

Resident Evil Zero FAQ

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Resident Evil 0
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1.Introduction

Greetings. Welcome to my first Resident Evil 0 FAQ for the Nintendo Gamecube. Please remember that this FAQ is a copyright of myself, and that NO ONE IS TO PLAGERIZE, COMMERCIALIZE, OR USE THIS GUIDE ON YOUR WEBSITE IN ANY WAY. If you'd like this guide on your website, please e-mail me first and I'll give you permission. Please note that this guide WILL CONTAIN SPOILERS, so read at your own risk. Now, on to the FAQ...

This walkthrough for Resident Evil 0 can be found at the following sites:

www.gamefaqs.com
www.neoseeker.com
www.ultragamer.4t.com

2.Updates

2/20/03-Added an explanation to end some sort of confusion everyone seems to have...

2/10/03-Added a monster list to the FAQ and fixed some minor mistakes.

2/9/03-Added all the files found in the game. More updates to come soon.

1/31/03-Official start of this FAQ.

3.Before the Mansion...

(This was taken from the instruction booklet)

1998...

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!

4.Controls

Control Stick: Up-Walk forward
Down-Walk backward
Left/Right-Turn to that direction

A-This is the action button. Use this to examine your surroundings, open doors, and pick up items.

B-Hold this to run.

Y-Brings up the menu.

Partner-Decide which actions you want your partner to do. Attack will have your partner help you in battle. Idle will have him/her not attack. You can work as a team by selecting Team, or split up by selecting Solo.

Map-View the map

File-Review the files you have collected

Options-Brings you to the game options.

Exit-Return to the game.

X-Switch characters

Z-View map

R-Hold this button to aim your weapon, then press A to fire.

Control Stick down + B: Perform a 180 turn to quickly run away from danger.

5.Characters

Rebecca Chambers

Age: 18

Rebecca is the newest and youngest member of the Bravo Team. She has the ability to store chemicals in her mixing set and mix herbs. Rebecca has very poor stamina, and can't move large or heavy objects.

Billy Coen

Age: 26

Billy is an ex-marine who was sentenced to death for murdering 23 people. Billy has great stamina and can move heavy objects. His downfall is he can't mix herbs or chemicals.

Albert Wesker

Age: 38

Wesker is the captain of the Alpha Team. He lures his team into the Spencer Mansion to use them as test subjects against their experiments. His whereabouts are unknown after RE1, but he makes a comeback in RE:CV.

William Birkin

Age: 36

Birkin is Wesker's partner. He is the creator of the G-Virus, which surpasses the T-Virus. After being attacked by Umbrella in RE2, his only option was to inject the G-Virus in order to survive, thus mutating him into a horrid monster.

James Marcus

Age: Deceased

Marcus is the creator of the Progenitor Virus, the base of the T-Virus. He often used leeches for his experiments, and eventually grew an obsession for them. He was mysteriously murdered, but somehow, his research had mysteriously continued.

6.Survival Tips

Here is some advice for you to survive in this survival/horror.

-Conserve ammo. There is not much ammo in the game, so don't go trigger-happy on whatever monster you see. Use only if you really have to.

-Dodge monsters. If you can, dodge zombies so you don't waste ammo on them. They are very slow and very dumb, so it shouldn't be that hard.

-If you're in a room with a lot of monsters, have your partner aid you

working, go upstairs. Don't forget to take the file on the corner table.

Dining Car (2nd floor)

Once the FMV ends, you will have to fight a Leech zombie. Instead of wasting ammo on it, simply leave the room to end the battle. Once the cinema is over, you will now have control of Billy. Go to the end of the room and climb the ladder.

Train Roof 1

Make your way forward and go around the hole. USE REBECCA to reattach the cables. Once this is done, leeches will attack Rebecca and knock her into a room where she will be trapped. As Billy, go back into the Dining Car.

Dining Car (2nd floor) (Billy)

Go downstairs.

Dining Car (1st floor) (Billy)

Go through the automatic door now that power is restored and turn the corner. Switch to Rebecca and send down all her ammo via service elevator. Also, send down the Train Key (Conductor Key) and the Green Herb. Now switch back to Billy and proceed to the main car.

Main Car (Billy)

Go through the door at the end and watch out for the zombies.

Stairway Car (Billy)

Watch the zombies roaming around and go through the door at the end.

Cabin Car (Billy)

Go to the end of the car and use the Conductor's Key to unlock the door.

Conductor's Room (Billy)

Take the Train Map on the wall. Go to the cabinet next to the desk and take the Briefcase. Stock up on health, take the file on the floor, then press the button next to the door to let out a ladder. Climb up...

Lounge Car (Billy)

As you make your way across this large room, a cut-scene will play. Don't worry, nothing will happen, yet... Go through the door at the end of the room.

2nd Story Car (Billy)

Pick up the Ice Pick on the dining shelf and go down the hallway into the door on your right.

Closet Room (Billy)

Ah yes, plenty of goodies in here. Pick up the Hunting Gun on the bed and the shells at the foot of the bed. Also take the First-Aid Spray (you may very well need it) Now leave.

2nd Story Car (Billy)

Backtrack to the Lounge Car.

Lounge Car (Billy)

Proceed forward a little bit, and then watch as the first boss of the game makes its entrance. (Look at the boss section to see how to fight this boss) After the easy battle, run to the wreck at the end and take the Panel Opener. Now go down the ladder.

Conductor's Room (Billy)

From here, backtrack all the way back to the Dining Car (1st floor)

Dining Car (1st floor) (Billy)

Go to the service elevator and send Rebecca the Ice Pick. Switch back to Rebecca and use the Ice Pick on the door to release the doorknob. Exit the room.

Dining Car (2nd floor) (Rebecca)

Go down the stairs. (Notice the zombie on fire, :P)

Dining Car (1st floor)

Reunite with Billy and use the panel opener on the panel next to the refrigerator. Climb through the hole.

Storage Car

Kill the two Cerberus and take the Gold Ring in the animal cage. Combine it with the Briefcase and go through the door at the end.

Rear Car

Split up the team and have Billy walk over to the switch on the railing. Have him flip it and don't move him at all. Switch to Rebecca and take the Hookshot off its mount. Reunite and go back inside.

Storage Car

Unlock the door and go through.

Dining Car (1st floor)

Watch out for the new zombie and go to the main car.

Main Car

There are a lot more zombies here now, so watch yourself. Proceed through the door at the end.

Stairway Car

Go to your immediate left and look out the window. You will see an inaccessible ladder. Before you do anything, have your partner go upstairs so the zombies in the room won't attack him/her. Now use the Hookshot to climb to the roof.

Train Roof 2

Move forward toward a hole. Jump down.

Zombie Cabin

Dispose of the zombie and pick up the Ring Box next to the closet. Examine it to open the box and take the Silver Ring. Leave the room.

2nd Story Car

The eggs that were here are now hatched and the leeches are ready to eat. Reunite with your partner and head downstairs.

Stairway Car

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

Cabin Car

Go to the end of the car where the electronic car is. If you haven't already, combine the Silver Ring with the Briefcase. Examine it to open it and take the Blue Keycard. Use this on the electronic door and go through.

Engine Car

Walk past the dead bodies and go through the door.

