

Resident Evil Zero FAQ/Walkthrough

by Myke

Updated to vFinal on Mar 19, 2003

(, /) , /) / _____ , /) / _____
/ / / _____ (/ / / /) _____ // / /
) / \ (/ /) (((/ / ((/ / _____ (/ _____ (/
(/ (_____)

Resident Evil 0 - Guide/ US Version
For the Nintendo GameCube
Version FINAL (Decemeber 17, 2002)
Guide by Myke (mykeownz (at) yahoo (dot) com)

Table of Contents

Version History.....	1
Controls.....	2
Walkthrough.....	3
.....Prologue	
.....Disc One Walkthrough	
.....Disc Two Walkthrough	
Enemies.....	4
Items.....	5
Weapons.....	6
Maps.....	7
Files.....	8
Credits.....	9
Copyright.....	10

Version History

December 9, 2002: First version of this document, walkthrough completed
Version 0.1 up to the 2nd boss.

December 11, 2002: Walkthrough, Items, Weapons, and Files section updated.
Version 0.2

December 12, 2002: Disc One walkthrough completed, along with items, weapons
Version 0.3 enemies, and files up to that point.

December 14, 2002: Walkthrough updated to the Panel Room, along with items,
Version 0.4 enemies, weapons, and files up to that point.

December 15, 2002: Walkthrough completed. Items, Weapons, Files and Enemies
Version FINAL section are updated to that point. FINAL version of this
FAQ.

Controls

- | | |
|--------------------|--------------------------|
| -Control Stick/Pad | -Move character |
| -Down + B | -Turn 180 degrees |
| -B Button | -Cancel selection |
| | -Run (hold down B) |
| -A Button | -Confirm selection |
| | -Investigate |
| | -Fire (while pressing R) |
| -Y Button | -Open statue screen |
| -X Button | -Switch character |
| -Z Button | -Open Map screen |
| -L Button | -Switch targets |
| -R Button | -Aim weapon |
| -C-Stick | -Move partner |
| -START | -Switch between team |
| | -Individual movement |

=====
 Walkthrough
 =====

[- Prologue -]

Several "unusual" murder cases had occurred in Raccoon City, a suburb in the midwest.

Gravely, Raccoon City police reviewed reports of groups of "people-eating monsters" attacking civilians' houses. The order came down: send in the elite S.T.A.R.S. team to investigate.

The S.T.A.R.S. Bravo Team went in first. Unfortunately, due to inexplicable engine trouble, they had to make an emergency landing...

They touched down in a dense, dark forest. This was the beginning...

of the nightmare!

-How do I save?

Look for an ink ribbon throughout the game and then you need to find a typewriter. When you get to one, press A to confirm to save your progress up to wherever you are in the game.

 *****DISC-ONE WALKTHROUGH*****

After the FMV scene with the train, the demon standing on top of the cliff, and the S.T.A.R.S. helicopter going down hard to the ground after an engine failure, Rebecca enters the train, but she doesn't have a good feeling about it.

 Train Car 1 (Rebecca):

There is nothing to do here in the first car, take a left (Rebecca's

left when you entered the train)

Train Car 2 (Rebecca):

An FMV shows Rebecca walk in the Train Car #2 and sees bodies everywhere, she saw a tape recorder laying on the ground, she then picked it up. A zombie in the nearby seat rises and freaked Rebecca out. After the FMV, shoot the zombies dead, proceed ahead through the next door.

Train Hallway (Rebecca):

There is nothing to do in this hallway yet, go in the first room (the closest door to Rebecca) through the first door.

Train Room 1 (Rebecca):

Inside the first room is a handgun ammo and a first aid spray, an Ink Ribbon can be found inside the suit (or around there) to the right of the dead body and the Passenger's Diary on the table. Head back out in the hallway.

Item:

Handgun Ammo (floor), First Aid Spray (floor),
Ink Ribbon (search the suit), Passenger's Diary (table)

Train Hallway (Rebecca):

Go to the next door you see (next to Train Room 1)

Train Save Room (Rebecca):

This is your 1st save room (or not). Inside the room is a Green Herb, ammos for your Handgun, Ink Ribbon and the Investigation Orders on the bed, save your progress here if you want, otherwise, leave the room.

Item:

Green Herb (floor), Handgun Ammo (table), Ink Ribbon (table),
Investigation Orders (bed)

Train Hallway (Rebecca):

Go to the end of the hallway, there is a body lying on the ground in the back corner, next to it is the Train Key, take it. A cut-scene will start, Billy Coen appears and then Edward will crash through the window into the train after when Billy leaves. Edward will die short after and then a zombie dog will jump into the train, kill the beast and another one after you kill the first. Examine the Train Key and it will turn into Dining Car Key. Go all the way back to the first room and then use the Dining Car Key on the door to get into the Dining Car and then discard the key.

Item:

Train Key

Dining Car (Rebecca):

A cut-scene will start, Billy comes in and accompanies Rebecca. Grab the file off of the table to Billy's left. Go up the stairs after you picked up the file off the table.

Item:

Notice to Supervisors (table)

Dining Car Upstairs (Rebecca):

Enter the second part of the room (when the camera angle changes), an FMV will start, Rebecca approaches to the body in the back of the room, she tried to wake it up. The body begins to crumbles and leeches scatters out everywhere and then the body reforms. After the FMV, kill this strong zombie, takes about 5-7 shots and then Billy will come upstairs and rescue you. Another FMV will begin and shows a mysterious demon on the mountain calling the leeches to him. You can now control Billy, so switch to him (press X) and go to the back of the Dining Car, look out the window and you will see a ladder that leads to the roof, use it.

Item:

Handgun Ammo

Dining Car Roof (Billy):

On the roof, go to the other end of the car where the cables are. When you get there, reconnect the cables back together and then an FMV will play, something weird, a gel-like thing in the cable box spooked Billy and made Billy fall back and into the room below. Press X to switch back to Rebecca and take her back to the Dining Room Upstairs (you always have to keep the two close together in distance if one's in trouble)

Kitchen (Billy):

There is nothing to do in the kitchen, just grab the ammos and the health replenishers. Also, don't forget to pick up the key on the shelf and then examine it, it will become Conductor's Key. Use the service elevator next to the Green Herb and then place the Conductor's Key into the elevator and then press the button. It will go to another area in the game. Go back to controlling your other partner.

Item:

Handgun Ammo (x2) (counter), Green Herb (counter), First Aid Spray, Train Key (cabinet shelf)

Dining Car (Rebecca):

Go back down the stairs from Dining Room Upstairs and then take the door (silver) at the bottom of the stairs and you'll appear in the lower kitchen room. Go around the back and grab the Conductor's Key from the service lift. Now, head back to the hallway and go to the door near Edward's body, use the Conductor's Key here and get in the Conductor's Room and then discard the key.

Conductor's Room (Rebecca):

In the Conductor's Room, search inside the closet to find a briefcase, take it and the note from the Conductor on the floor. Make sure you flip the red switch before you leave the room and then climb up the new ladder that just descended after you flip the switch.

Item:

Briefcase (closet), Green Herb, Red Herb, Note from Conductor (floor).
Train Map (wall)

Train Bar Room (Rebecca):

Go around the bar and a cut-scene will start, after the cut-scene, continue forward and through the door at the end of the bar room.

Egg Hallway (Rebecca):

In this room, ignore the herbs nearby, but if you are 75% or so, take one if you want. Grab the Ice Pick from the cart/trolley and then go through the door in the hallway.

Item:

Green Herb (x2), Red Herb, Ice Pick

Upper Train Bedroom (Rebecca):

In this room, make two rooms so that you can take the Hunting Gun and the ammunition with it. We'll worry about the other stuff later, just take the gun and go back to the Train Bar Room.

Item:

Hunting Gun, Shotgun Ammo, Handgun Ammo, First Aid Spray

-----BOSS BATTLE!!

Train Bar Room

Boss: Scorpion

This boss may be tough for you, but with the shotgun, it is no problem. When the Scorpion up close to you, just aim the shotgun down at it and fire away! It takes 5-7 shots for it to be killed. It only has one attack and that is to use its pincher, which doesn't do a lot of damage to you.

After the battle:

Go back to the room you were in with the Shotgun and leave the Shotgun here for now and then pick up the Briefcase and the Ice Pick and then when you get back into the Train Bar Room, pick up the Panel Opener (where the Scorpion dropped down) and then head back to the Dining Room car.

Dining Room Car (Rebecca):

Go through the door at the end and then into the lower kitchen, go

around the door and to the service lift where you got the Conductor's Key from the lift. Place the Ice Pick in the lift and send it to Billy.

Upper Kitchen (Billy):

Go to the service lift and take the Ice Pick out from the lift and then use it on the door so that you can get out of this boring kitchen. Get your partner's attention by pressing START and go to the lower kitchen and then use the Panel Opener from your invention to open the panel in one of the corners in the Lower Kitchen and then climb down to the crawlspace.

Gas Canister Room (Both):

In this room, there is a Gold Ring near the door, use it to combine it with the briefcase, now you'll need one more ring. There is a gas tank in this room, make sure you grab it before you go outside at the rear end of the train.

Item:

Gold Ring, Gas Tank, Shotgun Ammo, First Aid Spray

Back of the Train (Both):

Go to the lever with the green light and pull it down, this will unlock the Hookshot on the wall, take it down off of the wall and then head back inside to the FIRST room you started out in. BE CAREFUL! On your way back, expect some more zombies coming at you.

Train Car 2 (Both):

Go to the 2nd Train car to the right of where the first car you were in when you first started. There is a window in one of the corners, look outside and you'll see a ladder, use the hookshot here to get onto the roof.

Train Car 2 Roof (Either)

There is a hole nearby, drop down into the cabin.

Cabin Room 1 (Billy)

There is a lone zombie in this room, simply put him out of his misery and search around the room for a Jewelry Box, its in the closet. The Handgun Ammo can be found beside the bed. Now, examine the Jewelry Box to open it and you'll find the Silver Ring inside. Now, open the door and a cut-scene will take place, after the FMV, open the door and just run through the hallway and ignore the leeches. Run back to where Rebecca is and do some item exchanging so that whoever has the briefcase can now have the Silver Ring, combine it with the briefcase and then open the briefcase to find a Blue Keycard inside. Now, go back to the hallway where the save room is.

Train Hallway (Rebecca):

Go to the end of the hallway, and use the Blue Card on the door near where Edward's corpse is. Use the Blue Card on the card reader to the right of the door so that the door will be unlocked and you are able to go through it now. The game will prompt you if you want to discard the key, do so.

Train Hallway Car, Outside (Rebecca)

Watch the cut-scene of two men get attacked by leeches. After the scene, go to the other end of this outside area of the train to the door where the train control room is, head inside.

Train Control Room (Rebecca)

After reading the Brake manual, the game will prompt you and ask who you want to stay behind, it is up to you to decide as the walkthrough for both will be the same anyway. Once you elect Rebecca or Billy to stay behind, you have at least 3 minutes and 20 or so seconds to get whoever isn't staying all the way back to where you found the hookshot. MAKE SURE to grab the Magnetic Card off of the desk and some ammunition. BE CAREFUL! There is a lot more zombies on the way back to where you got the hookshot from, you have time to kill them but why waste it?

