out of the glass tubes. Unlock the door and go through it. Make your way to the Forklift Room.

FORKLIFT ROOM

Combine the Battery with the Battery Fluid and put it in the forklift. Have Billy stand on the crate, and activate the forklift so Billy can grab the Magnetic card.

As you will soon be fighting the final boss, now would be a good time to get your Magnum, Magnum Ammo, Shotgun, and Grenade Launcher if you don't have them with you already, as well as plenty of healing items. You should also bring your Custom Handgun and its ammo with you (you'll see why). Return to the Machinery Room.

MACHINERY ROOM

Kill or dodge the zombies, and use the Magnetic Card to go through the locked door.

OUTSIDE HALL

Grab the Magnum Rounds and head through the door.

LEECH ROOM

Finally you confront the weird guy in robes (Dr. Marcus, if you haven't guessed by now). Laugh as he mutates into his old form, and starts talking like an old Wild West prospector. Apparently Spencer decided to have Spencer killed, but a leech crawled into his body and brought him back to life. Now you can laugh even harder at the corniness of his next lines. Marcus wants revenge on Umbrella, which apparently involves having the world burn in an inferno of hatred (sounds like a bad death metal lyric, doesn't it?). Following that, I can't exactly tell what happens, but it seems the leech inside him got tired of the doc's shit acting and takes over.

Now you'll pay for laughing your ass off at Marcus's crap monologue; this is a hard boss. Equip your Magnum (have the other person equip the Shotgun). The trick to this battle is keeping far away from Marcus; otherwise he'll have the chance to grab a do a lot of damage. Also be careful of your partner' the idiot won't do much to avoid getting grabbed unless you start running from Marcus. Once Marcus dies, grab the two Elevator Shaft keys and start up the elevator.

SHAFT

Save at the typewriter, and grab all the ammo and health items. Then go down the room and use the elevator. And true to RE style, the boss is not yet dead. As the elevator starts going, Marcus further mutates and chases after you.

HANGAR

You now have a few minutes till the place blows up. Don't ask me how the hell the self destruct got set off, but then again, it wouldn't be RE if it didn't end with the place blowing up, now would it?

For the first part of this battle, keep away from Marcus and fire all you've got at him. Once this part ends, REbecca will notice that Marcus is hurt by sunlight. Rebecca will proceed to open the various shutters for the roof. As Billy, you have to distract Marcus. Just shoot at him (this would be where the Handgun comes in handy; you're not likely to use that up, while you'll probably use up the more powerful weapons). Try to dodge Marcus's charges, but fortunately, Billy can take a ridiculous amount of punishment from him.

Eventually, the roof will open, but being exposed to sunlight AND being pounded with countless bullets isn't enough to kill Marcus. Then Rebecca notices a Magnum (which just happens to be lying in the corner of the room) and tosses it to Billy, who then blows Marcus into several pieces (complete with trite one liner!). Now watch the ending and enjoy the plot holes between this and RE1. And it doesn't look like Billy will be around anymore, since he just wanders off into a forest infested with even more flesh eating monsters.

3. L E E C H H U N T E R

Coming soon

4. M O N S T E R S

Zombies

The most common enemy in the game, these are humans that were infected with the T-Virus. Zombies are not as strong as other enemies, though they do take a fair amount of Handgun bullets to kill. Their only method of attack is to grab and then bite you; rotate the control stick like a madman when they do this. If you use a Shotgun against them, let them get relatively close, and try to blow out their legs. This usually kills them, though they sometimes crawl around on the ground.

Crippled Zombies

These things play dead, and then grab your leg when you walk over them. Your character always ends up smashing the thing's head in the process of breaking free.

Leech Zombies

These look like zombies, but are a brownish color and are much more gangly.

When first encountered, they will be busy with fully morphing, allowing you to easily run past them. If you do try to kill them, let them fully morph and then use the Grenade Launcher or Molotovs. Never use any other weapon, as they are ridiculously powerful. Unless you use fire to kill them, they will swell up and explode upon death.

Hunters

Medium sized reptilian creatures, these can do large amounts of damage and usually hunt in groups of two. They have a very distinctive cry and take about 3 Shotgun shells.

Cockroaches

These are somewhat slow and usually can be dodged easily. They take a few Shotgun shells if you do try to kill them.

Dogs (Cerebus)

Although fast, they are extremely weak, only taking about two to three Handgun rounds. They only appear in the train.

Leeches

Little more than minor annoyances, they really can't do much of any damage unless you stand there and try to kill all of them.