Driver's Compartment

If you watched the previous FMV, you will learn that the train will be destroyed. It's up to you to stop the train before it runs off a cliff. Choose who will stay behind. (I recommend Rebecca) After you receive the Brake Manual, you will resume play. Take the Magnetic Card right in front of you and the Handgun Ammo under the cabinet. From here, backtrack ALL THE WAY to the Rear Car.

Rear Car

Walk left and use the Magnetic Card on the device. You will now have to input a code. You have to press the numbers to add up to the total shown. In my last game, my total was 81. The code is:

7+2+9+9+9+9+9+9+9

Driver's Compartment

You will now switch back to whoever you left behind. You have to do the same thing you did in the in the Rear Car, but this time you can't see the numbers you are adding up so far. My total was 36, so the code is:

2+2+2+2+3+9+9+2+3+2

END TRAIN

You have managed to stop the train, but you're not out of danger yet.
You will now explore where it all started...

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

Train Wreck

Any items that you left behind in the train are now scattered on the floor. Take what you need, dodge the zombies and exit through the door to the south.

Sewer

Jump in the sewage and go down the path to another ledge you can climb. Go up the ladder.

Umbrella Research Facility

Main Hall

Go down the stairs and head towards the east hall.

East Dining Room

Kill the zombies in the room and go around the table. Take the handgun ammo on the corner table, and then go through the door in the kitchen area.

East Hall

To your left is a boiling room, but you can't proceed because of the intense steam. Go down to your right and through the door.

Evil Statue Room

Kill the two zombies here and take the Black Statue. Head to your left and take the Shotgun (yay!) Take the Gasoline if you wish. Head back to the bigger area of the room and climb the ladder in the corner.

Balcony

Walk past the "dead" zombie and take out the army of zombies. Watch out for the zombie that comes to life. Take the Green Herbs if you need to, then head to the end to unlock the door. Go through...

Conference Room

Go into the seating area and take the file from the desk. Then go through the single door in the corner.

Main Hall

Go in front of the statue right in front of you and put the Black Statue on the plate. Now stay on the 2nd floor and head to the room on

the West Side of the facility.

Lounge Room

Take the file on the table, and then take the Crank from the nightstand by the windows. Watch the cut-scene as crows burst through the windows and get your butt out of there!

Main Hall

Head to the Conf. Room

Conference Room

Head to your left and go through the door.

Fire Hall

Kill the zombies here and enter the double doors.

Computer Room

Take the Facility Map from the podium; take Microfilm A off the desk in front of the painting, head to your left. You will see a platform and a non-working crank. Split up the team and have Rebecca stand on the platform. Before you send her up, give her the Shotgun and any ammo for it. Now use the Crank on the lever to send her up.

Attic (Rebecca)

As soon as the platform stops, ready your Shotgun. A giant roach will drop from the ceiling. Blast its brains out and move forward. Another one will fall, so take care of that one, too. You will see a clock, but it is missing the minute hand. I guess we're going to have to look for it, right? Anyway, go through the door up the stairs.

Courtyard (Rebecca)

Watch out for the crows and take some Green or Red herbs if needed. Go across the room and through the door.

Mechanical Room (Rebecca)

Take a look at this gigantic room. Head forwards and go down the stairs. Go to the door AT THE END and unlock the door. Now switch to Billy.

Computer Room (Billy)

Leave the room.

Fire Hall (Billy)

Go right and watch out for that hard-to-see zombie. Go through the door.

Conference Room (Billy)

Go through the double doors.

Main Hall (Billy)

Head left and go through the door in the corner.

Mechanical Room

Reunite with Rebecca. Now give the Shotgun back to Billy (he'll need it pretty soon) and any ammo for it. Also, give him all of your Handgun ammo. Head back upstairs and go to crank near the door. Split up the team and have Billy turn the crank to raise the cage. As Rebecca, go down a little and climb down the ladder. Go toward where the cage was and take the Facility Key. (Fire Key) A cut-scene will play where the next boss captures Rebecca. (Look up the boss section to see how to fight this boss.) Once the battle is over, even out the ammo between them, and head back downstairs and through the first door to your left.

White Statue Room

Kill the two roaches in here then claim your prize on the sofa, the Grenade Launcher. I suggest you have Rebecca use this weapon. Go forward and take the White Statue near the blue door. Leave the room.

Mechanical Room

Take the door to your left.

Main Hall

Go to the statue with the plates and place the white statue on the plate. The plates are still uneven, so we need to look for something to add to the statues. Go downstairs and into the east dining room.

East Dining Room

Where did these zombies come from? Go forward and use the Fire Key on the door.

Kitchen

Go to the second counter and take the Fuel Canteen. Combine it with Billy's lighter and take the gasoline if you wish. Leave the room.

East Dining Room

Head back to the main hall.

Main Hall

Go upstairs and into the Conf. Room

Conference Room

Go through the door to your left.

Fire Hall

Head back through the double door.

Computer Room

Head to your left and use Billy's lighter on the lamp. This will
unlock the door. Go through.

Library

Stay where you are and kill occupied zombies. Head forward and climb
the ledge. Take a few steps forward and you will see a bookshelf that
stands out. Push it to the side and take the Book of Good. Examine
the side of it to open it and take the Angel Wings. Leave the room.

Computer Room

From here, backtrack to the main hall.

Main Hall

Take the White Statue from the plate and combine it with the Angel
Wings. The plates are still quite uneven, so we have to find the
missing wing on the evil statue. Go through the double doors.

Conference Room

Head back to the fire hall.

Fire Hall

No, don't get ahead of me, we're not going throughout he double doors
this time, :) go to the end of the hall and use the Fire Key on the
door. You can throw away the key now; you don't need it anymore.

Study Room

Go forward and push the table far enough so you can push it left.
Before you do that do, press the switch in the corner of the room next
to the mirror. This will turn on the light and reveal something on the
deer head. Push the table under it and take the Iron Needle. Before
you leave, take the Handgun ammo, Shotgun Shells and the file. Leave
the room.

Fire Hall

Go back to the Conf. Room

Conference Room

Go back to the main hall

Main Hall

Head toward the East Side of the mansion and through the door in the
corner.

Mechanical Room

Head upstairs and through the single door near the crank.

Courtyard

Go across the room and through the door.

Attic

Go to the clock and use the Iron Needle on it (which is the missing hand) in one of the files you collected it says a password, which is "8:15". Manipulate the hands so that the time is 8:15. Now the two doors with the clock symbols are now unlocked. From here, backtrack to the main hall.

Main Hall

Head to the East Side and pass the door in the corner and go into the white door.

Fireplace Study

Take out all the zombies in here and go to the fireplace. Take the Shotgun Shells on the floor along with the Microfilm B on the fireplace itself. Take the file before you leave. Leave the room.

Main Hall

Head downstairs and go towards the West Side of the mansion and through the door.

West Hallway

Go to the end of the hall and through the clock door. If curiosity gets to you, go ahead and enter the door to your left into the restroom. There's a green herb in there, but you will run into something on your way out...

Projection Room

Kill the zombies in this room, and then use the Microfilms on the projector. You will receive a Microfilm Image and a MO Disk. Go around the desk take the Handgun ammo at the end. Now leave...