Item:

Magnetic Card, Handgun Ammo (2), Green Herb

Outside of Rear End of Train (Billy/Rebecca)

When you get here, have either Rebecca or Billy to whip out the Magnetic Card and swipe it through the card reader to the left of the door. After you swipe it, you'll see a large red number on the reader and the number is random, but to solve it, you need to add up the numbers in 10 ways, like for example, if you get a 36 and you have a total of 10 buttons to press to add up to 36, so the code for 36 is 5(6 times) 2(2 times) and 1(2 times) so...

$$\begin{array}{r} 5 \times 6 = 30 \quad \backslash \underline{\quad 34 \quad} \\ 2 \times 2 = 4 \quad / \quad \quad \quad \backslash \underline{\quad 36 \quad} \\ 1 \times 2 = 2 \quad \quad \quad \quad / \quad \quad \quad \end{array}$$

Get the idea? After you punch in the 10 keys that adds up to whatever number you got on the screen, the screen will go back to Rebecca or Billy, whoever you decided to stay behind and he or she will have to punch in 10 keys that will add up to 81.

$$\begin{array}{r} 9 \times 8 = 72 \quad \backslash \underline{\quad 80 \quad} \\ 8 \times 1 = 8 \quad / \quad \quad \quad \backslash \underline{\quad 81 \quad} \\ 1 \times 1 = 1 \quad \quad \quad \quad / \quad \quad \quad \end{array}$$

Watch the cut-scene after you punch in the 10 keys, the train will go out of control and takes a different trackline and enters the brand new train tunnel that isn't completed yet, the train then crashed. Billy and Rebecca both survived the crash, including some zombies. Simply kill them off and move on to the next section.

Train Crash Site (Billy/Rebecca):

Items are scattered out everywhere out here that you left behind in the train, like the Shotgun. I suggest you leave them out here, unless you want to waste space in your inventory. There is no where else to go beside the metal door to the south from the crash site.

Sewer (Billy/Rebecca):

You'll end up in the sewer tunnel, go down into the water and take a left (Rebecca/Billy's left) and follow it to the end, there is a ladder at the end, climb up the ladder and you'll appear in the main hall of the research facility. Watch the cut-scene.

Main Hall (Billy/Rebecca):

After the cut-scene, take the stairs and up to the door at the top of the stairs. Go through it.

Item:

Ink Ribbon, Handgun Ammo, Green Herb, Red Herb

Conference Room (Billy/Rebecca):

There is nothing here in this large auction-like room. On the right side of the room (from the entrance) is a box of handgun ammunition and a box of shotgun ammunition. Take them if you want and on the little table is an ink ribbon and a typewriter. Save your progress here if you want. If not, go take the closest door on the right side from the entrance. There is a file titled "Regulations for Trainees" on one of the desk.

Item:

Handgun Ammo, Shotgun Ammo, Ink Ribbon

Left Hallway from Conference Room (Billy/Rebecca):

There are at least 2 zombies in this hallway, kill them to get them out of your way. At the middle of this hallway is a double door, go through it.

2nd Floor Study Room (Billy/Rebecca):

This is a large study room and I was expecting an enemy in here, but I guess not! There is a Training Facility map on the podium in the middle of this room. There is a MicroFilm A disk on the small table over by the painting on the wall. In the very back of the room is a computer, next to the monitor is an ink ribbon, take it if you want. Go back to the conference room.

Item:

MicroFilm A, Ink Ribbon

Conference Room (Billy/Rebecca):

Save your progress at the typewriter here in this room if you want, if not then go back to the Main Hall, take a left (Rebecca/Billy's right) at the 2nd floor of the Main Hall and go through the first door you see on the right.

Fireplace Room (Billy/Rebecca):

There is a note on the short-legged table in the middle of the room, it is titled "Notice to All Staff". Go over to the cabinet in the corner of the room and examine it to find a crank handle, take it. After obtaining the tool, a flock of crows will fly in through the window and attack you. One shot from your handgun will take one of them out. After all that, head back to the 2nd Floor Study Room.

Item:

Crank Handle

2nd Floor Study Room (Billy/Rebecca):

Back in the Study room, go to the left corner of the room where you see a wheel mechanism. Have Rebecca whip out the Crank Handle and use it on the wheel mechanism and then press START to have the two spread apart. Have Rebecca on the elevating panel and press X to switch to Billy and have him close to the mechanism and then press A to use the lift.

Machine Room (Rebecca):

A large termite-like enemy will jump down in front of you, it will take about 6 handgun shots to kill it. A second one will appear when you get to the grandfather clock. There is a box of handgun ammunition on the table and a first aid spray on the floor next to the grandfather clock if you need them.

Item:

First Aid Spray, Handgun Ammo

Fountain (Rebecca):

What is that in front of the screen? Kill it and the 4 other crows in the area. There are at least 6 herbs in the area, 3 are green and the other 3 are red, you can use them now or mix them and save it for later. There is nothing else to do in the room, so you just might as well go through the door at the other side of the area.

Cage Room (Rebecca):

Once in here, go forward one screen and you should see a ladder, across from the ladder is a set of stairs that leads down. You will be back in this room anyway, but go down the stairs and unlock the farthest door from the bottom of the stairs and then go through it. You'll be on the right side of the Main Hall. Press X to switch back to Billy.

2nd Floor Study Room (Billy):

As Billy, go back to the Main Hall and meet up with Rebecca. Press X to switch back to Rebecca and have her go back to the Cage Room, go down the ladder in the middle of the Cage Room and stand next to the cage. Have both Rebecca and Billy go back to the Cage Room.

Cage Room (Billy/Rebecca):

Have Rebecca climb down the ladder and position her next to the cage. Press X to switch back to Billy and have him go to the machine near the door. Activate the 2nd lever from the left to raise the cage. Press X to switch back to Rebecca and have her pick up the facility key and then watch the cut-scene.

-----BOSS BATTLE!!

Cage Room

Boss: Centipede

Make sure you have a Hunting Gun with you for this battle for the start. When you run out of ammo, switch to the handgun and don't stop firing at it at all! If you run out of ammo for both weapon, then a knife is your only weapon left. Wait until the centipede stop and raise its front end for the knife part so you can get a good slash at it.

After the battle:

After a hard battle with the centipede, Billy might not be in a good shape. Go back to the Fountain and use and mix herb or if you leave a First Aid behind in the Machine Room, use it. It is wise to go back down the stairs and save at the Main Hall. If you don't want to save, then go down the stairs from the Cage Room and go through the first door on the left.

Craft Room (Billy/Rebecca):

Two miniature centipedes will run up in front of you, kill them both. There are plenty of items in this room, the most important out of them all is the White Statue on the countertop. The second most important item is that Grenade Launcher, take it and some rounds too! Your next stop is the Main Hall, head back there.

Item:

Grenade Launcher, White Statue, Shotgun Ammo, Napalm Grenades

Main Hall (Billy/Rebecca):

Back in the Main Hall at the top of the stairs (above the large painting of a man) is a Libra (woman holding a scale). Place the White Statue on it and then go back in the Conference Room, which is the room behind the double doors.

Conference Room (Billy/Rebecca):

Go through the door in the left hallway from the Conference Room and then go to the end of the hallway. At the end is a door which can be only unlocked with a special key, and that key is the Fire Key. Use the Fire

Key on the door to unlock it and then go through it.

Moose Head Room (Billy/Rebecca):

Go around the corner and there should be a table, push it forward but NOT all the way, just push it far enough so that you can push it to the left in front of the fireplace and the moose's head. Once the table is set, go to a nearby corner and there is a red light on the wall, flip it to turn the light on. You should see something sparkling on the moose's antler, climb up on the table and grab the Iron Needle from the antler. Now that you got the Iron Needle, go back to the Machine Room via the Cage Room and the Fountain instead of using the elevating panel.

Item:

Iron Needle

Machine Room (Billy/Rebecca):

Once back in this room, there is a grandfather clock, go to it. Take out and use the Iron Needle on the clock and you will be prompted to move the minute hand or the hour hand. The time you need to put on the clock is 8:15 (from the file "Note to All Staff"). Move the minute hand on the 15 and the hour hand to 8 (you can turn the hand either way) and the clock will chime, unlocking 2 doors during the process. One of them is in the Main Hall and that is where you will go next.

Fireplace Room #2 (Billy/Rebecca):

There are at least 4 zombies waiting to eat you alive in here, kill them all. Head over to the fireplace and on top of the mantle is a MicroFilm B, take it with you. If you need ammunition for your shotgun, there is a box next to the fireplace and if you are low on health, a green herb can be found in the room as well. Your next place to go is the MicroFilm Projector Room, know where that is at? No? Okay, leave the room and you'll be back out in the Main Hall, go down to the 1st floor and turn right (your character's right) at the bottom of the stairs. You'll be in the hallway full of leeches, just run down the hallway and go through the door at the end of the hallway (the other door that the clock unlocked).

Item:

MicroFilm B, Green Herb, Shotgun Ammo

MicroFilm Projector Room (Billy/Rebecca):

Watch out for the two zombies in this room, after you put them out, head to the microfilm projector in the middle of the room (black machine) and slide the two microfilms in the projector from your inventory (A & B) and look at the image on the screen of the Conference Room.

It look like this:

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

| _____ |
After viewing the image, an MO Disk will pop out from the projector, take it and the MicroFilm Image. Head back to the Conference Room.

Item:

MO Disk, Handgun Ammo (Table)

Conference Room (Billy/Rebecca):

Back in the Conference Room, get up to the podium and stand in front of it facing the whole room. Use the MO Disk on the system and it will read the disk. Your code will be different, mine is 0A. You need to place yourself at "0" or whatever one of the codes you have and your partner at "A" or whatever the other code is and press the button at the same time. How you ask? Have Rebecca press the button and quickly press X to switch back to Billy so that he can press the button too and at least 3 sets of knights crossing swords will "uncross" the swords. After all that, head back out in the Main Hall and save your progress there. Head back to the Cage Room.

Cage Room (Billy/Rebecca):

Once back up at the top of the stairs, 4 mini-centipede will skitter towards you, you may either kill them or run pass them and head straight for the door with a knight at each end. This is one of the doors that the computer from the Conference Room unlocked.

Observatory (Billy/Rebecca):

There is a Handgun Ammo on a crate right in front of you when you enter the observatory. You might want to take the box because you are going back in the Main Hall and through the double door on the first floor of the Main Hall.

Item:

Handgun Ammo

Large Dining Room (Billy/Rebecca):

There are at least 2 or 3 zombies waiting for you when you enter this room, take them out first before you do anything else. There are two boxes of Handgun Ammo within the room, but one at a different location. Go to the RED door in the corner of one side of the Large Dining Room which can be only opened with a Fire Key. If you do have the Fire Key with you, unlock the door and then go through it, discard the key.