Crows

Also minor annoyances, they do virtually no damage and are easily damaged.

Spiders

Giant poison spitting spiders, they are usually sluggish and aren't much of a threat. Occasionally, they will charge at you or spit venom, but not often.

Monkeys

Definitely the most annoying enemy, these are fast and insanely strong. If you kill them, use multiple Shotgun or Grenade Shells. Its generally wiser to just run from them, though.

Frogs

These things may look comical, but they can kill you instantly. They take a few Shotgun shells, and can use their extremely long tongues to grab you and swallow you whole (instant death). Fortunately, there are only two of them.

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5. W E A P O N S

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Handgun (Beretta)

Capacity: 15

Ammo: Handgun Bullets

Location: Rebecca starts with it.

This is relatively weak, and really only good against Zombies and other weaker

enemies. Use it a distance, as it will take many shots from it to kill much of anything.

Handgun (Colt .45)

Capacity: 15

Ammo: Handgun Bullets

Location: Billy starts with it.

This is stronger than Rebecca's handgun, though it is still only suitable for dealing with zombies. Once again, use it at a distance.

Custom Handgun (Colt .45 w/ Scope)

Capacity: 15

Ammo: Handgun Bullets

Location: Control Room (Basement)

Location: The gun parts are in the Duralamin Case in the

This is made by combining the gun parts with the Colt .45. The gun is now more accurate and, as a result, does more damage.

Hunting Rifle (2 spaces)

Capacity: 2

Ammo: Shotgun Shells

Location: Storage Room (Train)

This is relatively strong, and should be used against the Scorpion. If used against Zombies, let them get close to you and then shoot at their heads or kneecaps (the kneecap seems to weaker, but sometimes it only cripples them instead of killing them); they will usually die with one hit. The main problem with this gun is that you have to reload after every two shots.

Shotgun (2 spaces)

Capacity: 6

Ammo: Shotgun Shells

Location: Shotgun Room (Training Mansion)

Like the Hunting Rifle, but more a bigger capacity and more stopping power. It should be used against more powerful enemies, such as the Hunters and the Tyrant. If used against zombies, let them get close and then shoot at their heads or knees.

Grenade Launcher (2 spaces)

Capacity: 30

Ammo: Grenade Shells, Napalm Shells, Acid Shells

Location: Art Room (Training Mansion)

Extremely powerful, this weapon should be used almost exclusively against powerful enemies like the Leech Zombies and Hunters. The Grenade Shells are fairly deadly. The Napalm shells work wonders against Leech Zombies, since they burn the things away and prevent normal leeches from showing up when you kill the leeches. The Acid Shells are very powerful, and also will leech zombies easily.

Molotov Cocktails

Location: See Gasoline and Empty Bottle in the items section

These are made by combining Bottles and Gasoline. They aren't that great against zombies and most other enemies. They do a good amount of damage to Leech Zombies, but because of their limited range and slow rate of fire they aren't that great.

Magnum (Desert Eagle)

Capacity:

Ammo: Magnum Rounds

Location: Cable Car (Laboratory)

The most powerful weapon that can be found normally. Because of its very limited ammunition, you should save it all for the the final bosses (Dr. Marcus and Dr. Marcus II). The only other enemy would recommend using it against would be the Tyrant (and only if you're not able to beat it with the Shotgun).

Survival Knife

Location: Rebecca starts with one. The other is in Cabin 3 of the Train.

As in most other RE games, the Survival Knife is a worthless piece of shit. It is far too weak to do much of any damage, and you will most likely find yourself taking a lot of damage if you try to fight anything with it. The only thing it works well against are Crippled Zombies, as they cannot move.

Machine Gun (H&K MP-5) (2 spaces)

Capacity: 100%

Ammo: Machine Gun Clips

Location: Unlocked by beating Normal or Hard Mode in under 5:00. (Billy starts with it if you also have the R. Launcher; otherwise Rebeca starts with it).

The Machine Gun is moderately powerful, but the fact that it spits out bullets incredibly fast allows it to do a great amount of damage, which allows it to work well against zombies as well as stronger enemies. Note that Machine Gun clips cannot be combined.

Rocket Launcher (2 spaces)

Capacity: Unlimited

Ammo: N/A

Location: Unlocked by completing Normal or Hard Mode in under 3:00. Rebecca then starts with it.

The Rocket Launcher kills anything with one shot, and is the most powerful gun in the entire world.

Magnum Revolver

Capacity: 6

Ammo: Magnum Rounds

Location: Appears in Room 202 (Train) after you earn it in Leech Hunter.