West Hallway

On your way out, you will run into a Leech zombie. This thing is extremely tough, so don't waste your ammo on it. If you have a Molotov Cocktail, by all means, use it. Run past it with the best of your evasive abilities and back into the main hall.

Main Hall

Run upstairs and through the double doors.

Conference Room

Go into the seating area and onto the stage. Use the MO Disk on the computer to activate the other computers in the seating area. The code you must input varies, so I can't give you a direct answer. Here's an example:

MICROFILM IMAGE

0 1 2 3

4	5	6	7
8	9	A	B
C	D	E	F

Let's say you get the code "0A". Split up the team and have one character stand by the "0" computer and the other stand by the "A" computer. Once you are set, press the button, then quickly switch to the other character and press the button.

After that, all the doors blocked by the knight statues will open. Go into the knight door in the same room.

Knight's Hall

Dispose of the zombies here and go into the double doors.

Marcus's Office

Run forward and take the Handgun ammo of the shelf. Then go right and take the Napalm Rounds and the Ink Ribbon. Go to the front of the room and take a look at the chessboard. You will see that the White King is in checkmate, so now we have to reenact this game with the big chess set in the middle of the room. MOVE THE WHITE KING ONLY! MOVING THE OTHER PIECES WILL LET OUT A POISONOUS GAS, THUS POISONING YOU! Move the King forward two spaces, then go around and push it towards the edge of the board to the right, then push the piece next to the castle. If you did it right, the chess board on the desk will move aside revealing a book. Take the Book of Evil and examine it to take the Demon Wing. Along with this, you'll get another file. Leave the room.

Knight's Hall

Go right towards the end of the hall.

Sleeping Quarters

Kill the zombies here and take the file off the bed. Leave...

Knight's Hall

Go back through the knight double door.

Conference Room

Run to the main hall.

Main Hall

Go to the statue and take the Black Statue from the plate. Combine it the Demon Wing, then place it back on the plate. A cut-scene will play showing the Marcus painting lowering, revealing a secret path. Go ahead and take this path...

FACILITY BASEMENT

"You are entering an insane place..."

Basement Hallway

Dodge the spiders here and run all the way to the end of the hallway.

Basement Save Room 1

Take the file off the desk and stock up on some herbs. There's a Blue Herb in here in case the spiders poisoned you. Also, SAVE YOUR GAME!!! Now proceed through the door near the typewriter.

Torture Room 1

Run around the pillar and to the far corner. There is an open shaft in which Rebecca can climb through. Examine the shaft and let her climb through.

Torture Room 2 (Rebecca)

Sheesh, this place isn't so nice. Anyway, run forward and turn left to pick up the file on the floor. Make a U-turn and run to the power conductor on the wall. You have to get the needle on the 75 mark, so here's how to do it:

Up Up Down Up Up

This will restore power and unlock the doors in the basement. Also, back in the East Hall, the steam in the boiling room is now gone.

Torture Room (Billy)

Once the cinemas are over, it's time to rescue Rebecca! LEAVE THE ROOM!

Basement Save Room (Billy)

Watch out for the monkey in here and leave through the other door.

Basement Hallway (Billy)

Run all the way to the end and up the stairs.

Main Hall (Billy)

Run down the steps and through the east double doors.

East Dining Room (Billy)

Go into the kitchen area and through the door.

East Hallway (Billy)

RUN LEFT this time and go down the stairs. Continue around the boiler, down the steps and through the door.

Ring of Statues Room (Billy)

Turn left and go to the other end of the room. Turn right, then make another sharp right and into the room.

Basement Save Room 2

Ok, we've saved Rebecca and learned Billy's history! Good deal, eh?
Take the Ink Ribbon and save if you wish. Leave the room.

Ring of Statues Room

Kill the monkeys in here and go to the animal statues. You have to
light the torches in the correct order, from the weakest animal to the
strongest. The order is:

Deer, Wolf, Horse, Tiger, Snake, Eagle

Doing this will raise the gate. Go through and take the door to the
first door to the right.

Basement Tablet Room

Take the Handgun ammo from the desk and the Grenade Rounds off the bed.
Go to the fireplace and take the Unity Tablet. Leave.

Ring of Statues Room

Go to the door at the end of the hall.

Basement Sleeping Quarters

Quickly take the file off the desk before the zombies notice you. Now
leave.

Ring of Statues Room

Go to where the save room is, but take the other door instead.

2nd Floor Basement

Run down the steps and dodge the spiders. Take the first door you see.

Sewage Room

Don't panic, the roaches are too busy with their meal and won't attack
you. Go around them and take the Locker Key. Ok, now you can panic.
The roaches must've planned this attack...Run away and leave the room.

2nd Floor Basement

Go to the end of the hallway.

Combat Room

Run up the steps and split up the group. Use the Locker Key on the
locker to get a Delirium Case. Examine it to get the code to open the
case. Inside the case are Handgun Parts. Combine it with Billy's
Handgun (recommended) to get the Custom Handgun. Take control of
Billy, equip him with the Grenade Launcher and run down the steps and
into the combat area. Place Billy in front of the gate in front of the
screen and switch to Rebecca. Press the L button to lower the gate in
front of him. Switch back and move forward to collect the Acid Rounds.
Mess around with the controls until Billy is in front of a red button.

Have him press it and prepare for combat. Two Hunters will be released, but they can be quickly taken care of using the Acid Rounds. Once they're dead, take the Facility Key, (Water Key) regroup and backtrack all the way to the East Hallway in the facility.

END FACILITY BASEMENT

UMBRELLA RESEARCH FACILITY (revisited)

East Hallway

Run out of the boiler area and take the first door you see.

East Dining Room

Kill the zombies in your way and go through the double doors.

Main Hall

Go up the stairs, turn right and take the door in the corner.

Mechanical Room

Take the first door to the left.

White Statue Room

Go to the other end of the room, use the Water Key and throw it away. Before you go in, have a Molotov Cocktail handy.

Water Hall

Take the first door to your immediate left.

Security Room

Ready your Cocktail. Go right and dispose of the Leech zombie in your way. Once that is taken care of, look around the security area and take the Vise Handle. Leave the room.

Water Hall

Round the corner and kill this Leech zombie as well. Take the first door to your right.

Piano Bar

Run towards the piano and split up. Have Billy play the piano and Rebecca go through the secret passage. When you take the Battery, the door will close. Play the piano again to open it. Before you leave, take the Magnum Rounds in the secret room.

Water Hall

Take the door at the end of the hall.

Hallway

Go right and take the door at the end.

Vise Room

Kill the zombies here and go around the corner. Use the Vise Handle to release the Obedience Tablet. Take some Shotgun Ammo on the shelf, then leave.

Hallway

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

Testing Room

Take any items in here that you will need. Leave the room.

Hallway

Great, another Leech zombie. Dodge or kill the bastard and take the door to your right.

Water Hall

Round the corner and take the door at the end.

White Statue Room

Take the other door out.

Mechanical Room

Take the door to your left.

Main Hall

Run down the stairs to the first floor and take the front door out of the mansion.

Front Yard

Turn right and insert the Battery into the slot. This will lower the elevator with a crate on it. Push the crate out of the elevator, towards the front door of the mansion and towards the pillar with the item on top. Climb up the crate and take the Discipline Tablet. Go back in the mansion.