Item:

Handgun Ammo (x2)

Facility Kitchen (Billy/Rebecca):

You are here to cook! No, not really, but grab the Lighter Fluid sitting on one of the carts. This item is for Billy and combine it with his Lighter. Now, go back upstairs to the Conference Room.

Item:

Lighter Fluid, Red Herb, Empty Bottle

Conference Room (Billy/Rebecca):

In here, take the Left Hallway and then go through the door that leads to the 2nd Floor Study Room, which is the one with the elevating floor panel.

2nd Floor Study Room (Billy/Rebecca):

On the right side of the room is a locked door, Billy should take care of this because he has the item that will unlock it. Go to the door and on the left side of the door is a candle, use Billy's lighter on the candle to unlock the door, go through it.

2nd Floor Library (Billy/Rebecca):

There are at least 2 zombies walking around in front of you, the third is down already, I guess the other two were hungry. Anyway, move down a little bit and there is a ledge which you can climb up on. You'll be in another small portion of the library, switch to Billy and then go to the right side of the ledge. You should see a bookcase which you can push, push the bookcase to the left and then pick up the Book of Good behind the bookcase. Go in your inventory and examine the side of the book so it will open, inside is a pair of Angel Wings, made out of stone. Head back to the Large Dining Room and go through the door by the dead zombie. In the hallway, take a right and go through the door in the corner.

Item:

Book of Good, Angel Wings, Grenades

1st Floor Storage (Billy/Rebecca):

There's always something good in a storage room, like a handy shotgun. This weapon can be found at the other side of the storage room. The important item in this room is the Black Statue and that item is sitting on some crates near the window. There is also a Gas Tank in the room, take it if you want. There is a ladder in this room, climb up on it.

Item:

Shotgun, Black Statue, Gas Tank

Outside Balcony (Billy/Rebecca):

There are at least 4 zombies, one of them is laying down on the ground in front of you. When you kill them all, move ahead and take or use the green herbs if you like, otherwise, move along and unlock the wooden door at the end of this balcony, go through it. Head back out in the Main Hall.

Item:

Green Herb (x3)

Main Hall (Billy/Rebecca):

Back in the Main Hall, position yourself in front of the Libra statue and take the White Statue from the scale and combine it with the Angel Wings that you found in the Book of Good., this will turn the statue into "Statue of Good". Place the Black Statue on the scale and then go back in the Conference Room. This time, go through the door that was blocked by the two armored knights. In this hallway are two zombies, depart them and go through the double door in the middle of the hallway.

Chess Room (Billy/Rebecca):

This room looks like there is a puzzle going on here. I feel like playing a game of chess, how about you? Move the White King (cross on top) towards the door in front of the black piece and then push it to the right towards the closest wall and then push it back towards the White Rook until the King makes a contact with the White Rook. A smaller version of the chess board will activate and slide to the right, a Book of Evil is hidden underneath the small chessboard, grab it. Examine the Book of Evil to open the book, inside is a Black Wing, take it and head down the hall to the Green Canister Room.

Item:

Napalm Grenades, Handgun Ammo, Book of Evil, Marcus' Diary 1, Black Wing

Green Canister Room (Billy/Rebecca)

First off, kill the two redead enemies (zombies). Once they are out of the way, there are two First Aid Sprays on the shelf, a file on the bed and a green canister in one of the corners. Head over to the green canister as Rebecca and press A to add the chemical to Rebecca's mixing set. The file in the room is titled "First Investigation Unit Notes". There are also two Blue Herbs in here. Head back to the Main Hall.

Item:

First Aid Spray (x2), Blue Herb (x2)

Main Hall (Billy/Rebecca):

Okay, back out here in the Main Hall. Take the Black Statue off of the scale and combine it with the Black Wing in your inventory. Now that you have both the Statue of Good and Statue of Evil in your inventory, place them both on the scale. The large painting of a man below the scale will slide into the ground, revealing a new passageway behind it. Save your progress here in the Main Hall before going any farther.

Underground Passageway (Billy/Rebecca):

Prepare yourself with your handgun before entering the passageway because there are 3 spiders skittering around the underground hallway. At least 4 or 5 handgun shots will kill them. There are two doors in this hallway, you want to go through the last one.

Underground Save Room (Billy/Rebecca):

This will be your save room for a while. Within this room is a green and a blue herb on the floor, a box of Handgun Ammo, a file titled "Correctional Institute Inmates List", an Ink Ribbon and of course a typewriter for you to save your progress here if you like. Go through the brown door in here afterward.

Item:

Handgun Ammo, Blue Herb, Green Herb, Ink Ribbon

Underground Cell (Billy/Rebecca):

There is nothing to do in the room, but if you walk by one of the corners in the room, a camera will be in a different position, showing an open vent. Have Rebecca examine it and she finds out that she can go through it, if Billy can give her a boost. Do so.

Underground Torture Room (Rebecca):

I don't like the look of this room too much and I want to get out of here. There is a file on the floor near the door, the file is titled "About the Power Regulator". After you're done reading it, there is a red switch in here, go to it. You need to adjust the panel that controls the electric voltage. Flip the switch in this order:

Up, Up, Down, Up, Up

Watch the cut-scene after flipping all of the switches to get the voltage to 70. Rebecca can't do anything because she's in trouble! Save her!

Underground Cell (Billy):

When as Billy, run all the way back to the Main Hall and take the right door on the first floor so that you in the Large Dining Room. Go through the door near the dead zombie (it will rise when you run pass it). In this hallway, take a left and go down the stairs and then go through the door at the end. You'll be in the Baboon Room, just run through the room, avoiding any contact with any one of the three monkeys and then go through the very last door at the end. Billy will save Rebecca and then watch the cut-scene after this. After all that, there is an Ink Ribbon sitting on a pile of crates, grab it and save your progress here at the typewriter nearby. Go through the door after you saved your progress...

Baboon Room (Billy/Rebecca):

Back in the Baboon Room, kill all of the Babboons (each one takes about 3 handgun shots) and then go to the mounted animal statues in the middle of the room. You need Billy's Lighter to be able to move on. Now, here are the order in which you should light to make the gate rise.

There is a deer two statues to the left of the tiger in front of the gate, light the deer statue first, and then head over to the wolf statue, light the wolf statue 2nd. The third statue to light up is the horse, which is

just to the left of the wolf statue. The 4th will be the tiger statue in front of the gate, the next statue to light is the snake statue, and that leave the eagle statue last, light it and the gate should rise.

Item:

Handgun Ammo

Underground Bedroom (Billy/Rebecca):

Someone sure didn't clean up the room, but they left behind a tablet engraved "Unity" on it. Pick up the Unity Tablet from inside the fireplace and take it with you. There is also an empty bottle on the desk in the room, but you really don't need it for now. Go back out in the Baboon Room and continue down the hallway and go through the door that leads to the Bunkbed Room.

Item:

Empty Bottle, Unity Tablet

Bunkbed Room (Billy/Rebecca):

There are two zombies in here, one is laying down on the floor. After you kill them both, there is a file on the table titled "Management Trainee's Diary". There is a Red and a Green Herb tucked in the corner of this room, then exit and head back out in the Baboon Room.

Item:

Green Herb, Red Herb, Ink Ribbon

Baboon Room (Billy/Rebecca):

Back out in this room, go through the door you haven't been through yet and that door is the door across from the Underground Save Room. this door leads to the Arachnid Tunnel.

Arachnid Tunnel (Billy/Rebecca):

There are two woolly spiders hanging around in the room on the ceiling. Get rid of the them and then go through the first door on the right.

Underground Waterfall Room (Billy/Rebecca):

You may catch two mini-centipedes having a dinner on their fellow "friend". Kill them both and the third insect is already dead. There is a First Aid spray sitting on a crate, take it or use it if you are in critical condition. The Locker Key is also in this room, take it along with you. Head back out in the Arachnid Tunnel and go through the double door at the end.

Underground Control Room (Billy/Rebecca):

In this room, you and your partner should split up. Have Rebecca go up the stairs and there should be a locker in the upper part of the

room. Use the Locker Key that you found back in the Underground Waterfall Room on this locker to unlock it. Inside is a Duralumin Case, take it with you. Press Y to go in your inventory and examine the Duralumin Case, flip it to the back side of the case and a number "385" should come up and that is your code to open this case. Turn the case to its side where you can dial the number and input 385 on it to unlock the case open, inside the case are Handgun Parts.

After all that, there are more items laying out around the upper part of the Underground Control Room, like there are three boxes of Handgun Ammo, a box of Shotgun Ammo and a box of Magnum Ammo in the cabinet. Have Billy come upstairs and exchange the Handgun Parts with him so that he can combine it with his handgun, it is now called Custom Handgun. Have Rebecca go to the control and press the LEFT button and then Billy should go back downstairs and stay in the area where the Acid Grenades are. Press X to switch back to Rebecca so she can press the CENTER button. Billy should move on and stay in front of the gate and then press X to go back to Rebecca. Your goal here is to have Billy get to the red button in the gate part of the room, so have Rebecca press the center, then right, then the center button and Billy should be able to reach the red button.

Have Billy press the red button, 2 Hunters will appear. Did you pick up that Acid Grenades in the room? because one shot of the acid grenade will kill the Hunter in a second. After you kill both Hunters, pick up the glittering item in the small hole, which is the Facility Key, but if you examine it more closely, it will turn into Water Key. Now, reunite Billy and Rebecca back together and return to the Main Hall in the facility.

Main Hall (Billy/Rebecca):

Now that you are back in the Main Hall of the facility, you want to go to the Observatory room. If you do not remember where that is, go up the stairs and take a right and through the door on the right side of the hall. Go up the stairs and you'll be in the Cage Room, go through the double door with a knight at each side of it.

Observatory (Billy/Rebecca):

Go around the room and when you see a ladder, climb down on it. Go stand under the telescope and take a look at the control panel, it says "The Three Fundamental Principles of the Umbrella Corporation". One of the three fundamental principles is Unity. You have the Unity Tablet with you, so place the tablet in one of the three slots on the control panel. Return to the Craft Room, which is the first door on the left at the bottom of the stairs in the Cage Room.

Craft Room (Billy/Rebecca):

This room has the only blue door in the whole facility, and that door can be unlocked with a special key. Luckily, you got that special key, the Water Key. Use it on the blue door to unlock it, discard the Water Key and then prepare yourself with a grenade launcher with Acid Grenades combined, because you'll need it after you go through this door.

Leech Zombie Hallway (Billy/Rebecca):

Move down the hallway a little bit until the camera angle changes, there should be a leech zombie in view, quickly attack it with the Acid Grenades to kill it. You should fire at least 3 acid shells at this zombie, no more or less. Once that leech zombie is out of the way, go through the first door on the right, make sure you equip the Grenade Launcher with Napalm Grenades before going through this door.

Wire Room (Billy/Rebecca):

When you enter this room, turn left and walk down the room a little bit until the camera angle changes, you should see a Tentacle Zombie, fire at least 3 Napalm Grenades at it, no more than 3 should be shot. Once that zombie is out of the way, search the shelf for a Vise Handle and take it along with you. Leave the room and continue down the Leech Zombie Hallway and then go through another door on the right, you should be in the Facility Bar Room.

