

Resident Evil Zero Monsters Guide

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RESIDENT EVIL 0

----- Monsters Research -----

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1. INTRODUCTION/FORE WORD |-----RESIDENT EVIL 0

As a part of my "Monsters Guide" for the "Resident Evil" GC series, this guide is done out of my pure interest and dedication. In this Monsters Guide for the Resident Evil 0 (by Capcom), you can find the details, strategies, fighting tactics, behavior, background and characteristics for all the mosnters that is in the game.

Changes Since The Last Update:

In depth details have been added to the monsters information section.

Errors have been corrected.

2. BASICS/NOTES |-----RESIDENT EVIL 0

In Resident Evil 0, you will encounter hideous monsters that Morpheus

and Umbrella have breded. Luckily, Billy and Rebecca will be able to access to various powerful weapons in the game, which are needed to for survival.

In this FAQ, we will take an indepth look on how we can effectively utilize the weapons, the weakness of the monsters and other stuffs that you will need to know in order to have a nice 'cruise' throughout this dangerous advanture.

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3. WEAPONS BRIEFING |-----RESIDENT EVIL 0

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KNIFE

Ammo Capacity & Type: N/A

A Knife is another weapon that the character starts with. Your basic survival material against the T-virus monsters. It consume no ammunition, and is the only weapon that doesn't require any bullet. In exchange for the infinite use, you can only use this weapon to attack the monster in close range, and due to the fact that it inflict little damage, it makes it that using a Knife is only for the greatest players of this game. Unless you are really good, you are advised to drop this weapon in exchange for another better one. One thing that many people overlook is that you can use it to save tons of ammunition, simply by hacking at the fallen zombie after you have strike him down with a gun. You are inflicting damage at a safe situation in this case. When used against Stinger, you should strike at the head of it when it is not shielding it.

HANDGUN

Ammo Capacity & Type:

15 Handgun Bullets (Billy)

15 Handgun Bullets (Rebecca)

A standard Handgun that our character starts with. It is useful for the easier monsters, and will probably be the weapon that you will be using very much. It is useful against zombie, crow, Stinger and cerberus. It fire fast, and should be use to 'soften' a monster up at far range before switching to an even more powerful weapon when close. With your partner, both of you can usually kill the monsters very much easier. You can find one "Handgun Parts" in the game, which you can use to turn either Billy or Rebecca's Handgun into a Custom Handgun. The ammunition can be found fairly easy in the game, and hence you can split the ammunition between the 2 for easy handling and reloading when needed. Though handguns when used simultaneously by 2 characters is just enough to kill a Hunter or a Plague Crawler, you are not really recommended to do so. Random head shot can be achieved with this.

CUSTOM HANDGUN

Ammo Capacity & Type:

15 Handgun Bullets (Billy)

15 Handgun Bullets (Rebecca)

When you have the Handgun Parts, you can use it to upgrade either Billy or Rebecca's Handgun. It allows the Handgun to fire faster. No sigificant upgrade were noticed, save for that fact that it seems to allow decapitation a little frequent and seems to inflict a better rate of 'stopping' effect.

SHOTGUN

Ammo Capacity & Type: 7 Shotgun Shells

This deadly weapon is powerful enough to kill moderately-difficult monsters like the Hunter, Plague Crawler and the Eliminator. It is a good sub for the Grenade Launcher or the Magnum when you run out of bullet for these 2 weapons in a boss fight. This weapon spreads the attack range in a cone-like shape, meaning that if you were to use it at near range, it will inflict more damage, but covers a wider area at far range. Allows decapitation when use onto a zombie when aim up in close range.

MOLOTOV COCKTAIL

Ammo Capacity & Type: N/A

This weapon is created by combining the Gas Tank and the Empty Bottle item. The result is the Molotov Cocktail. When used, your character will throw the Molotov Cocktail in an arc direction rather than straight. Thus, it cannot hit far, and you should use it when in mid-close range. The animation for throwing it is slow, but it is very powerful against the certain strongest monsters. Monsters that are exceptional weak against this weapon are the leech-type monsters like the basic Leeches, Mimicry Marcus, Queen Leech and also the Plague Crawler. When you kill a Mimicry Marcus with this weapon, it will not explode nor separate into body parts and hence it is the BEST weapon to be use onto this specific monster.

HUNTING GUN

Ammo Capacity & Type: 2 Shotgun Shells

This gun operate as a Shotgun-type weapon in the game. You will find it in a room in the train area. It is the strongest weapon available on the Train, so you will want to use it onto the boss that appears in the train. The downside is that it only hold 2 Shotgun Shells, making it a harass often. You have to reload very often when using it, but it is a pretty useful item until you come across the Shotgun in the Training Facility. Still, a good weapon for your character in the Training Facility. Ammunition can be slightly little harder to find though.