Main Hall

We now have all the tablets! Head back upstairs and through the door in the corner.

Mechanical Room

Head up the stairs and dodge the roaches. Go through the knight door at the end of the room.

Observatory

Run around the room and climb down the ladder. Insert the three

tablets and prepare for Disc 2.

DISC 2

Observatory

If you watched the FMV, the Observatory lowered one floor. The double door across from the ladder is now unlocked. BEFORE YOU GO THROUGH, GO BACK AND GET THE HOOKSHOT, it will be needed soon. While you're in there, stock up on items as well. Once you're all set, go through the double door.

END UMBRELLA RESEARCH FACILITY

CHURCH

Church Yard

Run along the pathway toward the front of the church. The door is locked, so take a right into the little patio. Split up and have Rebecca stand on the top left square. This will unlock the door to the church. Give Billy all of her ammo and take the Handgun ammo on the floor. Now enter the church...

Altar (Billy)

Nothing much here. Run down the aisle and take a right through the door.

Church Save Room (Billy)

There's plenty of goodies in here, so stock up on ammo. SAVE THE GAME, then exit the room.

Altar (Billy)

A cut-scene will play introducing another boss. (Look up the boss section to see how to fight this boss.) Once the battle is over, switch to Rebecca.

Church Yard (Rebecca)

Enter the church.

Altar

Regroup from here and have either character use the Hookshot on the hole in the roof.

Church Roof

Run down and climb down the ladder.

Church Yard

Go to the switch next to the ladder and flip it. This will restore power to the elevator on the side of the church. Go to the gate and unlock it. From here, regroup and go down the elevator.

Church Hallway

Run down a little and go through the door at the end.

Library

Run and turn the left corner. Take the file from the desk. Don't mind the dead body yet, and have REBECCA use the Hookshot on the hole on the ceiling. BEFORE YOU GO, GIVE REBECCA A MOLOTOV COCKTAIL OR NAPALM GRENADES.

Research Room (Rebecca)

Take the file from the chair and ready your weapon. Round the corner, take the Gasoline and kill the Leech zombie. Once he's dead, go to what it was guarding and take the Leech Capsule. On your way out, take the Laboratory Map off the wall.

2nd Floor Hallway (Rebecca)

Press the button right in front of you to raise the wall, letting out a Leech zombie...great. Turn around and turn left. Take the first door on the right.

Cable Car Port (2nd Floor) (Rebecca)

Save here if you wish and take the Empty Bottle. Combine it with Gasoline if you have any, take the Green Herb then leave.

2nd Floor Hallway (Rebecca)

Take the door at the end of the hallway.

Poisoning Room (Rebecca)

WALK left and shoot the zombie pretending to be dead. Don't mind the other zombie for now and take the Shotgun Shells off the shelf along with the file on the table. Run to the gas chamber and fill your Mixing Kit with the Red Chemical. Take the double doors.

NOTE: If you somehow sent Billy up here instead of Rebecca, then you'll be wondering what to do since Billy can't hold chemicals. Switch to Rebecca and go into the CHURCH HALLWAY. Take the RED CHEMICAL then backtrack all the way to the CONFERENCE ROOM in the Facility. Take the double doors into the KNIGHT'S HALL. Go to the end of the hallway and through the single door into the SLEEPING QUARTERS. Take the GREEN CHEMICAL. Combine it with the Red Chemical and go back to the LIBRARY in the Church. Send the STRIPPING AGENT to Billy using the service elevator and have him use it on the LEECH CAPSULE. Voila!

Surgery Room (Rebecca)

There are a lot of zombies in here, so I recommend you use the Grenade Launcher to kill them quickly. Go around the corner and into the first opening to the left. Take the First-Aid Spray. Go out and take a right. Go around the gurney and pick up the file. Now run to the

green tank and take the Green Chemical. Combine this with the Red Chemical to get the Stripping Agent. Now combine this with the Leech Capsule to get the Leech Charm. Run to the entrance to this level and send the Leech Charm to Billy. Also, send any Molotov Cocktails to him as well.

Library (Billy)

If you had Billy on attack mode while you were Rebecca, then you should notice a dead zombie on the floor :). Go to the service elevator next to the typewriter and take the Leech Charm. Exit the room.

Church Hallway (Billy)

Quickly kill the Leech zombie and go to the end of the hall. Use the Leech Charm on the Marcus door. Go through...

Marcus's Study (Billy)

I must say that this room is pretty decent. Go to the shelf next to the desk and take the file along with the Input Reg. Coil. Then run around the desk and take the Handgun ammo. Now take the door next to the desk.

Statue Room (Billy)

Kill the zombies in here and take the Leech Charm from the statue's hand. Leave.

Marcus's Study (Billy)

Leave the room through the other door.

Church Hallway (Billy)

Run back to the library.

Library (Billy)

Go to the service elevator and send Rebecca the Leech Charm. Switch characters.

Surgery Room (Rebecca)

Take the Leech Charm from the elevator and use it on the Marcus door in the same room.

Disposal Room

Watch out for the two zombies on the floor. Run around the corner and pick up the Sterilizing Agent. Leave this god-forsaken room...

Surgery Room (Rebecca)

Leave the room through the double doors.

Poisoning Room (Rebecca)

Use the Sterilizing Agent on the machine to get rid of the poison in the chamber. Enter the chamber now that it's safe and pick up the

Breeding Rm. Key. The two zombies in the room will now come to life, so kill or dodge them. Leave through the single door.

2nd Floor Hallway (Rebecca)

Run straight to the door at the end and use the Breeding Rm. Key.

Breeding Room (Rebecca)

Ready your Shotgun and round the corner. Kill the two Hunters around the corner and take the file on the floor. Go to the cage and take the Dial. Leave the room.

2nd Floor Hallway (Rebecca)

Run back to the poison room.

Poisoning Room (Rebecca)

Go through the double doors.

Surgery Room (Rebecca)

Send the Dial to Billy via Service Elevator. Switch characters.

Library (Billy)

Take the Dial and exit the room.

Church Hallway (Billy)

Round the corner and use the Dial on the metal door. If you read the file you got from the Poisoning Room, you should know the combination. If not, the combination is 4863. Go through the door...

Cable Car Port (1st Floor) (Billy)

After the cut-scene, go to the switch in the corner and pull it to move the overhead ladder next to the second floor platform. Then pick up the Output Reg. Coil that was just revealed. Switch characters.

Surgery Room (Rebecca)

Leave the room.

Poisoning Room (Rebecca)

Go through the door in front of you.

2nd Floor Hallway (Rebecca)

Take the metal door to your left.

Cable Car Port (2nd Floor) (Rebecca)

Go to the ladder that was moved toward the platform and climb down.

Cable Car Port (1st Floor)

Regroup and give either Billy or Rebecca the Input and Output Reg.

Coils and the Hookshot. Run to corner of the room in front of the door to this room and use the Hookshot there.

Cable Car Port (2nd Floor)

You are now in the control area. Pick up the ammo in here and insert the Reg. Coils into the device. This will restore power to the cable car as well as the whole room. Return to the first floor using the ladder.

Cable Car Port (1st Floor)

Before you get into the cable car, give Rebecca ALL of Billy's weapons, ammo and health if you have any. Ditch the Grenade Launcher and Hookshot as well. Now try to enter the cable car...