Item:

Vise Handle

Facility Bar Room (Billy/Rebecca):

This is the room where Billy and Rebecca will split up for a while. There should be a piano in the room, Billy should go over to it and examine the piano first and then play it. A wall will slide open nearby and that is where Rebecca will make her move, head inside the secret room and then grab the battery out from the slot at the back of this secret room. After Rebecca picks it up, the wall will close behind her. Press X to switch back to Billy and have him play the piano again so the wall will slide open again. Reunite them both and head back out in the hallway and go through the door you haven't been through yet. You'll be in another hallway, go through the door across from you.

Item:

Battery, Magnum Ammo, Empty Bottle

Small Meeting Room (Billy/Rebecca):

There are two zombies in this meeting room, kill them both before doing anything. After both of them are dead, go to one of the corners of the meeting room and you there should be a set of three vises on the counter. Use the Vise Handle from your inventory on the middle vise, Rebecca will loosen the vise up and a tablet will fall. Take the Obedience Tablet with you and then return back out in the hallway and go through the next door farther down.

Item:

Obedience Tablet

Research Room (Billy/Rebecca)

There is a Green Herb and a Red Herb on the floor inside the little room in the middle of the research room. There is also a Handgun Ammo on the tablet and a First Aid Spray on another table. Since that you and Billy are healed, make sure you equip yourself with a Grenade

Launcher combined with Napalm Greandes because when you are back in the hallway, a Tentacle Zombie will be right in front of you. Fire two napalm shells at it and it will be gone for good. Return back to the Observatory.

Item:

Handgun Ammo, Red Herb, Green Herb

Observatory (Billy/Rebecca):

Back here in the Observatory, place the Obedience tablet that you found in the Small Meeting Room in one of the two remaining slots under the telescope. One more tablet to go! Head back to the Main Hall.

Main Hall (Billy/Rebecca):

Back out here in the Main Hall, its time to go through the front door of this facility. You'll be outside in the courtyard.

Facility Courtyard (Billy/Rebecca):

Out here in the courtyard, take a right (Rebecca/Billy's left) and you'll find a slot where the Battery that you found back in the Facility Bar Room goes in. Use the Battery here and then use the lift from the same box. A elevator will lower with a single crate on it. Rebecca and Billy should break up for a little bit here and have Billy push the crate forward, then push it towards the double door. Once the camera angle changes, see that pillar on the left? with a glittering item on top? you need to push the crate towards that pillar and have Billy stand on top of the crate and grab that item, this item is the final tablet, which is the Discipline Tablet. Now, you need to get that Hookshot again because you'll need it. Return to the Observatory.

Item:

Discipline Tablet

Observatory (Billy/Rebecca):

Back here in the Observatory, place the final tablet in the final slot under the telescope and then watch the cut-scene. You'll need to switch to Disc 2.....

*****DISC-TWO WALKTHROUGH*****

Observatory (Billy/Rebecca):

Keep watching the cut-scene of the observatory. After the cut-scene, climb up the ladder and go through the new double door.

Bridge (Billy/Rebecca):

Run across the bridge and don't worry about the bats flying around above you because you can't kill them anyway. Turn right in front of the new building and enter the smaller building, inside is a Shotgun Ammo, but step on the tile next to the ammo and this will unlock the door to the new building, have either Rebecca or Billy stay on the tile switch and the other should enter the building.

Item:

Shotgun Ammo

Church Main Hall (Billy):

When you enter the new building, it looks more like a church. Continue down farther in the room and take the first door on the right side of the church.

Church Save Room (Billy):

You are better off to save here at the church unless you want to go back to Disc One of the game and start over again. There is an Ink Ribbon on the shelf nearby. Make sure you grab the Napalm Grenades off from the shelf as you'll need it after you leave this room.

Item:

Ink Ribbon, Shotgun Ammo, Napalm Grenades, First Aid Spray

-----BOSS BATTLE!!

Church Main Hall

 Boss: Giant Bat

 This battle with the bat will be very easy and end in a total of 30 seconds if you have the Grenade Launcher combined with Napalm Grenades. It only takes about 3 Napalm Grenade shots but you have to wait when the bat is about to pick you up with its claw then pull the trigger to fire one at it. Smaller bats will be flying around too, but they are not important as you should be focusing on the big bat.

After the battle:

 When the giant bat is dead, you should press X to switch back to Rebecca, who is outside. Have her come in the church and a message will appear on the screen about getting up at the top of the church. To get up there, you will need a hookshot and I hope you brought it along with you from the facility. Use the hookshot here to get on the roof of the church.

Church Roof (Rebecca):

 There is a ladder nearby, climb down on the ladder to be in the backyard of the church. On the wall is a circuit breaker, lift the handle up to get the elevator going and then continue down the backyard to unlock the gate. Press X to switch back to Billy.

Item:

Red Herb (x2), Green Herb (x2)

Church Main Hall (Billy):

Make Billy go through the front double door of the church and take a right (Billy's right), then follow the small alley to the back so that he'll meet up with Rebecca again. There are plenty of red and green herbs out there, so Rebecca should mix some and have enough for her and Billy. After all that, take the elevator. Go through the small hallway and then go through the door on the left.

Church Study Room (Billy/Rebecca):

Once in this large study room, there is a useful First Aid Spray on the shelf to your left, take it or leave it for later. A file titled "Marcus' Diary 2" is sitting on the desk in the middle of this room. There is also a typewriter here if you want to save your progress up to this point and an Ink Ribbon sitting on the small table right next to it. Back by where you found the file, go in the back of that area and the camera angle should change to sky view. This is another one of those hookshot spot, so use the hookshot again here, but equip your character with a Grenade Launcher first.

Item:

First Aid Spray, Ink Ribbon

Leech Capsule Room (Billy):

Once up there, move a little bit until two camera angles changes, at the second angle, you should see a Leech Zombie standing, motionless. Aim the Grenade Launcher at it and fire 3 Napalm Grenades at it to kill the ugly thing. Now that's out of the way, go to the object that holds the capsules inside (where the Leech Zombie was) and search inside, grab the Leech Capsule from the box. Go through the door in here and then go through the door at the end of the hallway.

Item:

Empty Bottle, Gas Tank, Leech Capsule

Laboratory Room (Billy):

In here, right in front of you are two zombies, one of them may grab one of your legs and bite you, what's neat about this is...Billy shake his leg out of this zombie's hand and steps on its head! Now...that was awesome! Anyway...there is a file on the table titled "Leech Growth Records". There is also a Shotgun Ammo within the room, grab it if you are low on shotgun shells. There is a double door in this room, go through it.

Operation Room (Billy):

There is a service lift right next to the door here in the Operation Room, but before doing that, kill the three zombies in this room. Walk around the room and at one corner, next to the cart is a file titled "Investigator's Report". Use the service lift to send the shotgun ammo down or any other item you don't want with you and then return to the hallway, now there is a switch on the wall when you first entered this hallway, press it and then watch the cut-scene. Press X to switch back

to Rebecca.

Church Study Room (Rebecca):

Rebecca should go back out in the small hallway and when you get out there, the hallway isn't what it looked like before and a strong Tentacle Zombie is wandering around in front of you, fire some grenades at it if you have any left, if not, use either the shotgun or the handgun. After you put that thing out, there is a red canister in the same hallway, add the red chemical to your mixing set with the green chemical, it will form into a Stripping Agent. Combine the Stripping Agent with the Leech Tube in your inventory. If Billy got the Leech Tube, have him send it down via the service lift in the Operation Room. You will get the Blue Leech Charm from the capsule. Use it on the door at the end of the hallway and then go through it.

Blue Office (Rebecca):

In the drawer of the desk is a Handgun Ammo, take it and the Ink Ribbon if you are low on that. On the bookcase to the left of the desk is an item called Input Reg. Coil, take it and the Old Photograph too. Watch the cut-scene after that and then go through the door behind the desk.

Item:

Ink Ribbon, Handgun Ammo, Input Reg. Coil, Old Photograph

Green Charm Room (Rebecca):

Kill the two zombies in this room when you enter, and then go to the big gray statue in the back of the room. In the statue's hand is a Green Leech Charm, take it with you and then go back to the Church Study Room.

Item:

Green Leech Charm

Church Study Room (Rebecca):

Back in the Church Study Room, head over to the service lift and put the Green Leech Charm in the lift and send it up to the Operation Room where Billy is.

Operation Room (Billy):

Take the Green Leech Charm from the service lift and then use it on the green door in the Operation Room. The door will unlock once you put the green charm in the slot.

Body Storage Room (Billy):

One of the two zombies will crawl on the floor towards you (you can hear it), aim at the ground and kill it, plus the second one hanging out from the body storage. There are two boxes of handgun ammo on the stretcher in the back of the room, and one more on the shelf next to

the door. Take the Sterilizing Agent also (the red tank on the floor next to the stretcher) and then head back to the Laboratory Room.

Item:

Handgun Ammo (x3), Sterilizing Agent

Laboratory Room (Billy):

Back in the Laboratory Room, use the Sterilizing Agent on the machine in front of the yellow area of the room to get rid of the gas inside the room. When the air is safe to get in, kill the zombie first (inside the room where the gas was) and then grab the Breeding Room Key. When you leave, the other zombie will come to life, kill that one as well. Return to the hallway and use the Breeding Room Key on the door across from the hallway.

Item:

Breeding Room Key

Breeding Room (Billy):

Make sure you have your Grenade Launcher equipped with Napalm or Acid grenades if you have any left and kill the two Hunters in the back of the room. But why not just ignore them and run past them and pick up the Dial in the hole and then leave the room? It is more easier that way if you have no grenade left to get rid of the Hunters. Return to the Operation Room and use the service lift to send the Dial down to Rebecca.

Item:

Dial

Church Study Room (Rebecca):

Open the service lift to get the Dial out from it and then head back out in the hallway and then go to the door that can be opened with a special item and that is the Dial. Use the Dial on the door and then enter the combination "4863", this is hinted in the file "Leech Growth Records". Go through the door after you unlock it and then watch the cut-scene.

Machine Room (Rebecca):

After the cut-scene, go over to the left side of the screen and there should be a box on the wall. Pull the lever and then switch back to Billy.

Operation Room (Billy):

From the Operation Room, head back out in the hallway and then go through the first door on the right (Billy's left) and you'll be in the Cable Car Room.

Machine Room (Billy/Rebecca):

Once in here, climb down the ladder and you should meet up with Rebecca, there is a glittering item laying on the floor, that is the Output Reg. Coil, pick it up and take it with you. In one of the corners in this large room is a hookshot spot, have Rebecca go up there this time and you should be in the cable car control room. Switch back to Billy and have him reunite with Rebecca up there.