GRENADE LAUNCHER

Ammo Capacity & Type:

255 Flame Grenades

255 Normal Grenades

255 Acid Grenades

Grenade Launcher is one of the weapons suited for use with very powerful but moderate-slow monsters. It can contain up to 3 different types of grenades and each type work in a different way against the different monsters. The Grenade Launcher can contain up to 255 grenades of each type. As a basic note, the Flame Grenade is useful against leech-type monsters and Plague Crawler. Acid Grenade is useful against Umbrella-created BOWs like the Hunters and spider. The remaining will fall easily under the Normal Grenade. The gun's speed is slow though. Besides the Normal Grenade, which fires 5 grenade onto the ground close range when you press the trigger, the remaining 2 types will

fire straight instead. Note that the Normal Grenade will have greater impact when used close. Overall it is a standard weapon that is recommended for use against boss-type monsters like the Proto Tyrant.

MAGNUM

Ammo Capacity & Type: 15 Magnum Rounds

The Magnum is one of the most powerful weapons in the game. It uses Magnum Rounds, and can kill most non-boss type monsters with just one bullet. It can be handle by both Rebecca and Billy. The only downsides to this weapon is that it cannot still stop Mimicry Marcus from exploding because it have no fire-element in it, and the ammunition is extremely harder to find. Still a top choice for boss encounters.

ROCKET LAUNCHER

Ammo Capacity & Type: N/A

A high power yet slow weapon that fires rocket. Its the most powerful weapons in the game, but even then it have several flaws that pull the overall grade of this weapon down. Due to its power, the Rocket Launcher is also one if not the slowest guns that both Billy and Rebecca will handle. Another significant trouble that you should take note is that both characters will run slower than usual when equiped with this. Its good for use in boss-battles but when in normal circumstances against non-boss monsters like the Hunters, I will not really recommend you to use it, especially if you are alone. It have infinite ammo too.

SUB MACHINE GUN

Ammo Capacity & Type: 100%

Sub Machine Gun is a fast gun that is capable of spraying a stream of bullets at the monsters. Its weak though, and have limited supply like the normal guns. 1% of the bullet will equal to 3 handgun bullets from the Handgun. It works averagely fine against Plague Crawler and the like, but not very good against boss-type monsters, because it is too weak for them.

MAGNUM REVOLVER

Ammo Capacity & Type: 5 Magnum Rounds

A very powerful weapon that can only be obtained after you have unlock it through the Leech Hunter mini-game. It doesn't have unlimited supply of ammo though, unless you unlock the unlimited ammo reward as well from the Leech Hunter game. Once unlocked, you can find the gun in the train area. It holds normal Magnum bullets too. The Magnum revolver is much more powerful than the normal Magnum.

Kaitaishinsho.

The damages listed in the "WEAPON DAMAGE" chart is based on the Japanese version of the game on the normal setting. This goes to the HP of the enemies.

In the Easy setting, the enemies' HP is 0.6x.

In the Hard setting, the enemies' HP is 1.2x.

Certain damages have the 'burning' effect, where the damage will stays on and linger for a while, adding to the overall damages before the effect is gone.

As for the Vitality for the 'cannon fodder' enemies, they might have multiple set of vitalities, indicated by a fraction. The fraction represents the chance where the enemies will have that vitality. For example, refer to the Vitality amount for the Cerberus: The Cerberus have 4/16 chance of having a vitality of 30 and 35, and 8/16 (50%) of having a vitality of 40.

4.1 CERBERUS

LENGTH: 75cm

HEIGHT: 100cm

VITALITY:

- 30 (4/16)

- 35 (4/16)

- 40 (8/16)

WEAPON DAMAGE:

WEAPON		DAMAGE			
		Close	Normal	Far	Very Far
Knife		11			
Handgun	Normal	12	11	9	3
=	Custom	-	-	-	-
Hunting Gun / Shotgun		50	35	25	7
Molotov Cocktail		Impact: 42+5+5, Burn: 32+5+5			
G. Launcher	Explosive	-			
=	Flame	-			
=	Acid	-			
Magnum		-			
Magnum Revolver		Impact: 600, Repeat: 200			
Sub Machinegun		9			
Rocket Launcher		800			

ORIGIN:

Umbrella corp has been experimenting to inject the T-virus in dogs. The project, known as "Cerberus", have started to develop features that makes them a 'zombie' version of their former kind. Cerberus have broken loose from their cages in the train and also from Spencer Mansion near elsewhere, and have seek human flesh for survival. It doesn't take long for some to discover that Billy and Rebecca are on the train area. Needless to say, these dogs are responsible for the death of at least one of the STARS team that was send in.

TACTIC:

Cerberus attacks by biting on the arm of the victim. Sometime, they will run and leap in the air, and attack using their hind legs.