Billy has been attacked and you've lost him for now. You are now Rebecca for the whole thing until you find Billy. Someone or something has turned off the power, so now we must restore it. Evade the Leech zombie and climb the ladder.

Cable Car Port (2nd Floor)

Run back in the control area and put the Output Reg. Coil back into its spot. Go back down the ladder.

Cable Car Port (1st Floor)

Dodge the Leech zombie and enter the cable car.

Cable Car

Take the Magnum from the dead guy's (don't worry, this one won't come to life) and start the car. Once you're at the other side, exit the car.

Cable Car Port

Go up the flight of steps and go through the door.

Elevator Area

Run across the room and enter the door.

Elevator Save Room

Stock up on health and ammo and SAVE THE GAME. Leave the room.

Elevator Area

Run toward the screen and take the platform down. Run along the pathway and into the door at the end.

Security Area 1

Go along the path until you reach the end. Take a look at the security monitors, (look familiar?) Take the Elevator Key (U Key) and ready your Shotgun. As you leave, two Hunters will ambush you. Kill them then leave the room.

Elevator Area

Go back up the rising platform and into the save room.

Elevator Save Room

Use the U Key on the control panel to bring the elevator to your level.
Leave the room.

Elevator Area

Run to where the rising platform is. The huge elevator is now there.
Go around to the side and press the button to take it down.

Security Area 2

Head right and go head towards the red elevator. After the cinema,
take the Elevator Key and go to the other side of the huge elevator.
Use the Elevator Key on the switch and prepare for battle
with...TYRANT, (look up the boss section to see how to fight this
boss.) After the battle, take the elevator.

Inside the Elevator

You have a choice on which floor to go to. Lvl. 1 takes you back to
the crash site. You can go through the mansion and take any items you
may have left behind. Lvl. 2 takes you to a hallway with Magnum Rounds
and a Hunter. Lvl. 3 is the floor you're currently on. When you're
ready, go to Lvl. 4.

END CHURCH

UMBRELLA LABORATORY

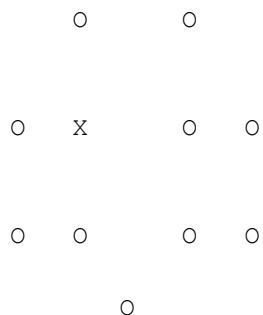
"You must survive in order to expose this nightmare..."

Laboratory Entrance

After the cinema, walk forward and go through the door.

Control Room

Take the gasoline to your left and continue forward into the power
supply area. Save your game if you wish then check out the control
panel. The panel should look somewhat like this:



```

      O      O
    O  X    X  O
    O  O    O  O

```

The marks with X are the ones you press. This will restore power to the whole laboratory. After this, run out the room and take the elevator down.

Sub Control Room

Kill all the zombies here and run around the room. Take the Green and Red Herbs if you wish and take the door.

Metal Catwalk

As you go forward, a Leech zombie will ambush you. The best thing to do here is to dodge it, but if you must, kill it. Take the door at the end of the catwalk.

Billiards Room

Kill or dodge the zombies and take the Laboratory Map off the wall, then go downstairs.

Forklift Room

You'll notice a forklift in here, but there's no power. Go to the other end of the room and go through the door.

Drainage Room

Don't bother exploring this room yet, but take the Shotgun Shells in the cabinet. Run to the other side and leave the room.

Walkway Room

Go down the steps and through the door.

Sewage Room

All right, we're reunited with Billy! After the cinema, even out your items and go back to the walkway room.

Walkway Room

Run up the stairs and through the door.

Drainage Room

Split up and have Rebecca stand by the controls. Control Billy and climb down the ladder. You'll see two wooden crates and a blue metal crate. The set up is like this:

```

      |WW |           W=Wooden Crate  --=Rotating Gate
      | M |           M=Metal Crate
      -----        |=Wall

```



```
  |  |
  |  |
  | W |
```

Hop over the first wooden crate and push the metal crate to the right. Jump on the metal crate, then switch to Rebecca. Rotate the gate right. Now as Billy, jump down the front side of the crate (facing the screen) and push it all the way to the top. Now push the first wooden all the way to the end to put it in place. Now go to the other crate and push it along the same path as you did with the other crate. Use the extra space in the wall to push it to the end and into its place. In the end, it should look a little bit like this:

```
  | M|
  |  |
  ----
  |  |
  |  |
  |WWW|
```

Climb back out of the pool and use Rebecca to fill the pool with water. Run to the other side of the room and use the wooden crate bridge to the other side. Pick up the Handle, regroup, then leave the room.

Forklift Room

Run up the stairs near the forklift.

Billiards Room

Exit the room using the door.

Metal Catwalk

Run to the door on the left and use the Handle on it. Enter the room.

Boiler Room

Kill the naked zombies in here and run to the right. Watch out for the zombie on the floor and take the Handgun ammo. Go around and take the ladder up.

Squared Walkway

Run around the room and take the file from the dead body. There's also a Red Chemical container here, so add it to your Mixing Set. Watch out for that zombie and go back down the ladder.

Boiler Room

Go left and take the door at the end.

Sleeping Quarters Walkway

Kill the two Hunters here and proceed through the door at the end.

Sleeping Quarters Save Room

You can relax now, we're in a save room. Pick up the Handgun Ammo on the bed, Napalm Grenades on the floor and a First-Aid Spray on the desk. There are also some Green Herbs here. Save if you wish, and before you leave take the file from the bed near the door you haven't

gone through yet.

Purification Room

Run down the stairs and take the door at the bottom.

Sewage Walkway

Go to the end and through the door. NOTE: A Lurker may jump out of the water, so be careful.

Gondola Room

Kill the zombies here. There's a control panel here, but it's missing the Motherboard. Collect the file and the Shotgun Shells. Go to the lift and make sure BOTH CHARACTERS ARE ON THE LIFT.

Battle Room

Curious about the name? Have both characters equipped with their strongest weapons then keep running around the boiler. Just when you thought it was gone, it comes back...TYRANT. (Look up the boss section to see how to fight this boss) After the battle, go to the end of the of the room and press the button. This will lower a ladder. Climb up.

Battle Room (2nd Floor)

Run around and take the Motherboard. Go back down the ladder.

Battle Room

Backtrack to the Gondola Room.

Gondola Room

Go to the control panel and use the Motherboard. Call the gondola and use Rebecca to climb in the box and take her to the other side.

Dam Control (Rebecca)

Go to the lever and switch it. This will release water in the dam and reveal a hidden passageway. Turn left and take the door there.

Research Room (Rebecca)

Quickly kill the roach in here and go to the other end of the room. Take the Industrial Water from the desk, then take the Blue Chemical right next to you. Mix the Blue and Red Chemical to create Sulfuric Acid. Finally, combine the Industrial Water and the Sulfuric Acid to get Battery Fluid. Unlock the door next to you, then switch to Billy.

Gondola Room (Billy)

Exit using the door near you.

Sewage Walkway (Billy)

Go through the door at the end.

Purification Room (Billy)

Go up the stairs and through the door.

Sleeping Quarters Save Room

Leave through the other door.

Sleeping Quarters Walkway (Billy)

There are zombies in here now. Dodge them then take the door at the end.