At the middle part of the control is where you'll use the Input Reg. Coil and the Output Reg. Coil. After you put both in the panel, watch the cut-scene and then save your progress here at the typewriter outside the room. Climb down the ladder and then head over to the cable car, try opening the door and a cut-scene will start. Rebecca will have a battle with a Leech Zombie. If you have a Grenade Launcher with Acid or Napalm, that is terrific! if not...the zombie will take about 4 or 5 good shotgun shots and at least 15 to 20 handgun shots. After you kill the creature, go climb up the ladder again and back in the cable car control room and you'll see that the Output Reg. Coil have been pulled out. Put it back in and then climb back down the ladder and enter the cable car.

*You might want to bring the hookshot with you just in case and anything else you left behind that might be important like the First Aid Spray.

Item:

Output Reg. Coil

Cable Car (Rebecca):

In the cable car, there should be a dead zombie to your left, on him is a Magnum. You better take this weapon or else because this piece is the strongest gun and it can kill a zombie in one shot! Start the cable car.

When the cable car stop, exit out of the car and turn right and go up two set of stairs and then go through the only door at the top. When you get in the large room, pick up the Handgun Ammo nearby if you want, otherwise go through the door across the room.

Item:

Handgun Ammo

Factory Save Room (Rebecca):

Save your progress here. Before you leave, there is a box of Handgun Ammo, a Green and Red Herb, Ink Ribbon and Grenades within the room, plus a map of the Factory on the wall. Head back to the previous room.

Item:

Grenades, Ink Ribbon, Red Herb, Green Herb, Handgun Ammo

Elevating Panel Room (Rebecca):

Turn right (Rebecca's right) and go towards the camera as soon as you leave the save room. There is a platform at the edge of this room, stand on it and then press A to activate the panel to take you down to the lower floor, go through the door at the end of the path.

Hunter Room (Rebecca):

Run to the end of this room and you should see a glittering item on the floor, that is the "U" Key or Up Key after you examine it. Two Hunters will surprise you when you leave the room, kill each one with a single Magnum bullet and then return to the Factory Save Room.

Item:

Up Key

Factory Save Room (Rebecca):

Back in here, head over to the control panel, near where the factory map is or used to be. Use the Up Key on the panel here and then you better save right here because you are going to be in a battle shortly. Leave the room and go towards the camera and a new area should be up here, head over to the control panel and press A at it to lower the turntable.

Bottom of Elevator (Rebecca):

Exit this turntable area and head straight for the elevator (where you see a glittering item on the floor) and a cut-scene will start. After the cut-scene, pick up the Elevator Key and head back to the other side of the turntable and there should be an elevator with a flickering yellow light to the left of it. Use the Elevator Key here and a boss battle will begin.

-----BOSS BATTLE!!

Outside Elevator

Boss: Tyrant

This battle will be so much easier if you have the Magnum and the 8 ammos that comes with it from the cable car and two Magnum boxes before that. The Tyrant may be big and strong, but a single Magnum bullet will take about 20% of its health. Five more shots from the Magnum will end the Tyrant's life and dead life. The area outside of the elevator may be small, but you should move around a lot beside if you stay in one spot too long, the Tyrant will make a big jump and a big slash at you. Whenever the Tyrant fall over, stop shooting!

After the battle:

The elevator should open by now and head over to the panel on the right side of the elevator:

Lv1: Trash crash site

Lv2: hallway with a Hunter and healing items in the Factory.

Lv3: Where you fought the Tyrant (Boss #4)

Lv4: Where you should go.

Bridge (Rebecca):

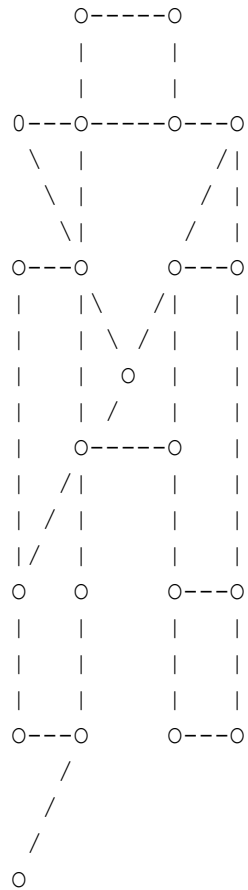
You will see Billy again but a creature from underwater knocked him from holding onto a rock and send him down the waterfall, you should go save him by going through the double door up ahead.

Dam Control Room (Rebecca):

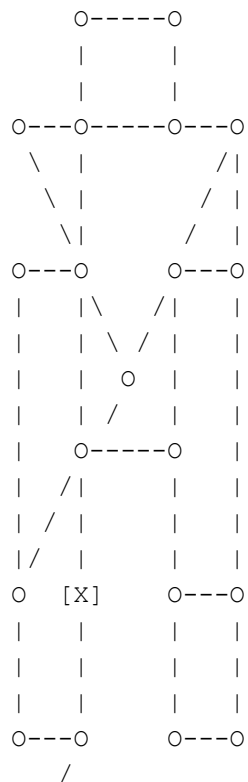
In this room, go to the end of the room and you should see a map of the dam on the wall, press A to solve the puzzle and follow the steps below:

Here is the puzzle for the dam power:

0) Here is the puzzle without pressing anything.



1. This is the first button you press (labeled with an X).



```

/
/
o

```

2. This is the second button you press (labeled with a Y).

```

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

```

3. This is the third button you press (labeled with a Z).

```

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

```

Thanks to CVXFREAK for
letting me use his Dam Puzzle
Map!

After you restore the power, grab the Handgun Ammo and then save the game at the typewriter behind you before you do anything else. After you save your game, there is a elevator in the middle of the room, take it down to the lower floor and kill the 3 zombies that comes to you. At the other end of this room, you can find a green and a red herb laying on the floor. Go through the door.

Item:

Empty Bottle

Narrow Catwalk (Rebecca):

There is a Leech Zombie on this catwalk, either kill it with a Magnum or run by it and go through the door at the end of the catwalk.

Pool Table Room (Rebecca):

There is a lone zombie across from you at the other side of the pool table, kill it and grab the map of the Treatment Plant on the wall close to you. There is also an Empty Bottle on the floor near the map if you want to make a Molotov Cocktail. There is a stairs that goes down to the lower level, walk down there.

Item:

Empty Bottle

Bulldozer Room (Rebecca):

Take a right at the bottom of the stairs and go through the door. There is a red and a green herb sitting on the floor if you are low on health. You'll be in the Crate Room, go through the door at the other side and then go down the stairs and through the door at the end of the stairs, you'll catch up with Billy again and a cut-scene will start. After the cut-scene, go back to the Crate Room.

Crate Room (Billy/Rebecca):

Back in this room, Billy and Rebecca should split up and have Billy go down the ladder and solve the crate puzzle down there:

1. Have Billy climb over a brown crate and then jump down to the left side of the gray crate and push it ALL THE WAY to the right and then move back in front of the ladder. Press X to switch to Rebecca and have her use the control and rotate it to the right. The bar should rotate.
2. Have Billy push the gray crate all the way down to the end until it touches the wall and is ACROSS from the ladder and then put Billy back in front of the ladder and push the crate CLOSEST TO the ladder all the way across the room with the other crate. Press X to switch back to Rebecca and have her rotate the bar to the right again.
3. Billy should push the last crate UP AGAINST the bar and then RIGHT up against the wall and then, finally, push it into the only slot along with the other two crates. Press X and Rebecca should fill the water and the three crates should form a bridge.

After you solve the puzzle, go across the crates and pick up the Handle in the corner and then go through the door into the Narrow Catwalk room.

Item:

Handle

Narrow Catwalk (Billy/Rebecca):

When you return back here, there are at least three zombies in here, either kill them all or stop by the door in the middle of the catwalk and use the Handle you just found on the door and then go through it.

Boiler Room (Billy/Rebecca):

There are at least 6 zombies in this room, kill them all and the last one is laying on the floor at the right side of the room when you come in. On the left side of the room, closest to the door is a ladder that leads up, climb up on it.

Up at the upper level of the boiler room, kill the lone zombie at the other side. There are 2 green herbs and a red herb up here and a file titled "Investigator's Report 2" as well. Head over to the red canister and add the Red Chemical to your Mixing Set. Climb back down the ladder and leave the Boiler Room and go through the door at the other side of the room.

Item:

Green Herb (x2), Red Herb

Treatment Plant Save Room (Billy/Rebecca):

When in here, save your game if you want. There are plenty of items scattered out everywhere in the room. There are two herbs, one red and one green, ink ribbons, first aid spray, 2 boxes of handgun ammunition, and napalm grenades. On the bed next to the dead body is a file titled "About Battery Fluid". After you save your game, go through the door into the Leech Room.

Item:

Green Herb, Red Herb, First Aid Spray, Ink Ribbon, Handgun Ammo (x2), Napalm Grenades

Leech Room (Billy/Rebecca):

I called this room the Leech Room because of so many leeches on the stairs. Anyway, go down the stairs and through the door and then run across the catwalk and through another door.

Upper Boiler Room (Billy/Rebecca):

There are 3 zombies around the catwalk at the upper section of the boiler room, kill all of them and then grab the Shotgun Ammo across the room and the file titled "Treatment Plant Manager's Diary" on the floor nearby.

Head over to the lift and before you go down, prepare yourself with your Magnum, Shotgun or Grenade Launcher if you have any shells left because you'll be in a battle with another one of those thing...

Item:

Shotgun Ammo

-----BOSS BATTLE!!
Lower Boiler Room

Boss: Tyrant

You are most likely have no Magnum Ammo by now. If you conserved some, then that's good and they should be used in this battle. At least 5 Napalm Grenades launched from the Launcher at this Tyrant should kill it as well. Make sure you run around a lot and whenever the Tyrant make its jump, move out of the way quickly and turn around and fire your weapon at it until it make another jump.

After the battle:

Go to the end of the walkway and there should be a green light on the wall, press it and the ladder will descends. Climb up on it.

Upper Boiler Room #2 (Billy/Rebecca):

Take a right when you get to the top of the ladder and you should see an item laying on the floor when the camera angle changes, that item is called "MotherBoard", take it and go back to the Upper Boiler Room.

Item:

Motherboard

Upper Boiler Room (Billy/Rebecca):

Back in here, there is a control panel for the gondola and the gondola can't receive any electric current because the motherboard isn't in the panel. You have the MotherBoard, so use it on the control panel here to get the gondola going. Billy and Rebecca should split up here and Rebecca should get in the gondola. She will be transported to the control room for the dam.

Floodgate Control Room (Rebecca):

There is a lever where the light is, turn it to stop the dam from flowing. Use the door that is near the gondola because the stairs are broken.

Item:

Acid Grenades

Larva Capsule Room (Rebecca):

There is a lone mini-centipede in here, simply kill it with one shot from your shotgun. Now, look for a blue canister near the computer in here and then add the blue chemical to your mixing set. You'll form a special item called Sulfuric Acid, mix it with the Industrial Water on the

desk nearby and it'll form into Battery Fluid. There is a door nearby, unlock it for now and then use the stairs to go downstairs. Press X to switch to Billy.