The Magnum Revolver is extremely powerful, and kills most bosses in a few hits.

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6. I T E M S
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(Items appear in alphabetical order)

Heres how this is setup:

Name of Item

Location: [Area] Room

Use: What you use it for (duh)

Angel Wings

Location: Examine the Book of Good

Use: Combine with the White Statue to make the Statue of Good.

Battery Fluid

Location: Made by combining Sulfuric Acid & Industrial Water.

Use: Combine it with the Battery Pack.

Battery Pack (1)

Location: [Training Mansion] Piano Room

Use: Used to reactivate the lift in the Entrance.

Battery Pack (2)

Location: [Treatment Plant] Bug Room

Use: Combine with the Battery Acid to make the High Strength Battery

Black Statue

Location: [Training Mansion] Shotgun Room

Use: Combine with the Black Wings to make the Statue of Evil.

Black Wings

Location: Examine the Book of Evil to get it.

Use: Combine it with the Black Statue to make the Statue of Evil.

Blue Chemical

Location: [Treatment Plant] Bug Room

Use: Put it in the mixing set with the Red Chemical to make the Sulfuric Acid.

Blue Herb

Location: Various

Use: Cures poison.

Blue Keycard

Location: [Train] In the Briefcase

Use: Unlock the door to the control room of the Train.

Blue Leech Charm

Location: [Laboratory] Combine the Stripping Agent and Leech Capsule to get it.

Use: Unlocks the blue door in the lab.

Book of Evil

Location: [Training Facility] Chess Room

Use: Examine it to get the Black Wings.

Book of Good

Location: [Training Facility] Library

Use: Examine it to get the Angel Wings.

Breeding Room Key

Location: [Laboratory] Chemical Room

Use: Unlocks the Breeding Room.

Closet Key

Location: Rebecca starts with it after you beat the game on normal or hard.

Use: Unlocks the closet in the Storage Room (Train) so you can use the other costumes.

Combination Dial

Location: [Laboratory] Breeding Room

Use: Put it on the door to the cablecar so you can unlock the door.

Crank

Location: [Training Facility] Crow Room
Use: Raises the lift in the elevator room.

Dining Car Key
Location: [Train] Third Car
Use: Unlocks the dining car.

Discipline Tablet
Location: [Training Facility] Entrance
Use: Place in its slot in the OBservatory (along with the other two tablets) to open the path to the church.

Duralumin Case
Location: [Training Facility Basement] Control Room
Use: Open it to get the Gun Parts

Elevator Key
Location: [Factory] Lower Turntable Room
Use: Starts the elevator and triggers the first Tyrant battle.

Empty Bottle
Location: [Training Facility] Kitchen, Piano Room; [Lab] Cable Car Room, et al
Use: Combine with gasoline to make Molotov cocktails.

Facility Key: See FIRE KEY or WATER KEY

Fire Key
Location: [Training Facility] Cage Room
Use: Unlocks the door to the kitchen and the Trophy Room.

First Aid Spray
Location: Various rooms
Use: Completely heals character.

Gasoline
Location: [Train] Dog Room; and others
Use: Combine with Empty bottle to make a Molotov Cocktail.

Gold Ring
Location: [Train] Dog Room
Use: Combine with the Briefcase.

Green Chemical
Location: [Training Facility] Medical Room; [Laboratory] Operating Room
Use: Heals poison; combine with red chemical to make the Stripping Agent.

Green Herb
Location: Various rooms
Use: Heals about 25%-33% of characters health. Or combine it with other herbs.

Green Leech Charm
Location: [Laboratory] Green Leech Charm Room
Use: Unlocks the green in the Medical Room.

Gun parts
Location: [Training Facility Basement] Found in the Duralamin Case.
Use: Combine with either Handgun to make the custom handgun.

High Strength Battery
Location: [Treatment Plant] Gotten by combining Battery and Battery Acid.

Use: Powers forklift so you can get the Magnetic Card.

Hookshot (Takes up two slots)

Location: [Train] Back Room

Use: Reach the roof the second train car, the roof of the church, the second floor of the laboratory, and the office in the upper part of the cable car room.

Ice Pick

Location: [Train] Upper Hall

Use: Unlocks the stuck door in the Dining Car.

Industrial Water

Location: [Treatment Plant] Larva Room

Use: Combine with Sulfuric Acid to make Battery Acid.

Ink Ribbon

Location: Various; usually by typewriters.

Use: Allows you to save your progress at a typewriter.