Boiler Room (Billy)

Take the handle door at the other side of the room.

Metal Catwalk (Billy)

Take the door to your left.

Billiards Room (Billy)

Argh, there are naked zombies here now. Kill them then go downstairs.

Forklift Room (Billy)

Take the door to your right.

Drainage Room (Billy)

Go through the door at the other side.

Walkway Room (Billy)

Go down the stairs and through the door.

Sewage Room (Billy)

Go right and go through the door at the end.

Research Room

Regroup, then go downstairs.

Containment Room

The battery needed for the forklift is on a high shelf. Use Billy to give Rebecca a boost and collect the Battery. Once you get it, a cut-scene will play showing the roaches bursting out of their capsules. Just quickly run upstairs.

Research Room

Combine the Battery with the Battery Fluid. From here, go back to the forklift room.

Forklift Room

Go to the side of the forklift and insert the Battery to get it working. Split up and have one of them climb on top of the crate. Use

the other character to activate the forklift. Take the Keycard and backtrack all the way to the Battle Room (room where you fought Tyrant)

Battle Room

Take the only door here.

Dam Walkway

Go to the end and take/use the Green Herbs if you want. Climb down the ladder and watch out for the Lurker that pops out. Go to the door at the end of the walkway.

Power Generator Room

Kill the zombies here and use the Keycard on the door.

Now is the time to stock up on ammo, gather healing items and SAVE YOUR GAME. Once you're ready, proceed through the electronic door...

Final Hallway

Take your last run down the hallway and through the door.

The Queen's Room

This is where you will learn everything about Marcus's past. After the cinema, you will fight THE QUEEN LEECH. (Look up the boss section to see how to fight this boss.) Once you've taken down the Queen, pick up the two Shaft Keys. Go to the door and have each character use a key on the two devices. Go through the door.

The Last Save Room

This is it, you're almost there! Take all the goodies here (plenty of them) and SAVE YOUR GAME! Go on the elevator and press the button to go up. Prepare for your last battle...(Look up the boss section to see how to fight this boss.)

CONGRATULATIONS, YOU HAVE BEATEN RESIDENT EVIL 0!

8.Boss Battles

=====

Boss #1-Giant Scorpion

Location: Lounge Car of Train

Difficulty: Easy

Attacks: Pincer Swipe

=====

The very first boss of Resident Evil 0. Despite its size, this boss is very easy. Equip your Hunting Gun and wait for it to get closer (or you can run up to it.) Aim down at its head and shoot it. This will stun the scorpion. Repeat this a few more times to end the battle. Be careful once you've killed it, it will swing its pincers wildly and can still hurt you.

=====

Boss #2-Giant Centipede

Location: Mechanical Room of Facility

Difficulty: Easy

Attacks: None really, just don't touch it.

=====
This boss runs around the room then stops in one area for a little bit. While it's sitting there, shoot it with everything you got. Even though it doesn't really attack you, don't touch it while it's moving around, you'll still get hurt. Eventually, you'll kill it and free Rebecca.

=====
Boss #3-Giant Bat

Location: Altar of Church

Difficulty: Medium

Attacks: Mini-Bats, Swipes at you with wing, Picks you up and scratches you

=====
Now the battles are getting tougher. Equip your Shotgun and keep shooting. Now only will you shoot the bat, but also its children. It will come down and swipe at you, but it won't do much damage to you. Later in the battle, it will pick you up and dangle you. Just mash the buttons to free yourself faster.

=====
Boss #4-Tyrant

Location: Security Area 2

Difficulty: Medium-Hard

Attacks: Scratches you with claw, Lunges at you with claw

=====
Ah yes, a battle with the legendary Tyrant. Use the Magnum for this battle. Use it and abuse it. Run circles around it so it won't attack you as much, it's all about hit and run in this battle. His lunge attack does massive damage, so watch out for that.

=====
Boss #5-Rematch with Tyrant

Location: Battle Room of Laboratory

Difficulty: Hard

Attacks: Scratches you with claw

=====
Tyrant is now back for revenge. This battle is harder because you are trapped between it and a dead end. The only option you have is to shoot it and don't stop. You will get damaged a couple of times, but you should be able to take it down before it gets too serious.

=====
Boss #6-Queen Leech (1st Form)

Location: Queen's Room of Laboratory

Difficulty: Hard

Attacks: Swipes you with claw, Grabs you with tentacles, and pounces on you

=====
This boss looks like an overgrown Leech zombie. Now is the time to pull out all stops. USE ALL YOUR WEAPONS AND AMMO IN YOUR ARSENAL IF YOU MUST. When she grabs your partner, shoot it as much as you can. After a hard-fought battle, she goes down...or does she?

FINAL BOSS-QUEEN LEECH (2nd form)
Location: Helicopter Pad of Laboratory
Difficulty: Very Hard

Attacks: Scratches you, Pounces on you

Now this thing is just plain ugly. For the first part, blast it away with all you got until a cut-scene plays. Now you take control of Billy. Distract the Queen while Rebecca runs around the room and releases a switch for the roof. Once Rebecca opens for switches, the roof opens and the Queen is defeated with one final shot from the Magnum.

9.Weapons

HANDGUN

Ammo: 9MM Bullets
Rate of fire: Medium
Power: Low

The standard weapons of the Resident Evil series. It is suggested to use this gun most of the time (preferably against the zombies) to save ammo for the bigger weapons.

HUNTING GUN

Ammo: Shotgun Shells
Rate of fire: Low
Power: High

This gun holds 2 shells at a time, but it is very strong. You don't use this gun very long, but it does have its uses.

SHOTGUN

Ammo: Shotgun Shells
Rate of fire: Low
Power: High

This is a very effective gun and may make this adventure easier. Use this against the bigger monsters to take them out easier. You can also use this to decapitate zombies, killing them instantly.

GRENADE LAUNCHER

Ammo: Grenade Rounds, Napalm Rounds, Acid Rounds
Rate of fire: low
Power: Very High

One of the high-power weapons. Use this ONLY against the bigger monsters because ammo is scarce for this weapon. As you can see, it can hold three types of rounds. Grenade rounds being the explosive type, Napalm being the flame type, and Acid being the strongest of all the rounds.

CUSTOM HANDGUN

Ammo: 9MM Bullets
Rate of fire: Medium
Power: Medium

It's your typical handgun with a scope equipped to it. This increases its chance of decapitating a zombie.

MOLOTOV COCKTAIL

Ammo: Empty Bottle combined with Gasoline

Rate of fire: N/A
Power: High

A Resident Evil 0 exclusive. This is most effective against those damn Leech zombies. I recommend using this ONLY against those things.

MAGNUM

Ammo: Magnum Rounds
Rate of fire: Medium
Power: Extremely High

One of the strongest guns in the game. I suggest you use this gun against the bigger monsters or bosses. Shooting this weapon against a zombie will decapitate them every time. Ammo is scarce, so watch yourself when using it.

SUB-MACHINE GUN

Ammo: Sub-machine gun ammo
Rate of fire: Extremely High
Power: Very High

You get this gun if you get an A ranking for the game. This is one of my favorite guns to use because it can take down any foe within a matter of seconds. Once you unlock this gun, the ammo for it is scattered throughout the game as well, so keep an eye out for them.