Item:

Industrial Water, Acid Grenades

Upper Boiler Room (Billy):

Billy should go down the lift and through the door in the Lower Boiler Room. You'll be out in where the dam is. There are two green herbs before you go down the ladder and when you get in the water, just RUN to the other ladder and ignore the frog creature. Climb up and go through the door at the top of the ladder.

Item:

Green Herb (x2)

Generator Room (Billy):

There are two zombies in this room, kill them both and pick up the Handgun Ammo on the right side of the room and the two Shotgun Ammo boxes on the left side. Go through the door closest to the Handgun Ammo or where it was and you'll meet up with Rebecca again.

Item:

Shotgun Ammo (x2), Handgun Ammo

Mini-Centipede Room (Billy/Rebecca):

Look for the Empty Battery on the shelf near the stairs and have Billy give Rebecca a boost so that she can get the Empty Battery. Two little centipedes will skitters towards you, kill them both with your shotgun if you have any shells left. Now, combine the Empty Battery with the Battery Fluid and it will form into Hi-Power Battery. Go up the stairs and through the door at the top and go through the door next to the blue canister. Remember this room now? if you do, head back to the Bulldozer Room from here.

Item:

Empty Battery

Bulldozer Room (Billy/Rebecca):

Bill should head over to the right side of the Bulldozer and input the Hi-Power Battery in the bulldozer so that the forklift is ready for use. Billy should stand on the crate and Rebecca should control the forklift so that Billy can get the last key in the game and that is the Keycard.

Now, before you leave the room, you have two options... go back to the save room and save before you fight a big creature up ahead or get the battle quick and over with with the creature and save in a room not far from there...so, I'll leave it up to you.

You should leave your handgun and all of the ammunition behind and have the Magnum, Grenade Launcher and Shotgun ready and stack up on healing

items.

Head back to the Generator Room.

Generator Room (Billy/Rebecca):

Use the keycard on the door you haven't went through yet and then take a deep breath and go through the door. You'll be in a hallway, there is a Magnum Ammo laying on the floor near the door, take it and go through the door, be prepared for a boss battle.

Item:

Magnum Ammo

-----BOSS BATTLE!!

Big Leech Room

Boss: Dr. Marcus Zombie

Soooo, this guy is the Dr. Marcus we've been hearing about, huh? and he has gotten uglier. This here is my strategy:

In this battle with Dr. Marcus, I used Billy to kill him. I was out of Magnum Ammo, so I picked up the one in the hallway before going in this room and there should be 8 shells in that Magnum box. Wasted all 8 GOOD shots on that Marcus Zombie and I had 12 Acid Grenades left (pick one up from where the gondola dropped you off and the one from the room where the blue canister is) and I only wasted 3...THREE ACID GRENADES on that creature and he's dead. The battle only took me 30-45 seconds at the most. I also have Rebecca attack the creature with her shotgun, and that helped a lot. If you have a better strategy, you can email me and tell me.

After the battle:

There are two cards laying on the floor, Billy should take one while Rebecca take the other and then go to the large door at the other side of the room and then turn the key at the same time on the panel to go through the door.

Item:

Shaft Key (x2)

Storage Save Room (Billy/Rebecca):

Here it is...the FINAL save room with PLENTY of ammunition and health replenishers. All you need is a Grenade Launcher full of Acid or Napalm Grenades, and a handgun with at least 100 or more ammunition. Head over to the elevating platform and use the lift to go up and then watch the cut-scene.

Item:

Ink Ribbon, Handgun Ammo, Acid Grenade, Napalm Grenade, Shotgun Ammo, First Aid Spray (x2), Red Herb (x2), Green Herb (x2)

-----BOSS BATTLE!!

Helipad

Boss: Queen

In the first half of the battle, all you need to do is fire all

of the grenades (acid or napalm, but acid works a little better) from the Grenade Launcher at the Queen (at least 7 or 8) and the Queen should be stunned and the cut-scene should start. Rebecca will now have to open the windows in the helipad to be able to kill the Queen.

When the 2nd stage start, all you need to do is equip the handgun and make sure you have about 100-150 handgun ammos and keep firing at the Queen, so that the Queen is DISTRACTED by it. Whenever it comes to you, just MOVE and RUN around and let Rebecca do what she has to do. Whenever the Queen turns away from you and go to Rebecca, start shooting at it again to distract it away from Rebecca and do the same strategy you did before, move and run around. The Queen have two attacks, one of them is to make a powerful jump and land on you, which is fatal. The other attack is the acid spit, which doesn't deal much to you.

When Rebecca open all four windows, the battle with the Queen will be over and the last cut-scene and FMV start here.

.....'til then, I hope you had fun with this game. I know I did.

=====
Enemies
=====

Baboon

This is a new creature! I've never seen a monkey in any one of the Resident Evil games that I've played (Resident Evil for GameCube, and Resident Evil 2 for Nintendo 64). This monkey takes at least 3 good shots for it to be killed. Their speed is a lot faster than the zombie, but they can't catch you if you run and not run into them. I've seen some climb up on the wall and run along the wall to catch up on you. They only have one attack and that is to use their swipe their sharp claws at you, I'm not sure about biting.

Centipede

This huge insect is your 2nd boss in the game. It may be all big and wiggly, but it doesn't deal much, just make sure you are far away from it. It is wise to save all the Hunting Gun ammo throughout the game until this part and the battle will be quick. It will take about 20-30 Handgun shots and who knows how many knife slashes it takes.

Crow

The first time you see this pecking enemy is in the Fireplace Room in the 2nd floor of the facility. They are not much to deal with because all you need to do is aim in the air and wait for one to come by in the line of fire and then pull the trigger. Their only attack is to swoop down on you or your partner and peck on your head, which it doesn't do much damage to you.

Leech Zombie

One of the two semi-strong zombies in the game. The Leech Zombie is the one that is made out of leeches and you can tell that it is because of some leeches running around it. You can easily kill it if you shoot at least three acid grenades from the grenade launcher at it.

Leeches

You've seen these in the FMVs (movies) throughout the game, but rarely seen in the game. You may stumble into some leeches in a old, dark room, but most of the time you see them with the Leech Zombie (many leeches formed into a zombie). A single leech is nothing to worry about, but don't waste a single bullet to kill one, instead step on them.

Mini-Centipede

I can't think up of a better name for this smaller version of the Centipede boss (2nd boss), but they look like a lymph version of it. They take a good amount of handgun shots, I've counted about 6. You can try to avoid it, but since they're so big, you barely can. The only attack they have with them is to pounce on you and gnaw on your skin.

Scorpien

Only appears in the Train Bar Room, and your first boss! Takes about 5-7 shotgun shots and who knows how many handgun shots it takes. It shouldn't be too hard to beat if you are new at the game.

Tentacle Zombie

The other semi-strong zombie, and probably one of the most annoying ones. The Tentacle Zombie can reach and hit you from far away and after about 8 swipes from its arm can kill you because I've been there. To kill it, you'll need to launch at least 2 or 3 napalm grenades at it.

Zombie

A common enemY throughout the game. These creatures only have one attack and that is gnawing through your skin. A couple of bullets fired from the handgun will take them down. Sometimes they will appear in a group of 3 or 4.

Zombie Dog (Cereberus)

Nasty looking dog with flesh and bones showing. They looked more of a Doberman Pinscher type than any other dogs. They are more swifter than the Zombie, of course. However, I feel that they are weaker than the zombie, at least 2 shots will kill them.

=====
Items
=====

Angel Wings

Use:

This item is a piece of two wings broken off of the White Statue, grab the statue and combine it with the Angel Wings and then it is to be put on the scale in the Main Hall

Found:

Look for the Book of Good behind the movable bookcase on the ledge in the 2nd Floor Library. Open the book up to find this item inside.

Battery

Use:

The battery is an important item because you'll need it so that you can get the final tablet that goes in the final groove under the telescope in the Observatory, or else you won't be able to get to Disc 2 of the game.

Found:

The battery is found in the secret room behind the wall in the Facility Bar Room. Have either Billy or Rebecca play the piano, this make the wall slide open and then one should go in and grab the battery out from the slot.

Black Statue

Use:

This statue belongs on the scale that is being held by a lady statue, look for this statue on the 2nd floor of the Main Hall, just above the large painting of a man.

Found:

Find this important item in the 1st Floor Storage via the Large Dining Room. The item is sitting on a pile of old stuff near the window. One of the two wings is broken off.

Black Wing

Use:

This item is a piece of one of the two wings of the Black Statue, grab the statue and combine it with the Black Wing and then it is to be put on the scale in the Main Hall.

Found:

It is found inside the Book of Evil in the Chess Room. You must solve the chess puzzle to be able to make the smaller chessboard slide and revealing the Book of Evil in the hiding spot.

Blue Herb

Use:

Recover 25% of your health (1 Blue, 1 Green Herbs)
Recover 50% of your health and heal poison (1 Blue, 2 Green Herbs)
Recover 100% of your health and heal poison (1 of each color)

Found:

Underground Save Room, Green Canister Room,

Blue Keycard

Use:

The door at the end of the train hallway where the save room is, or where Edward's corpse is, use it on the card reader on the right side of the door to be able to gain access to the train control room.

Found:

In the briefcase found in the closet of the Conductor's Room, you need a Gold and a Silver Ring to be able to open the briefcase.

Blue Leech Charm

Use:

This charm is used on the special door in the hallway inside the church where the Tentacle Zombie was.

Found:

This item is found in the Leech Capsule from the Leech Capsule Room, you need an item or a chemical called "Stripping Agent" to be able to open the capsule.

Briefcase

Use:

There is no use for it, but there is something useful inside the briefcase, and that is the Blue Keycard. You need a Gold and a Silver ring to unlock the briefcase.

Found:

In the closet of the Conductor's Room

Book of Good

Use:

There is no use for it, but something useful is inside. Examine the book and it will open up, inside is a pair of Angel Wings, the item is made out of white stone.

Found:

Look for this heavy book in the 2nd Floor Library. Have Billy push the bookcase to the left and then have either him or Rebecca pick up the book.

Conductor's Key

Use:

To unlock the door to the Conductor's Room.

Found:

On the countertop in the Upper Kitchen, have Rebecca or Billy place they key in the service lift to send it to the lower kitchen.

Crank Handle

Use:

It is used on the mechanism that lower and raise the floor panel in the 2nd Floor Study Room. The crank handle must be broken off.

Found:

In the cabinet in the Fireplace Room on the 1st floor of the facility.

Dial

Use:

This key item goes on the door that leads to the Machine Room where the cable car is.

Found:

This item is found in the Breeding Room and it may be hard to get because two Hunters are guarding it. The easiest way is if you control fire one of the Hunters, they will start moving and then you can grab the Dial and leave the room immediately.

Dining Car Key

Use:

Unlock the door to the Dining Car.

Found:

At the end of the train hallway.

Discipline Tablet

Use:

This is one of the tablets that goes in one of the three grooves below the telescope in the Observatory. The other two is Obedience and Unity.