Input Reg. Coil

Location: [Laboratory] Tank Room

Use: Used to restart the Cable Car

Iron Needle

Location: [Training Facility] Trophy Room

Use: Place on the clock in the Clock Room, in order to set it to 8:15 and unlock the white doors.

Jewelry Box

Location: [Train] Cabin 3

Use: Examine it to get the Silver Ring.

Keycard

Location: [Treatment Plant] Forklift Room

Use: Unlocks the door which leads you to Dr. Marcus.

Leech Capsule

Location: [Laboratory] Capsule Room

Use: Combine it with the Stripping Agent to get the Blue Leech Charm.

Lighter

Location: Billy starts with it.

Use: (After combining it with lighter fluid) Light the candle to unlock the door to the Library, and (in the basement) light the ring of statues).

Lighter Fluid

Location: [Training Facility] Kitchen

Use: Combine with Lighter.

Locker Key

Location: [Training Facility Basement] Waterfall Room

Use: Unlock the locker to get the Duralamin Case.

Magnetic Card (1)

Location: [Train] Control Car

Use: Allows you to start the sequence to stop the train.

Microfilm A

Location: [Training Facility] Elevator Room

Use: Place in the projector in the Projecter Room (along with Microfilm B) to get the MO Disc.

Microfilm B

Location: [Training Facility] Upper East Room

Use: Place in the projector in the Projecter Room (along with Microfilm A) to get the MO Disc.

Mixing Set

Location: Rebecca starts with it.

Use: Stores and lets you mix the green, red, and blue chemicals.

MO Disc

Location: [Training Facility] Projecter Room

Use: Allows you to enter the password in the Conference Room to unlock the steel knight doors.

Motherboard

Location: [Treatment Plant] Circuit Room

Use: Put it in the gondola to reactivate it.

Obedience Tablet

Location: [Training Facility] Vice Room

Use: Place in its slot in the OBservatory (along with the other two tablets) to open the path to the church.

Output Reg. Coil

Location: [Laboratory] Cable Car Room

Use: Used to reactivate the cable car.

Red Chemical

Location: [Laboratory] Chemical Room; [Treatment Plant] Red Chem Room

Use: Combine with green chemical to make stripping agent; Combine with blue chemical to make the Sulfuric Acid.

Red Herb

Location: Various rooms

Use: Combine with a green herb; the combination gives you a 100% heal.

Shaft Keys

Location: [Treatment Plant] Leech Room (after you kill the boss)

Use: Open the shaft so you can escape.

Silver Ring

Location: [Train] Examine the Jewerly Box.

Use: Combine with the briefcase.

Statue of Evil

Location: [Training Facility] Made by combing Black Wings and Black Statue.

Use: Put on the scales in the Foyer (along with the statue of good) to unlock the passage to the basement.

Statue of Good

Location: [Training Facility] Made by combing Angel Wings and White Statue.

Use: Put on the scales in the Foyer (along with the statue of good) to unlock the passage to the basement.

Stripping Agent

Location: [Laboratory] Made by combining the red and green chemicals.

Use: Combine with the Leech Capsule to get the leech charm.

Sulfuric Acid

Location: [Treatment Plant] Made by combining the blue and red chemicals.

Use: Combine with Industrial Water to make Battery Acid.

Train Key: See DINING CAR KEY or CONDUCTER'S KEY

Unity Tablet

Location: [Training Facility] Entrance

Use: Place in its slot in the OBSERVATORY (along with the other two tablets) to open the path to the church.

UP Key

Location: [Factory] Security Room

Use: Raise the turntable.

Vise Handle

Location: [Training Facility] Computer Room

Use: Use on the Vice in the Vice Room to get the Obedience Tablet.

Water Key

Location: [Training Facility Basement] Control Room

Use: Unlock the blue door in the Art Room.

Wheel

Location: [Treatment Plant] Crate Room

Use: Unlocks the door to the wheel room.

White Statue

Location: [Training Facility] Art Room

Use: Combine with the Angels Wings to make the Statue of Good.

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7. S E C R E T S A N D C O D E S

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All codes came from the Codes & Secrets section of GameFAQs.

Unlock Machine Gun: Complete Normal or Hard mode in under 5:00.

Unlock Rocket Launcher: Complete Normal or Hard in under 3:00.

Unlock Leech Hunter: Complete the game on any difficulty.

New Costumes: Beat the game on normal or hard, and Rebecca will start with the Closet Key. In the Train you can use it to unlock the closet, where you can change costumes. Rebecca gets a cowgirl costume and a skater outfit. Billy gets a suit and sunglasses.