As the cerberus are found only in the train area, where you only have only few weapons at that time (3 in fact. The Survival Knife, Handgun and Hunting Gun with an additional Handgun from Billy). Since Hunting Gun is best save for other stronger monsters that appear at that time, and since the Survival Knife is too weak for killing the cerberus, you are left with the Handgun. The thing is, the cerberus tend to not burge even when attacked. What should you do is that you should attack when they are at least 3 feets away from your character or when they leap in the air. The cerberus wil get knock away when attacked while it is in the air.

ATTACK MOVES:

Hand Bite - 8x3

Jumping Head Butt - 15

Pin & Bite - Instant Death

4.2 ZOMBIE

HEIGHT:

(base on HUMAN)

VITALITY:

Ground/Crawling

- 20 (3/16)

- 21 (5/16)

- 30 (5/16)

- 31 (2/16)

Normal

- 60 (1/16)

- 63 (3/16)

- 68 (4/16)

- 69 (3/16)

- 70 (2/16)

- 76 (1/16)

- 85 (2/16)

Naked

- 85 (3/16)

- 92 (1/16)

- 94 (2/16)

- 95 (2/16)

- 100 (3/16)

- 118 (4/16)

Edward

- 150

WEAPON DAMAGE:

```
o=====o=====
| WEAPON                | DAMAGE                |
+-----+-----+-----+-----+
|                       | Close | Normal | Far | Very Far |
o=====o=====
| Knife                 | 9                    |
+-----+-----+-----+-----+
| Handgun              | Normal | 19    | 16    | 14    | 4     |
| =                   | Custom | 24    | 21    | 18    | 6     |
+-----+-----+-----+-----+
| Hunting Gun / Shotgun | 84    | 58    | 42    | 12    |
+-----+-----+-----+-----+
| Molotov Cocktail    | Impact: 73+10, Burn: 52+10 |
+-----+-----+-----+-----+
| G. Launcher | Explosive | Impact: 116, Burn: 23 |
| =           | Flame    | Impact: 116+10, Burn: 23+10 |
| =           | Acid     | Impact: 200, Burn: 20 |
+-----+-----+-----+-----+
| Magnum          | 400    | 360    | 320 | 100 |
+-----+-----+-----+-----+
| Magnum Revolver | Impact: 600, Repeat: 200 |
+-----+-----+-----+-----+
| Sub Machinegun  | 8                    |
+-----+-----+-----+-----+
| Rocket Launcher | 800                  |
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ORIGIN:

The people in the train, and those militaries that were send into the Research Facility and the Training Facility were infected by the T-virus, which turns them into a zombie. They have lost patches of skins, and have lost their mind. They possesses no soul nor thinking, and the only thing they do now is to wonder around and bite any flesh living thing they come across. There is a massive of these zombies around, and any bite from them on the neck will turn the victim into their kind.

There are many types of zombies. They wear different outfits, and have slight differences in terms of HP, speed and attack damage.

TACTIC:

Zombie is slow, and they attack by staggering their way to you and then they tries to lunge at you, and then bite at your neck. Those that are on the ground attack by biting at your ankle when you are close to their head.

Depending on your situation, you can take several different actions against them. If there is enough spaces, usually in spacious area, you can tries to run pass them instead of confrontation. It is faster, and usually save you ammo. However, if there are too many of them or if you are in a narrow area, you can use the Handgun to attack them. However, if too many of them are so near that you think you will not be able to down all of them fast enough, you should switch to a Shotgun. A single shot from this weapon will knock down multiple zombies at once, and inflict more damage when done close. If a zombie gets into the 'grabbing' range, which is usually 1 or 2 feet away from you, a upward aim of the Shotgun with a press of the trigger will decapitate them.

As for ground zombie, you can usually kill them with a Survival Knife or a Handgun.

There is a special kind of zombie that you need to be aware of. It is the 'conductor zombie', which is one of the zombies that you will first encounter on the train. He will follow you in some rooms, so you are recommended to kill him. Also, take note that some zombies need to be killed, and some will ambush you in some way.

ATTACK MOVES:

(Ground / Normal)

Neck Bite - 37x2 bite

Ankle Bite - 20x2 bite + 10

Acid - 14

(Naked / Edward)

Neck Bite Dual - 54x3 bite

Ankle Bite - 20x2 bite + 10

Acid - 14

4.3 CROW

LENGTH: 75cm

HEIGHT: 30cm

WIDTH: 140cm (Including wings)

VITALITY: 1

ORIGIN:

The flock of crows that lives in the forest have been infected by the T-virus, and they have turned very aggressive. Fortunately there are only 2 spots where they will appear. In the first encounter, they will ambush you by breaking in through the window. Both of the occasions they will attack in not less than 4 of their kind. However, in some rare occasions they might not notice you at all when you resurface in that area again without killing them previously in that room. Of course, they will start to panic and attack again if you suddenly kill one of their kind.

TACTIC:

The crows attack by ganging up and then peck at your character's head. This is a very annoying move by them, as they usually take turn attacking you. Crows are also very agile and fast, so you are not recommended to attack them unless in situation where you have to kill them to get out of their harm way. As they are fast, a fast weapon or a weapon that covers huge range will be recommended (like a Handgun or a Shotgun). Aim up and fire when they are in sight.

If you can, refrain from combating them. In both situations, you can do the task and then quickly run out of the room before they gets to you.

ATTACK MOVES:

Peck - 4+2x6 pecks

4.4 SPIDER

VITALITY:

- 89 (2/16)

- 94 (3/16)

- 98 (3/16)
- 99 (2/16)
- 109 (3/16)
- 119 (3/16)

WEAPON DAMAGE:

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o=====o=====
| WEAPON                | DAMAGE                |
+-----+-----+-----+-----+
|                    | Close | Normal | Far | Very Far |
o=====o=====
| Knife                | 10                |
+-----+-----+-----+-----+
| Handgun              | Normal | 15    | 13    | 11    | 3    |
| =                   | Custom | 20    | 17    | 15    | 5    |
+-----+-----+-----+-----+
| Hunting Gun / Shotgun | 70    | 49    | 35    | 10    |
+-----+-----+-----+-----+
| Molotov Cocktail    | Impact: 31, Burn: 22 |
+-----+-----+-----+-----+
| G. Launcher         | Explosive | Impact: 99, Burn: 19 |
| =                   | Flame    | Impact: 200, Burn: 40 |
| =                   | Acid     | Impact: 116, Burn: 11 |
+-----+-----+-----+-----+
| Magnum              | 400    | 360    | 320   | 100   |
+-----+-----+-----+-----+
| Magnum Revolver     | Impact: 600, Repeat: 300 |
+-----+-----+-----+-----+
| Sub Machinegun      | 10                |
+-----+-----+-----+-----+
| Rocket Launcher     | 800                |
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ORIGIN:

Oversize due to the influence of the T-virus, Giant Spider are just giant spider. Usually inhabit the sewer area, Spider can climb on ceiling and wall like normal spider do. They will and can spit venom which inflict poison status to your character. Grow aggressive due to the T-virus, Giant Spider are easy to deal with, and easy to kill. They are moderately slow, but once they got close, be careful. I won't really recommend you to kill it since it is not such a big threat. The only thing that Spider don't do unlike its real life counterpart is that it does not form Spider web. The real and only annoying part when dealing with spider is that you might get poisoned by it if you are not careful.

TACTIC:

Due to its behavior to inflict poison status, it is recommended to dodge them rather than confrontation. If combat is needed, use the Flame Grenade to kill them fast. Do not get too close to them for they might spit the poison spit at you if you are not careful.

ATTACK MOVES:

- Tentacle - 20
- Head Butt - 30
- Poison - 10 + 25% chance of Poison

4.5 ELIMINATOR

VITALITY:

- 100 (8/16)
- 150 (8/16)

WEAPON DAMAGE:

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o=====o=====
| WEAPON          | DAMAGE          |
+-----+-----+-----+-----+
|                 | Close | Normal | Far | Very Far |
o=====o=====
| Knife           | 11          |
+-----+-----+-----+-----+
| Handgun         | Normal     | 20    | 18    | 15    | 5     |
| =               | Custom    | 24    | 21    | 18    | 6     |
+-----+-----+-----+-----+
| Hunting Gun / Shotgun | 70    | 49    | 35    | 10    |
+-----+-----+-----+-----+
| Molotov Cocktail | Impact: 56, Burn: 40
+-----+-----+-----+-----+
| G. Launcher     | Explosive  | Impact: 85, Burn: 17
| =               | Flame     | Impact: 99, Burn: 19
| =               | Acid      | Impact: 200, Burn: 20
+-----+-----+-----+-----+
| Magnum          | 160       | 144   | 128   | 40    |
+-----+-----+-----+-----+
| Magnum Revolver | Impact: 600, Repeat: 200
+-----+-----+-----+-----+
| Sub Machinegun  | 8         |
+-----+-----+-----+-----+
| Rocket Launcher | 800      |
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ORIGIN:

A BOW (Biological weapon) created using the Progenitor virus on large monkey by Umbrella's Dr. James Marcus. Eliminator are smart, and they are able to execute simple orders. Just like the zombie, the Eliminator have high metabolism, and due to the infection, they have grown slightly larger. The muscle tissue have swells and teared through the skin, exposing fleshes on the body. In return, the Eliminator have increased its agility and firearm resistance. These monkeys will go crazy by attacking its prey when it detect one.

While Eliminator looks to be a successful experiment on the surface, they will not be mass-produced, as they are only capable of following simple commands and are not geared for battle.

TACTIC:

Eliminators move fast and quick, and bounce around like a ball. This makes hitting them hard, not to mention their tendency to bounce off the wall for a surprise attack. Their lousy eyesight means that they have to be very close in order to attack you. The annoying thing is that they have high ammunition resistance. It will eat up a lot of ammo before they die.

ATTACK MOVES:

- Left Arm Attack - 10
- Right Arm Attack - 17
- Jump Attack - 14
- Wall Bounce Strike - 16
- Jumping Back Bite - 16+14x4 bites

4.6 HUNTER ALPHA

HEIGHT: 130cm (standing: 163cm)
 WIDTH: 95cm

VITALITY:

- 110 (3/16)
- 115 (3/16)
- 120 (4/16)
- 125 (3/16)
- 130 (2/16)

WEAPON DAMAGE:

WEAPON	DAMAGE			
	Close	Normal	Far	Very Far
Knife	10	13	11	4
Handgun	Normal	15	17	11 4
=	Custom	20	37	15 5
Hunting Gun / Shotgun	54	37	27	8
Molotov Cocktail	Impact: 28, Burn: 20			
G. Launcher	Explosive	Impact: 50, Burn: 10		
=	Flame	Impact: 100, Burn: 20		
=	Acid	Impact: 110, Burn: 11		
Magnum	400	360	320	100
Magnum Revolver	Impact: 600, Burn: 200			
Sub Machinegun	12			
Rocket Launcher	800			

ORIGIN:

Hunter Alpha, or "Hunter" in short, is a B.O.W made by Umbrella Inc. Large, green monster with 6 foot claws, with the ability to decapitate its victim, Hunter is not one creature to mess with. Coated with green, scaly reptile skin, Hunter is created when the T-virus contaminates the human DNA, and other genetic information added. Since their lower body muscles have been enhanced, they can jump high and attack their victims with their razor-sharp claws. The code name "Hunter" fit this BOW really well as its main mission is to hunt down any survivors who are immune to the virus and kill them off.

Hunter Alpha have the intelligence to understand the mission, and is entered into the category of "success". Judging from the appearance, it seems that gene of some reptilia or amphibia is added.

Umbrella had code-named this B.O.W as "MA-120 HUNTER".

TACTIC:

When far, use HANDGUN. They usually fall within 5 AMMOs. But if you have some MAGNUM to spare, you might want to use them. Fire the MAGNUM when near because MAGNUM have the tendency to miss the Hunter.

When close, it is better to use SHOTGUN, then switch to HANDGUN. You might want to use a MAGNUM too. Fire when they are in the air!

ATTACK MOVES:

- Left Arm Strike - 15~23
- Right Arm Strike - 15~23
- Left & Right Combo - 15x2 strikes
- Jumping Slash - 28
- Pin & Slash - 30~Instant Death
- Decapitation - Instant Death

4.7 PLAGUE CRAWLER

(NORMAL)

- LENGTH: 197cm
- HEIGHT: 30cm
- WIDTH: 280cm (Legs extending)
- (IN RESTING TIME)
- LENGTH: 180cm
- LENGTH: 230cm (Including legs)
- HEIGHT: 60cm
- WIDTH: 140cm

VITALITY:

- 110 (3/16)
- 120 (2/16)
- 130 (2/16)
- 135 (4/16)
- 140 (2/16)
- 150 (3/16)

WEAPON DAMAGE:

WEAPON		DAMAGE			
		Close	Normal	Far	Very Far
Knife		10			
Handgun	Normal	17	15	13	3
=	Custom	22	19	16	5
Hunting Gun / Shotgun		70	49	35	10

+-----+		+-----+				+-----+	
Molotov Cocktail		Impact: 70,	Burn: 50				
+-----+		+-----+				+-----+	
G. Launcher	Explosive	Impact: 110,	Burn: 22				
=	Flame	Impact: 200,	Burn: 40				
=	Acid	Impact: 110,	Burn: 11				
+-----+		+-----+				+-----+	
Magnum		400	360	320	100		
+-----+		+-----+				+-----+	
Magnum Revolver		Impact: 600,	Repeat: 299				
+-----+		+-----+				+-----+	
Sub Machinegun		12					
+-----+		+-----+				+-----+	
Rocket Launcher		800					
+-----+		+-----+				+-----+	

ORIGIN:

"Perhaps because these ancient animals have been genetically stable for millennia, when administered with the Progenitor virus, they exhibited only explosive, high-energy growth and increased aggressiveness.

It is extremely difficult to envision using them as B.O.W.."