Found:

The last and final tablet is found on top of the pillar outside of the facility. The important item you'll need here is probably the Battery. The Battery will bring the elevator to life and luckily, that elevator has a crate on it. Push the crate towards the pillar and then have Billy climb on top of the crate so that he can reach and grab the Discipline Tablet off from the top of the pillar.

Duralumin Case

Use:

There is no use for it, but there is something useful in the case for Billy. Inside is the parts that goes on Billy's handgun. His handgun, after the parts are combined with it, will be called "Custom Handgun".

Found:

The case is found inside the locker in the upper part of the Underground Control Room, you need to find the Locker Key which is in the Underground Waterfall Room to be able to unlock the locker.

Empty Battery

Use:

This item is used on the bulldozer so that you can get the forklift to work. The forklift is used for Billy so that he can reach up the wall so that he can get the final keycard in the game.

Found:

Find this important item in the Mini-Centipede Room on the shelf, have Billy give Rebecca a boost so that Rebecca can get the battery off of the shelf and combine it with the Battery Fluid, it will form into Hi-Power Battery.

Facility Key #1

Use:

After the 2nd boss battle, examine the key so that it turns into the Fire Key.

Found:

This key is found inside the cage in the Cage Room, you need to have Billy use the crank to raise the cage because he is strongest. Snatch the key from under the cage and the 2nd boss battle will begin.

Facility Key #2

Use:

The only use for it now is if you examine the back side of the key, it will turn into a "Water Key".

Found:

This key is found inside the hole in the Underground Control Room, you need to have Rebecca help Billy to get through the gate area of the room by using the gate control in the upper part of the room. When Rebecca get Billy to press the red button, two Hunters will show up, have Billy kill them with the Grenade Launcher with Acid

Grenades equipped. Billy should be able to pick up the Facility Key, examine the back side of the key and it will be called "Water Key"

Fire Key

Use:

There are two doors in the facility that can be unlocked with the Fire Key. The two doors even have the reddish color and fire engraved on them.

Found:

This key is found inside the cage in the Cage Room, you need to have Billy use the crank to raise the cage because he is strongest. Snatch the key from under the cage and the 2nd boss battle will begin. Examine the key afterward and then it will be called Fire Key.

First Aid Spray

Use:

Recover 100% of your health

Found:

Train Room 1, Kitchen, Gas Tank Room, Machine Room, Underground Waterfall Room, Research Room, Church Save Room, Green Canister Room, Treatment Plant Save Room,

Green Herb

Use:

Recover 25% of your health (1 Green Herb)

Recover 25% of your health (1 Blue, 1 Green Herbs)

Recover 50% of your health (2 Green Herbs)

Recover 50% of your health and heal poison (1 Blue, 2 Green Herbs)

Recover 100% of your health (3 Green Herbs)

Recover 100% of your health (1 Red, 1 Green Herbs)

Recover 100% of your health and heal poison (1 of each color)

Found:

Train Save Room, Kitchen, Conductor's Room, Upper Passenger Car, Train Control Room, Main Hall, Fountain (x3), Fireplace Room #2, Outside Balcony, Underground Save Room, Bunkbed Room, Research Room, Church Roof, Factory Save Room, Boiler Room, Treatment Plant Save Room, Dam, Storage Save Room

Green Leech Charm

Use:

This item is used to unlock the special green door in the Operation Room.

Found:

In the Green Leech Charm room, the statue of a lady is holding the green charm that leads you to get the Stabilizing Agent.

Gas Tank

Use:

Fill it in a empty bottle so it will become Molotov Cocktail, this is to torch the zombies on fire is one of the reasons.

Found:

Gas Tank Room, 1st Floor Storage,

Gold Ring

Use:

One of the keys that goes on the briefcase.

Found:

Gas Tank Room, on the floor.

Hookshot

Use:

To reach the ladder to get to the roof of Train Car 2

Found:

Outside at the back of the train, use the lever to release the lock.

Ice Pick

Use:

For the lock on the door in the Upper Kitchen.

Found:

Upper Passenger Car, in the cart/trolley.

Industrial Water

Use:

The Sulfuric Acid (Red and Green chemical mixed together) is used to mix with the Industrial Water so it will form into Battery Fluid so that you can use it on the bulldozer in the Bulldozer Room.

Found:

This item is found on the desk in the Larva Capsule Room.

Ink Ribbon

Use:

Save your progress, find a typewriter to do so.

Found:

Train Room 1, Train Save Room, Conference Room, 2nd Floor Study Room, Main Hall, Underground Save Room, Bunkbed Room, Church Save Room, Factory Save Room, Treatment Plant Save Room, Storage Save Room

Input Reg. Coil

Use:

One of the two coils that goes in the panel in the cable car control room. This item is to get the cable car running.

Found:

Find this item in the Blue Office, but first, you need to get the Blue Leech Charm out from the Leech Capsule and use it on the blue door that can only be unlocked with the blue charm in the Laboratory.

Iron Needle

Use:

This item act as the two hands for the grandfather clock, the minute hand and the hour hand. To solve this puzzle, read the file titled "Note to All Staff" to find a clue.

Found:

The Iron Needle is found on the left antler of the moose's head. It is mounted on the wall above the fireplace in the room "Moose's Head Room".

Jewelry Box

Use:

To hold jewelry, but this is no jewelry box though, the Silver Ring is inside.

Found:

Cabin Room 1, jump down into the hole from the roof of Train Car 2.

Leech Capsule

Use:

There is no use for it, but the important item is inside the capsule, that is the Blue Leech Charm. You need a special chemical called "Stripping Agent" to be able to get the charm out from the capsule.

Found:

This item is found inside the Leech Capsule Room, if you get the elevator to work outside the church, one of the room has a hookshot spot. Use the hookshot here and you'll get to the capsule but there is danger standing in front of it.

Lighter Fluid

Use:

What is a lighter without a lighter fluid?

Found:

The fluid can be found on one of the carts in the Facility Kitchen, the item is for Billy to combine it with his Lighter.

Locker Key

Use:

This key is used on the locker in the Underground Control Room, inside is a Duralumin Case which has the handgun parts for Billy's handgun.

Found:

Find this item in the Underground Waterfall Room sitting next to the First Aid Spray. There may be two enemies feeding on their fellow enemy. Hungry, I guess?

Magnetic Card

Use:

This card is used on the card reader at the rear end of the train, swipe it through the reader and you need to punch in 10 keys that adds up to a number on the reader to gain access to stop the train.

Found:

In the Train Control Room on the countertop.

Microfilm A

Use:

This piece goes in one of the two slots in the MicroFilm Projector in the MicroFilm Projector Room, the two disks (A & B) put together an image of the Conference Room.

Found:

On the table near the painting on the wall in the 2nd floor Study room.

MicroFilm B

Use:

This piece goes in one of the two slots in the MicroFilm Projector in the MicroFilm Projector Room, the two disks (A & B) put together an image of the Conference Room.

Found:

Look for it sitting on top of the mantle in Fireplace Room #2. This and MicroFilm A are needed for something.

MO Disk

Use:

Use this disk on the computer at the podium in the Conference Room, after it being used, you will be give a random code and then you need to stand at one of the two codes and your partner at the other to be able to unlock the three doors blocked by the swords of the two knights.

Found:

The MO Disk is given to you after you view the image of the screen in the MicroFilm Projector Room, the disk holds an image of the Conference Room.

Motherboard

Use:

This item is used on the control panel that controls the gondola so that Rebecca can stop the flow in the dam.

Found:

This item is found on the catwalk of the Upper Boiler Room #2, just after the battle with the second Tyrant.

Obedience Tablet

Use:

This is one of the tablets that goes in one of the three grooves below the telescope in the Observatory. The other two is Unity and Discipline.

Found:

This tablet is found in the Small Meeting Room, one of the rooms further down behind the blue door in the Craft Room. You need to find the Vise Handle first because the Obedience Tablet is in the vise and the handle isn't on the vise to loosen the grip up.

Output Reg. Coil

Use:

One of the two coils that goes in the panel in the cable car control room. This item is to get the cable car running.

Found:

Find this coil laying on the ground on the lower level of the Machine Room.

Panel Opener

Use:

To open the panel in one of the corners in the Lower Kitchen.

Found:

Train Bar Room, after the Scorpion boss battle, look for it in the debris towards the back of the room.

Red Herb

Use:

Recover 100% of your health (1 Red, 1 Green Herbs)

Recover 100% of your health and heal poison (1 of each color)

Found:

Conductor's Room, Upper Passenger Car, Main Hall, Fountain (x3),
Facility Kitchen, Bunkbed Room, Research Room, Church Roof, Factory
Save Room, Boiler Room, Treatment Plant Save Room, Storage Save Room

Shaft Key

Use:

On the door to the final save room and the final part of the game.
Turn the key at the same time so the door can open.

Found:

The final two keys in the game are found after the battle with the
big Dr. Marcus Zombie, find them both scattered out on the floor
after when Dr. Marcus has fallen over.

Silver Ring

Use:

One of the rings to unlock the briefcase.

Found:

Inside the Jewelry Box in Cabin Room 1 after you jump into the
hole from the roof of Train Car 2.

Statue of Evil

Use:

This whole statue, after combining the Black Wing with the Black
Statue will be used on the scale that is held by a woman in the Main
Hall. After putting both Statue of Good and Evil on the scale, the
large painting of the man below the scale will slide into the ground,
revealing a new passageway behind it.

Found:

It isn't really found anywhere, but if you combine the Black Statue
with the Black Wing, the statue will now be called Statue of Evil.

Statue of Good

Use:

This whole statue, after combining the Angel Wings with the White
Statue will be used on the scale that is held by a woman in the Main
Hall. After putting both Statue of Good and Evil on the scale, the
large painting of the man below the scale will slide into the ground,
revealing a new passageway behind it.

Found:

It isn't really found anywhere, but if you combine the White Statue
with the Angel Wings, the statue will now be called Statue of Good.

Sterilizing Agent

Use:

This agent can be used to get rid of the gases in the room where the
Breeding Room Key is.

Found:

This red item is found in the Body Storage Room in the Laboratory,
look for this behind the green door which can be unlocked by using
the Green Leech Charm on it.

Unity Tablet

Use:

This is one of the tablets that goes in one of the three grooves below the telescope in the Observatory. The other two is Obedience and Discipline.

Found:

This item is found in the Underground Bedroom inside the fireplace. You need to get the large painting of a man in the facility to move out of the way by solving a large puzzle.

Vise Handle

Use:

This handy item is used to loosen the vise up that is holding the Obedience Tablet, one of the three important tablets that goes in one of the three grooves under the telescope in the Observatory.

Found:

This handy item can be found in the Wire Room. This room is the first door on the right when you unlock the blue door in the Craft Room. This is also where you'll find a special zombie.

Water Key

Use:

This key is only used for one door, and that door is the only blue door in the whole facility. Use the Water Key to unlock the blue door in the Craft Room, behind that door is the Obedience Tablet and some other important items.