Leech Hunter Rewards

1-29: Rebecca will start with a submachine gun.

30-59: Unlimited Handgun ammo.

60-89: Unlimited Hunting Rifle ammo.

90-99: The Magnum Revolver will appear in Room 202 of the Train.

100: Unlimited ammo for all weapons.

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8. F I L E T R A N S C R I P T S

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Coming soon
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9. S T O R Y L I N E

=====
WARNING: Contains spoilers for RE0 and REmake. This will eventually also include RE2, RE3, and RE:CVX.
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Resident Evil 0

The STARS Bravo Team was sent into the Arklay Forest to investigate murders located around there. The helicopter (presumably tampered with by Wesker) encountered engine trouble, and the team was forced to make an emergency landing. Nearby was an overturned MP Truck, which contained several dead soldiers. It had been taking ex-Marine lieutenant Billy Coen to a Marine base for execution. The team spread out to search for Billy, and Rebecca came upon a train, the Ecliptic Express, which had been attacked by T-Virus infected leeches only two hours before. Inside the train, the former passengers had been turned into zombies. While in the train, Enrico informed Rebecca that Billy had been convicted for killing 23 people. Rebecca met up with Billy, who paid little attention to her. While chasing him, Edward Dewey was attacked by zombie dogs and came crashing into the train, dying shortly afterward (Kevin Dooley was presumably killed around the same time). Rebecca and Billy teamed up after he save her from a leech zombie.

Meanwhile, Albert Wesker and William Birkin had sent in a small team of Umbrella Commandos, which was attacked and killed by leeches. The train was restarted and, after also killing the zombie of Edward Dewey, the two managed to stop the train, but not in time to keep it from slamming into an abandoned Umbrella Training Facility. While Wesker and Birkin were watching the two enter into the facility, a strange robed man cut into the surveillance camera, threatening them and saying that he was the one responsible for the spread of the T-Virus.

Inside the Facility were the zombies of an Umbrella team previously sent into the mansion, as well as zombies made of leeches and other monsters. Also inside the facility were journals indicating that the facility's director, Doctor James Marcus, had formed the T-Virus by combined leech DNA with the Progenitor Virus (previously developed Spencer and Ashford), and began testing it on human subjects. Inside the facility, Billy revealed that he had been sent with a group of Marines to stop an African civil war. The village they were supposed to attack turned out to be peaceful; the commander ordered them to kill the inhabitants. Billy tried to stop them but was unsuccessful, and probably was framed by the rest of the team.

The two managed to find a way out of the facility, which led to an Umbrella laboratory disguised inside an old church. It appeared that more tests had been done inside the laboratory, and it also included a breeding room containing several smashed cages and two Hunters. The two were split up after Billy was attacked by an infected monkey, and Jessica took a Cable car out, which led to a Factory and Treatment Plant.

Inside the Plant, Rebecca met up with Enrico, who was heading to the Spencer

Mansion with the Bravo Team. Remaining behind to find Billy, Rebecca encountered a Tyrant before meeting back up with Billy. After killing off the Tyrant, which Rebecca had not completely killed, they managed to find their way into a room filled with leeches. The robed man stepped out and revealed himself to be Doctor Marcus. Ten years before, Spencer (along with Wesker and Birkin) had decided to have Marcus killed. An Umbrella Team had gunned him down in his lab and disposed of his body. An infected leech found its way into his body and, over time, managed to revive Marcus. He then turned into some kind of leech monster and was gunned down by Billy and Rebecca. The two started to take an elevator up, but Marcus got back up, set the self destruct, and came after them. Discovering his weakness to sunlight, they weakened him by opening the hangar roof, and then blew him apart with a Magnum.

Officially, Billy Coen was dead; in actuality, Rebecca left him to wander off into the forest (it seems unlikely that he actually would've managed to leave the forest alive anyway). Rebecca headed down to the nearby Spencer Mansion to meet up with Bravo Team.

Resident Evil

Following the disappearance of Bravo Team, which was investigating a string of cannibalistic murders in the Arklay Forest, Alpha Team was dispatched to find them. The helicopter of Bravo Team was found in the forest, along with the mangled body of Kevin. Joseph Frost was then attacked and killed by a pack of Zombie dogs, forcing the remaining STARS to flee to a supposedly abandoned mansion (formerly the home of Umbrella president, Sir Spencer) after Brad got scared and took off without them.