ROCKET LAUNCHER

Ammo: Rockets
Rate of fire: Low
Power: INSANELY HIGH

The strongest weapon in the game. The Rocket Launcher kills ANY enemy instantly. To get this weapon, get an S ranking for the game (3:30 hours or less)

10.Monster List

=====

ZOMBIE

=====

The basic enemy of the Resident evil series. They are really slow, but their bite is worse than their speed. Despite it being one of the weakest enemies, they can hurt you a lot. It is best to take this enemy down from a distance. A second strategy is to use your Shotgun and wait until a zombie is close then blow its brains out.

Decapitating a zombie with the Handgun is totally random, but once your Hangun is equipped with the Custom Parts, decapitation rates increase. When a zombie grabs you, go nuts on your controller to free yourself more quickly.

=====

CERBERUS

=====

Another basic enemy. These zombie dogs are very agile, but shooting them is not that difficult. The run around a little bit before attacking, so use this time to shoot. Ususally you are attacked by two of these at a time so have your partner aid you. You only see these in the first part of the game, so you don't have to worry about them later

on.

=====

CROWS

=====

You don't see much of this enemy in the game, but they are still a nuisance. Keep moving when they take flight so they won't peck the heck (no pun intended) out of you. Don't bother wasting ammo on them for they are extremely weak.

=====

LEECHES

=====

Another weak enemy. These guys could be as annoying as Crows. They latch on to you for a little bit before they start hurting. There's only a couple of areas where these guys actually attack, but other than that you can step on them for a nice squishing sound. Again, don't shoot these things, they're not worth the ammo.

=====

LEECH ZOMBIE

=====

Argh how I despise this enemy. These enemies are extremely tough and take a lot of firepower to take down. What makes things worse is once you've unloaded a ton of ammo on it, it explodes causing intense damage to you if you're close. The best way to kill it is to use Napalm Grenades on it, or use a Molotov Cocktail. Not only will you kill it quickly, it won't explode either.

=====

PLAGUE CRAWLER

=====

These are the giant roaches. Another hard-to-kill enemy and take a lot of ammo to take down. Use the Shotgun or anything stronger on these enemies. They attack in pairs, so it's best to have your partner with you.

=====

ELIMINATOR

=====

These are the damn dirty apes. They normally attack in groups and are very agile. Using the Handgun against these things may not be the best choice. Killing these things can be difficult because they can run circles around you and attack from behind. Shotgun or anything more damaging is recommended.

=====

HUNTER

=====

A Resident Evil classic. These things look like overgrown reptiles. They are extremely agile and can kill you very quickly. Much like killing a Plauge Crawler, use a Shotgun or anything stronger against it. The Handgun can work too, but make sure you're a distance away.

=====

LURKER

=====

Probably the most hated enemy in the game. These overgrown frogs can kill you INSTANTLY, no matter how good your health is. They randomly jump out of the water, so if one jumps out and latches on to your

partner, quickly shoot it so it will let go and run away.

11.Files

PLAYER'S MANUAL 1

Location: You start with it

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

Press Y Button during play.

*You cannot view the screen in the following circumstances.

- During event movies
- When taking damage
- When weapon is readied

*The following functions are available on the screen.

- Equip Weapon
- Use Item
- View Map
- View File
- Leave Item...etc.

View Map

Select the MAP item on the Status Screen.

(You can also press the Z BUTTON during play).

*If you do not have a map for the area, you can only see locations already visited.

Reading the MAP

Blue room:

Your current location

Green Room:

Visited locations

No color:

Locations not yet visited

Red door:

Locked door

Yellow door:

Unlocked door

While viewing the MAP, you can view the Item List by pressing the A BUTTON.

*The following information is available on the Item List:

- Left items
- Locations of left items.

Pushing Objects

Some "objects" can be moved in certain directions. Use the Control Stick to push these "objects".

(You can also use the Control Pad).

Climbing/Dismounting from raised platforms.

Press the A BUTTON to climb onto waist-high surfaces. (You can also

climb onto movable objects).

Equipping Weapons

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

Attack Stance

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

Attacking

While in Attack Stance, press the A BUTTON (You attack with the currently equipped weapon).

Quick Turn

Press the B BUTTON while pressing Down on the Control Stick or on the Control Pad.

Check Item Details

Choose the item at the Status Screen, and select the "Examine" command.

PLAYER'S MANUAL 2

Location: You get this when Billy joins you.

Character Switching

*Not that button names may differ depending on the controller type selected.

Character Switching

A system that enables you to control the two lead characters, Rebecca and Billy, and use their different abilities to progress through the game. The character you currently control is THE MAIN CHARACTER. The character you do not control is called THE PARTNER CHARACTER.

Controlling the Partner Character.

The Partner Character generally moves independently. (You can use the C STICK to control the Partner Character). Selecting "Partner" on the Status Screen allows you to assign instructions to the character.

*Solo: Both characters move independently.

*Team: Partner moves with the Main Character.

*Attack: Partner attacks automatically.

*Idle: Partner will not attack.

*You can also press the START/PAUSE Button to switch between Independent and Cooperative Action.

Switching Characters

Press the X BUTTON at the Status Screen to switch between characters.

To overcome obstacles, you will need to evaluate the circumstances and switch characters as needed.

Exchanging Items

When your Partner Character is nearby, you can exchange items on the Status Screen.

*Choose the item from the Main Character's item box, and select the "Exchange" command.

Character Attributes:

Rebecca

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

Can combine Herb-related items.
Is weak defensively.
Can use a mixing set to combine chemicals.

Character Attributes:

Billy

Billy, a former Marine, has the following attributes:

Cannot combine Herb-related items.
Is strong in combat.
Can push large objects.

If the Partner Character is Attacked

Both the Main and Partner Characters will DIE if they take too much damage.
You should always keep an eye on their condition.
A Partner being attacked in a different room will call for help over the radio.
If your partner does call, go to help as quickly as possible.

Cooperating with Your Partner

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

COURT ORDER FOR TRANSPORTATION

Location: You start the game with it

Court Order for Transportation 1598A-7635

Prisoner name: Billy Coen
ID Number: D-1036
Former Second Lieutenant, Marine Corps
Age: 26
Height: 5ft. 9in.
Weight: 163 lbs.
Transfer Destination: Regarthon Base

Convicted of First Degree Murder.
Court marshaled and sentenced to death by 0703 rd Military Tribunal.

Sentenced to be carried out upon arrival.

Samuel Regan,
Commander,
Dunell Marine Base

PASSENGER'S DIARY

Location: Passenger Cabin of Train

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 these areas is the head carapace.

This lab we are going to - were they pursuing the same research? It would certainly help to find data and samples that would help us in our research.

June 19th

The day is finally approaching...I am growing more anxious. The Raccoon City newspapers and TV stations are full of reports about the bizarre murders in the suburbs. It can't be the virus. Can it? If it is...

No. I can't think of that now. I have to concentrate on this investigation and make sure it goes smoothly.

INVESTIGATION ORDERS

Location: Save Room of Train

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. No, we are conducting a preliminary study into the re-opening of the facilities.

First Investigation Unit is already on-site and opening the investigation. I want your team to provide support. The following orders are William Bark and his lives. Gate Unit.