Found:

This key is found inside the hole in the Underground Control Room, you need to have Rebecca help Billy to get through the gate area of the room by using the gate control in the upper part of the room. When Rebecca get Billy to press the red button, two Hunters will show up, have Billy kill them with the Grenade Launcher with Acid Grenades equipped. Billy should be able to pick up the Facility Key, examine the back side of the key and it will be called "Water Key"

White Statue

Use:

This statue belongs on the scale that is being held by a lady statue, look for this statue on the 2nd floor of the Main Hall, just above the large painting of a man.

Found:

In the Craft Room, first door on the left down the stairs from the Cage Room. Look for it on the countertop across from the Grenade Launcher.

=====
Weapons
=====

Acid Grenades

Found:

Underground Control Room, Floodgate Control Room, Larva Capsule Room,

Grenades

Found:

2nd Floor Library, Panel Room, Factory Save Room, Storage Save Room

Grenade Launcher

Found:

Craft Room, this room is located on the 2nd floor of the facility.
First door on the left when you go down the stairs from the Cage
Room (2nd boss battle).

Handgun Ammo

Found:

Train Room 1, Train Save Room, Dining Car Upstairs, Kitchen (x2),
Upper Train Bedroom, Train Control Room, Conference Room, Main Hall,
Machine Room, Observatory, Chess Room, Underground Control Room,
Research Room, Blue Office, Body Storage Room, Cable Car, Panel Room,
Factory Save Room, Treatment Plant Save Room, Generator Room,
Storage Save Room

Magnum

Found:

This piece is found on a dead man's body in the cable car. Make
sure you carry it with you at all time!

Magnum Ammo

Found:

Underground Control Room, Facility Bar Room, Hallway before Big Leech
Room,

Napalm Grenades

Found:

Craft Room, Chess Room, Church Save Room, Treatment Planet Save Room,
Storage Save Room

Shotgun

Found:

This fun weapon can be found in the 1st Floor Storage room. Get there
from the Large Dining Room on the right side of the facility. The
shotgun is standing upward and tucked in the corner of the storage
room.

Shotgun Ammo

Found:

Upper Passenger Bedroom, Gas Tank Room, Conference Room, Fireplace
Room #2, Underground Control Room, building outside of Church,
Church Save Room, Laboratory Room, Machine Room, Upper Boiler Room,
Generator Room, Storage Save Room

About Battery Fluid

--Battery Fluid

The fluid used in batteries is a diluted solution of mixed water and sulfuric acid.

Both must be of a high purity.

When fully charged, battery fluid should have a specific gravity of 1.280 + 0.010 at 20 degrees C

--Battery Acid Purity

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

About the Power Regulator

Due to the recent lightning strike, the power regulator continues to be inoperative.

I wouldn't really matter about the power, except for the fact that the boiler room equipment is on the same grid.

The equipment is so run down. I'll probably have to have it fixed up all the time.

If you wish to exit rapidly set the indicator to 70.

Check first though that everything is connected to the chain.

Assistant Director's Diary

September 2nd

A useless bunch of trainees, as always.

Where does headquarters find these idiots?

We did get a couple of decent ones, though so can't complain I guess/

William and Albert. They might have a future.

September 25th

Scholar Will. Practical Al. They really are opposites.

And they're always competitive in everything they do.

There's something ruthless and cruel about 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.

Brake Operation Manual

Using the Brake control. The following three steps are necessary to operate the brakes:

Step 1:

Activating the controls.

Brake controls are located in the following locations:

-First car Driver's Compartment.

-Rear deck of the fifth car. To activate the system, you must insert the magnetic card into the device in the fifth car. This will supply power to both sets of controls.

Step 2:

Enter Rear Deck Code.

Enter the code for the rear deck unit to release the lock.

After this the Driver's Compartment code can be input.

Step 3:

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.

Correctional Institute Inmates List

Mathews, K.

Deceased. Disposal Complete.

Midge, D.

Deceased, Disposal Complete.

Keith, W.

Preserved as specimen.

Savage, C.

Transported to research facilities.

Royce, M.

Transported to research facilities.

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).

First Investigation Unit Notes

We are searching the facilities, and it looks like a lot of the chemicals survived.

Fortunately, the storage tanks are still all full.

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

The chemicals are scattered all about. Not because of the accident, more a result of plain mismanagement.

When we re-open the facilities, we will have to develop a system for dealing with these chemicals.

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

Red + Blue = Sulfuric Acid

Green + Red = Stripping Agent

Gate Operation Manual

To open the Heliport in case of emergency, follow the procedures below:

Removing the lock:

There are four locking mechanisms in the room which must be activated in this order:

1. Southwest side
2. Northwest side
3. Southeast side
4. West side

Turn each of the mechanisms' handles to unlock the gate.

Hookshot Operator's Manuel

-WARNING-

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

1. Where to use. There is a ladder outside the small window by the 1st

floor section door of the third carriage.

Fire the device so that it hooks high onto the ladder.

2. Using the Winch to Climb. After securing the hook, use the winch to lift yourself up.

-This grappling hook can only lift one person at a time. Be aware that the unit may be damaged if lifting more than 80 kg.

Investigation Orders:

(Stained with blood, some sections are illegible).

8 miles north of Raccoon City, in the Arklay Mountains, lies our company's Management Training Facility. It was shut down years ago.

Now, we are conducting a preliminary study into the re-opening of the facilities.

First Investigation Unit is already on-site and opening this investigation, I want your team to provide support.

The following orders are William Bark and Ives' investigation Unit

...(the rest is torn and unreadable)

Investigator's Report

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

The reason became clear here at the Training facility run by Dr. Marcus... well, no here exactly, but underground. When we ventured below, we understand...

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).

Investigator's Report 2

We should have finished with this dump long ago. When this all started, did anyone expect that there would be guns blazing away like this?

We weren't told a thing about these creatures attacking us at the briefing... Guess they were a surprise to the head honchos too. The things in the woods - just starting to attack people. That had to be planned. Someone deliberately scattered that virus, no doubt about it.

But the guards, ou 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.

Leech Growth Records

February 3rd, 1978

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

February 10th, 1978

7 days since administration of "t". Rapid growth to double former size, signs of transformation emerging. 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 30th, 1978

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

June 3rd, 1978

A day worthy of commemoration. Today they began to mimic me!

Surely they recognize their father...

Wonderful children. No one will take you away...

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.

Marcus' Diary 1

-December 4th

We finally did it... the new virus!

We have called it the "Progenitor"

I want to carry it back and start detailed investigations immediately.

-March 23rd

Spencer says he's going to start a company.

Well, I don't care, as long as I can continue my research into "Progenitor".

He can do what he likes...

-August 19th

Spencer keeps asking me to be the director of his new Training facility.

Maybe it's because of the business, but he's becoming intolerably pushy.

But, maybe I can turn this to my advantage. I need a special facility to properly explore all this virus's 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.

Marcus' Diary 2

(This page has been torn out).

Trouble is unlikely, but I closed my babies up in a special capsule. But it won't be safe if I hold on to it myself. I'll hide it in that place.

"To hide a leaf, put it in a forest"

To open the capsule, the special stripping agent is necessary. No way Spencer's lackeys could figure out how to make it...

Note from Conductor

They 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 adance.

Notice to All Staff

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

Regular meetings of the Vaccine Research and Infectious Agents teams will be held.

Both meetings are Security Level 5, and will be held in the following locations:

1F W Operations Control Room 2F SE Meeting Room

The entry code shall be

"8:15"

Thank you.

Notice to Supervisors

When closing the dining car, supervisors are asked to switch off the automatic doors after ensuring all staff have vacated the car.

The main automatic door power switch is located on the roof of the fifth car.

Inspections will take place when the train is garaged.

After inspections are complete, use the ladder at the rear of the second floor of the dining car.

Umbrella Corp.
Maintenance Department

Regulations for Trainees

Training facility Mission

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

Applying the strictest and most rigorous training standards, this facility will, without regard for gender, race or creed, produce only the best candidates to be the global future leaders of Umbrella Corporation.

We look forward to the development of your leadership qualities.

Training facility Guidelines

Discipline. Obedience. Unity.

These three words are the basic principles which govern Umbrella Corporation employees, and are to be considered the Law of this facility.

Keep these words in mind at all times. Devote yourselves to your training, and bring honor to yourselves and the corporation.

James Marcus
Director,
Umbrella Corporation
Management Training facility.

Passenger's Diary:

July 14th

Orders came from the boss today.

Looks like we're in charge of investigating the remains of the Arklay Mountains laboratory.

We're moving in two groups, with us in the initial group, assigned to start checking what's left of the abandoned experiment.

July 16th

Unfortunately, the test production of B.O.W. (Type-Y139) had to be suspended because of this investigation.

It's the same with Type-Y139. There's still so much we don't know about responses to the crustacean t-virus. There's a lot of interesting research

left...

Depending on the species and nurturing conditions, only minute doses of "t" bring about remarkable changes in solidity, size, multiplication of internal toxins and brain development. If these effects can be controlled, a powerful weapon could be produced.

But the sudden development of the shell results in a corresponding fragility. Certain areas become exceedingly weak.

Problematically, one of those 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.

Treatment Plant Manager's Diary

5/10

Damn it! Why is normal industrial waste being delivered here? This is an Umbrella Corporation facility. We can't deal with this volume of material. Plus they're sending us contaminated materials that we can't process. What are we supposed to do with it?

7/24

Well, looks like they're closing it down. Not surprising, using it like they did. Had to be done, but... It was pretty sudden. It's not like they cared until now. Anyway, as long as I get out of here, I don't care what they do.

=====

Maps

=====

Factory Map

-Where? -Look for this map in the first save room after when you get the cable car to work.

Laboratory Map

-Where? -In the Leech Capsule room, look for that room where the first save room in the Laboratory is (Reference room) and look for a hookshot spot. After you use the hookshot, look for the Laboratory map on the wall before you leave the room.

Train Map

-Where? -In the Conductor's Room, on the wall next to the red flickering switch.

Training Facility Map

-Where? -On the podium in the middle of the Study room, take the hallway on the left hand side of the Conference Room on the 2nd floor of the facility.

Treatment Planet Map

-Where? -On the wall to the left of you when you enter the Pool Table Room after you beat Tyrant, your 4th boss.

=====
Credits
=====

Nintendo - for having Resident Evil 0 on the shelf.

Capcom - for developing one of the best games for the Nintendo GameCube

CVXFREAK - for some enemies' name, Dam Puzzle Map, and on where to get the Green Chemical he sure is the RE master.

Copyright

This document is Copyright (c)2002 Myke. This guide is for personal use. If you use any information from this Resident Evil 0 FAQ for Nintendo GameCube document, please give me full credit, do not alter my information in any way, shape, or form.

This document/guide can only AND ONLY be found at www.GameFAQs.com, www.NeoSeeker.com, and www.IGN.com, if you find this guide somewhere else, IMMEDIATELY notify me.

This game is (c) CAPCOM CO., LTD. 2002

This game is rated (M) Mature (Blood and Gore, Violence)

-END OF DOCUMENT-

This document is copyright Myke and hosted by VGM with permission.