Inside the team heard a gunshot, which turned out to be from Kenneth Sullivan. His body was found being eaten by a zombie. As the team split up and searched throughout the mansion, more half rotting creatures were found to be inhabiting the mansion. Judging from diaries found throughout the place, some kind of virus had been released, which had caused the mutations among the inhabitants. Also found was the 1967 diary of George Trevor, who was apparently left to die in the mazelike mansion while his wife, Jessica and daughter, Lisa were experimented on.

In an upper courtyard, the body of Bravo Team member Forest Speyer was found dead, and eventually turned into a zombie. Richard Aiken (who was later devoured by a giant monster) and Rebecca Chambers were also found in the mansion.

Also in the area was a Residence, which included a tank filled with gigantic sharks and a gigantic plant. Also in the area was a shambling mockery of what had once been a human. The creature seemed impervious to damage, and walked around in chains.

Further inside was an underground series of Mines. Inside was Enrico, who was murdered by an unseen assassin. The creature from the courtyard, now identified as George Trevor's daughter Lisa, was encountered again in the Mines and later in a strange Altar. After opening Jessica's tomb, Lisa killed herself by jumping off the edge of the room into the pit below.

Continuing onward, the player discovered a Laboratory in which the T-Virus had been manufactured. Inside one of the Laboratory rooms was Albert Wesker, who revealed himself to be working for Umbrella. After the virus contaminated the area, Wesker brought in his STARS members as test subjects for Umbrella's monsters. Wesker also murdered Enrico and threatened Barry's family in order to blackmail Barry into helping him. Wesker released the Tyrant, which then apparently killed him. The player supposedly finished off the Tyrant and left

the area. However, Wesker wasn't all that dead, and managed to set the self destruct.

The remaining members managed to reach the rooftop and signal Brad, after which the Tyrant burst through the roof. After destroying the Tyrant, the surviving STARS escaped in the helicopter as the mansion exploded.

10. C R E D I T S

Nintendo & Capcom: They made Gamecube & RE0.

CjayC: For posting this guide. The codes also came from the codes & secrets section of his site.

CVXFreak: I got a few of the puzzle solutions from his guide when I was first playing through RE0. I also found a few of the correct item names in his guide.

DjaySiXpAcK14: Also checked his guide for a few of the correct item names.

11. L E G A L

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www.neoseeker.com
<http://faqs.ign.com>

If any of you see this guide at any site other than the above, PLEASE notify me immediately.

I am not employed by, affiliated with, or sponsored by Nintendo, Capcom, or any other video game company.

Resident Evil and all related characters are the property of Capcom.

12. C O N T A C T

Feel free to contact me at kodos86@adelphia.net. Below is my policy for I will and will not accept.

What I will accept:

Submissions: These are always welcome. If you find something I don't have in my guide, please let me know about it.

Questions: Feel free to ask me questions, but READ THROUGH THE GUIDE FIRST. If I have already answered the question in the guide, I will ignore you (or just give you a sarcastic and/or insulting reply). Also, remember that I am not an employee of Nintendo or any other game company.

Comments: Believe me, it's nice to know that someone used one of guides or found it helpful. Although I may not reply to them, they are appreciated.

Complaints: Feel free to send these, if there is a valid reason to your complaint. If you think my guides sucks or doesn't have enough information, feel free to tell me, provided you back it up with some reasons. If you just send me something like "hey, your guide f**king sucks", you will be ignored.

Information about my guides being ripped off: If you ever see one of my guides being used illegally, please contact me immediately.

What I won't accept:

Flames: If you flame me, I will post it on GameFAQs where we can all laugh at your stupidity. I will also delete the message (and maybe flame you back).

Attachments: Do not send attachments in any of your e-mails. They will not be opened; I will simply delete the message.

Stupid messages: E-mails with no point to them will be deleted, though you may also be flamed.

Crappy Grammar: If I need to try to understand what you said (ie: excessive 1337 speech, writing with every other letter capitalized, etc) I will delete it, and possibly flame you.

Chain Letters: No, I don't believe that I will recieve large amounts of money if I forwards a stupid e-mail to several people. Neither do I believe that not sending an e-mail will give me bad luck or cause me to have unsuccessful relationships, or that I will mysteriously die because of it. Honestly, chain letters are cute for about 20 seconds, after which they become plain STUPID. Yes, I will delete them. I will also block your e-mail.

Spam Letters: Not only is it illegal, but I have spam blocking software; don't waste your time.

I reserve the right to reprint any e-mails I recieve, though your e-mail address will remain confidential.