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

NOTICE TO SUPERVISORS

Location: Dining Car (1st Floor) of Train

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

NOTE FROM CONDUCTOR

Location: Conductor's Room of Train

Note from Conductor

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

But, it looks like I've lost it somewhere.

If it was a normal key, someone would be sure to turn it in, but this key is different...

I'll look for it too, but if you happen to find it, please hand it in. Thanks in advance.

HOOKSHOT OPERATOR'S MANUAL

Location: You get it after acquiring the Hookshot.

Hookshot's Operator's Manual

-WARNING-

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

Instructions

1. Where to use.

There is a ladder outside the small window by the 1st floor section door of the third carriage.

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

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

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

BRAKE OPERATION MANUAL

Location: You get it when you must stop the train.

Brake Operation Manual

Using the Brake control. The following 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 the Rear Deck Code.

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

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

Step 3: Enter Driver's Compartment Code

Enter the code for the Driver's Compartment unit to remove lock.

Upon completion of these three steps the manual brakes will be available for use.

REGULATIONS FOR TRAINEES

Location: Conference Room of Facility

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.

NOTICE TO ALL STAFF

Location: Lounge Room of Facility

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.

ASSISTANT DIRECTOR'S DIARY

Location: Study Room of Facility

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.

A VERSE OF POETRY

Location: Fireplace Study of Facility

A Verse of Poetry

The Moon bows to the Earth
The Earth swears loyalty to the Sun
And the great Law of the Sun Governs all things.

This itself is the keystone,
The pointer to glory
All our hands Cannot open the door to the heaven.

MICROFILM IMAGE

Location: Projection Room of Facility

(Shows an overhead image of the Conference Room)

Microfilm Image

An image resulting from overlaying microfilms A and B

Numbers appear on the seats of the conference room.

MARCUS' DIARY 1

Location: Marcus's Office of Facility

Marcus' Diary 1

December 4th

We finally did it...the new virus!

We have called it the "Progenitor".

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

March 23rd

Spencer says he's going to start a company.

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

He can do what he likes...

August 19th

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

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

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

A place where no one will get in the way...

November 30th

Damn that Spencer...He came to complain to me again today. He thinks of "Progenitor" as nothing more than a money-spinning tool. Fool!

But if his influence continues to grow, it can only be bad for my research.

If I'm to properly develop "Progenitor", I must strengthen my own position too.

September 19th

At last...

I've discovered a way to build a new virus type with "Progenitor" as a base.

Mixing it with leech DNA was the breakthrough I needed...

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

October 23rd

It's no good! I can't hope for real progress experimenting on mere rodents.

Only humans can be a proper mammalian subject for the experiments. Otherwise, I'll never make any real progress...

November 15th

Someone seems to suspect something about my experiments...
...but, perhaps it's just my imagination.

Well, if anyone does get too close, they may find themselves
unexpectedly "assisting" in my research!

January 13th

At last, they are ready. My wonderful leeches!
Those of low intelligence, they will never have the privilege of
tasting this sense of joy and satisfaction!

Now, finally, I can move against Spencer. Soon I will control
everything...

January 31st

The devices I set to protect my work have been disturbed.
It appears someone came looking for "t" and the leeches. Fool.
No doubt the work of Spencer's group.

February 11th

Today, I gain 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...

FIRST INVESTIGATION UNIT NOTES
Location: Sleeping Quarters of Facility

First Investigation Unit Notes

We are searching the facility, and it looks like a lot of 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 the 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

CORRECTIONAL INSTITUTE INMATES LIST

Location: Basement Save Room 1 of Facility Basement

Correctional Institute Inmates List

Mathews, K. Deceased. Disposal Complete.
Midge, D. Deceased. Disposal Complete.
Keith, W. Preserved as specimen
Savage, C. Transported to research facilities.

Royce, M. Transported to research facilities.
Davids, A. Preserved as specimen.
Clarke, A. Transported to research facilities.
Ellens, J. Transported to research facilities.

Terrence, O. Deceased. Disposal Complete.
Kait, A. Transported to Arklay laboratory.
Gerry, O. Deceased. Disposal Complete.
Scott, S. Transported to research facilities.

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

(Transported individuals to be deleted from the records).

ABOUT THE POWER REGULATOR

Location: Torture Room 2 of Facility Basement

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.

MANAGEMENT TRAINEE'S DIARY

Location: Basement Sleeping Quarters of Facility Basement

Management Trainee's Diary

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 fever.

Again today...

There were those horrible moans. Beyond that door.

"Let sleeping dogs..."

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 2

Location: Library of Church

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...

LABORATORY MANAGER'S DIARY

Location: Research Room of Church

Laboratory Manager's Diary

Today, under Director Marcus' orders, I changed the platform entry code.

Later, I asked him what the source of the entry code was. He told me it was based on something significant in his children's growth.

But, the director's a loner; he isn't married, and he sure doesn't have any children...

What did he mean?

LEECH GROWTH RECORDS

Location: Poisoning Room of Church

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...

INVESTIGATOR'S REPORT

Location: Surgery Room of Church

Investigator's Report

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

The reason became clear here at the Training facility run by Dr. Marcus...

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

There we found the evidence of Dr. Marcus' research into the T-virus prototype called "Progenitor". The evidence of years of hideous experimentation that used company employees as guinea pigs.

We cannot know how many were forced to become subjects, but based on the evidence, no less than twenty individuals were involved; some of them taken deliberately to keep the corporation's 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).

OLD PHOTOGRAPH

Location: Marcus's Study of Church

(Shows a picture of three high-school graduates)

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

To James,
To Commemorate
your Graduation, 1939

B.O.W. REPORT

Location: Breeding Room of Church

B.O.W. Report

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

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

Insecta

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

Amphibia

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

Mammalia

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

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

INVESTIGATOR'S REPORT 2

Location: Squared Walkway of Laboratory

Investigator's Report 2

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

We weren't told a thing about these creatures attacking us at the briefing...Guess they were a surprise to the head honchos too. The

things in the woods - just starting to attack people. That had to be planned. Someone deliberately scattered that virus, no doubt about it.

But the guards, our fellow soldiers, they must still be around... Well, whatever. Don't have to worry about that anymore.

What I've got to worry about is whether to use my last bullet on myself, or on a friend... That's the only decision I have to make.

ABOUT BATTERY FLUID

Location: Sleeping Quarters Save Room of Laboratory

About Batter Fluid

Battery Fluid

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

Both must be of high purity.

When fully charged, battery fluid should have 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.

TREATMENT PLANT MANAGER'S DIARY

Location: Gondola Room of Laboratory

Treatment Plant Manager's Diary

5/10

Damn it! Why is normal industrial waste being delivered here? This is and 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.

12.Leech Hunter Rewards

Here are the rewards you get depending on how many Leech Charms you collect:

100 Leeches:Unlimited Ammo

90-99 Leeches: Magnum Revolver

60-89 Leeches: Unlimited ammo for the Hunting Gun

30-59 Leeches: Unlimited ammo for the Handgun

1-29 Leeches: Sub-Machine Gun ammo

13.Conclusion

There you have it, my walkthrough for one of the best Resident Evil games in the series. Remember, if you'd like this guide on your website, E-MAIL ME FIRST! Other than that, I hope my guide was helpful to you and if you have any questions, feel free to e-mail me.

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