Although early B.O.W development were advanced, this BOW was a failure and the research was discontinued. There is a fatal defect, in that it does not have the advance intelligence need to accomplish a mission as a Bio-Organic Weapon. Also, they are T-virus infected. Plague Crawler can be easily defeated with a Shotgun and fire-base weapon. They are dangerous only when near.

TACTIC:

When far, either dodge, or simple use HANDGUN to kill them. If there is more than one, perhaps a SHOTGUN is needed. When using HANDGUN, the Plague Crawler has a brief "stunning" moment. At this time, you should keep firing at it and before it can near you, you had already killed it.

SHOTGUN or MOLOTOV COCKTAIL is the weapon of choice when it comes to dealing the Plague Crawler when near.

ATTACK MOVES:

- Fore Tentacle Strike - 18
- Fore Tentacle Strike 2 - 23
- Jump Strike - 28
- Lunge - Instant Death

4.8 MIMICRY MARCUS

HEIGHT: 180cm

VITALITY:

- 200
- 300 (In these locations only: 2F Dining Compartment TRAIN, Green Leech Sample Storage Room LAB, Outside tram LAB*Rebecca only)

WEAPON DAMAGE:

(UPPER BODY)

WEAPON		DAMAGE			
		Close	Normal	Far	Very Far
Knife		8			
Handgun	Normal	12	11	9	3
=	Custom	16	15	13	4
Hunting Gun / Shotgun		30	21	15	4
Molotov Cocktail		30+30			
G. Launcher	Explosive	Impact: 48, Burn: 10			
=	Flame	Impact: 30+30			
=	Acid	Impact: 120, Burn: 12			
Magnum		120	108	96	30
Magnum Revolver		180			
Sub Machinegun		9			
Rocket Launcher		800			

(LOWER BODY)

WEAPON		DAMAGE			
		Close	Normal	Far	Very Far
Knife		12			
Handgun	Normal	16	14	12	4
=	Custom	20	18	15	5
Hunting Gun / Shotgun		40	28	20	6
Molotov Cocktail		Impact: 80+30+30, Burn: 57+30+30			
G. Launcher	Explosive	Impact: 80, Burn: 16			
=	Flame	Impact: 87+30+30, Burn: 17+30+30			
=	Acid	Impact: 160, Burn: 16			
Magnum		120	108	96	30
Magnum Revolver		180			
Sub Machinegun		9			
Rocket Launcher		800			

NOTE: When the HP of the Mimicry Marcus oid gets below a certain amounts, it will lose a body part -
 HP > 180

HP > 120

HP > 60

ORIGIN:

The Mimicry Marcus is a humanoid monster which is actually formed by numerous leeches that merged together. It resemble the deceased Dr. James Marcus, who was the creator of the leeches themselves. Apparently, the leeches emits some weird slimy fluid that allows them to stick together, and the fluid hardens to enforce the bonding.

When it sense danger, the Mimicry Marcus will 'transform' into combat form, when it'll no longer looks like the doctor, but still in a humanoid form. It will attack by whipping its right arm. The Mimicry Marcus will explode upon defeat, unless you were to battle it with a flame-base weapon.

TACTIC:

To prevent the Leech zombie from exploding, you will have to kill him with any fire-base weapon. Before it explode, it will suddenly swell in size.

Beware when you deal with Mimicry Marcus. It have the tendency to execute its arm stretch attack and smack you. Pump it hard with strong ammos when it transform, or just simply run past it.

Right Arm Far Strike - 30

Left Arm Near Strike - 20

Right Arm Bash - 25

Neck Bite - 28 x 2 bites

Self Explode - (remaining HP 50)

4.9 LEECH

HEIGHT: 25cm

VITALITY: 1

EFFECTIVE WEAPON DAMAGE:

(foot step) - 1

ORIGIN:

Leech is created by Doctor James Marcus, when he injected the T-virus into the leeches. They attack its victim by sucking his/her blood. The soft body creature reproduce by laying eggs, and that it will no doubt bring new fear to the players of this game.

Leeches can form the "Mimicry Marcus", a tougher monster which can stretch its arm to attack. However, ordinary Leeches can be avoided as they are usually harmless.

They are responsible for the attack on the train too. Summoned by the mystery guy, they can get together and change into any shape they want..

They are T-virus monster, and thus, they can easily infect a human to turn him into a zombie. They are soft body, and can easily fit into any holes. Thus, they can access anywhere without any trouble, unlike the B.O.W.

Leeches might be a burden in some situation. When a Mimicry Marcus is going to explode, the leeches might stick onto you, preventing you from running while allowing the exploding torso to get to you and explode.

TACTIC:

Leech will also appear if you kill a Mimicry Marcus. Leech are fast, and you can easily kill them by stepping over them with your boots. However as there are usually too many Leeches to start with, you are recommended to run.

ATTACK MOVES:

Bite - 2x2 bites

4.10 LURKER

LENGTH: 137cm
HEIGHT: 86.5cm
WIDTH: 152cm

VITALITY:

- 100 (3/16)
- 105 (3/16)
- 110 (4/16)
- 120 (3/16)
- 130 (2/16)

WEAPON DAMAGE:

WEAPON	DAMAGE	Close	Normal	Far	Very Far
Knife	6				
Handgun	Normal	9	8	7	2
=	Custom	14	12	10	3
Hunting Gun / Shotgun		49	34	24	7
Molotov Cocktail		Impact: 104, Burn: 74			
G. Launcher	Explosive	Impact: 111, Burn: 22			
=	Flame	Impact: 121, Burn: 24			
=	Acid	Impact: 200, Burn: 20			
Magnum		128	115	102	32
Magnum Revolver		300			
Sub Machinegun		5			
Rocket Launcher		800			

ORIGIN:

"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."

Lurker appears out of the water and ambush you. When hitted, they might dive into the water again.

Lurker attacks using its tongue, as expected. Although they are big in size, their mental intelligence isn't that high, so they are considered a failure too. Besides the nasty tongue attack, they leap high and far. They get scare easily, so if they hear a gunfire sound or sense danger in any form, they will leap into the water immediately to prevent confrontation even if it means giving up its prey. Thus, it is totally impossible to kill a Lurker. Due to its cowardice, and because they only dare to appear near water, the Lurker was consider a failure.

TACTIC:

As Frog has the tendency to use its Tongue Wrap attack when far, you should try to run in a zig-zag manner if possible to avoid it.

Aim down with the SHOTGUN, fire a shot, and pray it runs away. Otherwise, make a 180 turn and sprint for the exit when close.

ATTACK MOVES:

- Tongue Attack - 20
- Swallow - Instant Death

4.11 STINGER

LENGTH: 400cm
HEIGHT: 240cm
WIDTH: 250cm (Including scissors)

VITALITY: 500

WEAPON DAMAGE:

(Head)

WEAPON		DAMAGE			
		Close	Normal	Far	Very Far
Knife		22			
Handgun	Normal	22	14	7	5
=	Custom	-			
Hunting Gun / Shotgun		52	44	25	7
Molotov Cocktail		Impact: -			
G. Launcher	Explosive	Impact: -			
=	Flame	Impact: -			
=	Acid	Impact: -			
Magnum		-			
Magnum Revolver		210			

+-----+-----+-----+-----+-----+-----+	
Sub Machinegun	18
+-----+-----+-----+-----+-----+-----+	
Rocket Launcher	800
o=====o=====	
(Non Head Area)	
o=====o=====	
WEAPON	DAMAGE
+-----+-----+-----+-----+-----+-----+	
	Close Normal Far Very Far
o=====o=====	
Knife	7
+-----+-----+-----+-----+-----+-----+	
Handgun	Normal 8 7 6 2
=	Custom -
+-----+-----+-----+-----+-----+-----+	
Hunting Gun / Shotgun	52 44 25 7
+-----+-----+-----+-----+-----+-----+	
Molotov Cocktail	Impact: -
+-----+-----+-----+-----+-----+-----+	
G. Launcher	Explosive Impact: -
=	Flame Impact: -
=	Acid Impact: -
+-----+-----+-----+-----+-----+-----+	
Magnum	-
+-----+-----+-----+-----+-----+-----+	
Magnum Revolver	69
+-----+-----+-----+-----+-----+-----+	
Sub Machinegun	6
+-----+-----+-----+-----+-----+-----+	
Rocket Launcher	264
o=====o=====	

ORIGIN:

Stinger, oversize due to the virus, the body of the mutated Stinger is at least 3 meter long, excluding the tail. Width of 1 meter excluding its claw, and a height of 2.4m. Stinger is a powerful opponent which is covered in hard armoring. Type-Y139, it is an BOW created by the T-virus.

Stinger will make its appearance by ripping through the ceilings of the bar in the train. The green blooded monster isn't as hard as it seems though.

Stinger is armored with its shells. However, its head isn't. To have a smooth victory, near it, and then aim down and fire at its exposed flesh of the head. It is due to the sudden development of the shells, which created the fragility.

TACTIC:

It attacks by rising up its claws and swipe down. This attack can be interrupt if you attack its exposed head.

Stinger can't be killed with your HUNTING GUN alone, so fire in the 9 Shotgun Shells, put in 1 more AMMO from your HANDGUN to end the battle. That is, if you manage to hit its head successfully every time. Bah, it is easy even if you are using a knife. Don't be fool by its size. The Stinger is pitifully weak. Even a zombie's bite is more dangerous than it. Remember to reload every shot from the HUNTING GUN as it only holds 2 AMMOs. Once you score a hit, the Stinger will cover its head before a counterattack, so retreat whenever you score a hit! Also, each successful attack causes it to retreat a few steps, you

don't have to worry about being cornered by the Stinger. However, be noticed that the Stinger will make 1 final attack swipe before it die in retaliation.

Slash downwards at its exposed head when it is not using its claws to shield the head. Chances are it will retreat with a scream. Otherwise it will retaliate with a claws swipe. Once you got a swipe, walk backwards. Now run to its head and make a downward slash again. You might use up a herb or two in the process.

ATTACK MOVES:

- Pincer Attack - 18
- Pincer Attack 2 - 25
- Poke - 30
- Head Butt - 30
- Impale - Instant Death
- Dying Struggle - 10~18

4.12 CENTURION

LENGTH: 1000cm

VITALITY: 600

WEAPON DAMAGE:

WEAPON		DAMAGE			
		Close	Normal	Far	Very Far
Knife		17			
Handgun	Normal	14	12	10	3
=	Custom	-			
Hunting Gun / Shotgun		49	34	24	7
Molotov Cocktail		Impact: 49, Burn: 35			
G. Launcher	Explosive	Impact: 49, Burn: 9			
=	Flame	Impact: 60, Burn: 12			
=	Acid	Impact: -			
Magnum		-			
Magnum Revolver		180			
Sub Machinegun		7			
Rocket Launcher		400			

ORIGIN:

The monster is actually created when a centipede mutated through exposure to the T-virus. It is not a BOW created by the Umbrella scientists nor Dr. James Marcus.

TACTIC:

Centurion will rose out and capture Rebecca and as Billy, you have to free Rebecca from its grips. Keep firing away with your SHOTGUN. Centurion moves in a pattern around the battle arena. It will circles around the top area, turn towards the camera right then it will navigate right side to the right column, circle around there, back and return to the center area, and restart the route again. It will glide along the outer path. The Centurion is heavily armored, and its weak spot is its belly which only expose when it rears upward. Sometime, the monster will drop Rebecca temporary after receive heavy damage. However, you still can't rescue Rebecca. At this instant, all damage to the Centurion's belly will be bigger.

Keep away from the Centurion. It you touches it, you will receive damage too. Rebecca's health is constantly draining away while she is gripped by the Centurion, so gun down the scorpion fast to rescue Rebecca or else, she will die and the game will be over! You can check her status in the inventory mode but you can't do anything to heal Rebecca until the battle is over. Just so you know, you have only 3 min to kill the Centurion before it drains Rebecca's life totally.

ATTACK MOVES:

- Head Butt - 15~28
- Pincer Strike - 25
- Tentacle Attack - 20

4.13 INFECTED BAT

HEIGHT: 220cm
WIDTH: 760cm (Including Wings)

VITALITY:

- 600
- 1

WEAPON DAMAGE:

WEAPON		DAMAGE			
		Close	Normal	Far	Very Far
Knife		17			
Handgun	Normal	22	19	16	5
=	Custom	27	23	20	6
Hunting Gun / Shotgun		119	83	59	17
Molotov Cocktail		Impact: 98, Burn: 70			
G. Launcher	Explosive	Impact: 119, Burn: 23			
=	Flame	Impact: 149, Burn: 29			
=	Acid	Impact: 140, Burn: 14			
Magnum		-			
Magnum Revolver		Impact: 294, Repeat: 99			

Sub Machinegun	16
Rocket Launcher	400

ORIGIN:

The Infected Bat is actually one of those rare occurrence when an animal respond to the virus greater than normal. The T-virus have helped the grown of the body size of the bat, and it have expanded to several times larger than a human. The muscle tissue have been heightened too, allowing it to pick up human into the air with ease. The bat is able to summon ordinary bats just like it is able to do when it is just a normal bat.

The enlargement of the body size have cased the muscle to tear through certain parts of the skin.

You will fight Infected Bat in the church. It is fast and have some small normal size bats to aid its combat. It is fast, and can lift you up and drop you down.

TACTIC:

Bat will fly over you, and grab you up before dropping you down to cripple you. This is a dangerous move, so avoid it at all cost. To prevent the bat from making this attack, all you have to do is to back yourself towards a wall so the bat cannot fly over your head!

Use the Shotgun because it can kill the ordinary bats along with the Infected Bat due to its wide range. Grenade Launcher, though can kill it fast, are not recommended.

ATTACK MOVES:

- Leg Attack - 25
- Bite - 25
- Lift and Throw - 16~50
- Knock - 8

4.14 PROTO-TYRANT

HEIGHT: 255cm

VITALITY:

- 300 (1st Fight)
- 300 (2nd Fight)

WEAPON DAMAGE:

WEAPON	DAMAGE	Close	Normal	Far	Very Far
Knife	6				
Handgun	Normal	7	6	5	1
=	Custom	11	9	8	2

VITALITY: 500

WEAPON DAMAGE:

WEAPON	DAMAGE	Close	Normal	Far	Very Far
Knife	5				
Handgun	Normal	5	5	4	1
=	Custom	7	6	5	1
Hunting Gun / Shotgun		20	14	10	3
Molotov Cocktail		Impact: 10, Burn: 7			
G. Launcher	Explosive	Impact: 18, Burn: 3			
=	Flame	Impact: 24, Burn: 4			
=	Acid	Impact: 20, Burn: 2			
Magnum		24	21	19	6
Magnum Revolver		30			
Sub Machinegun		4			
Rocket Launcher		96			

ORIGIN:

This monster is actually formed with the same way similar to the Mimicry Marcus, but instead, among the leeches is the Queen Leech. The Queen Leech is actually the leech that entered the corpse of Dr. Marcus', and merging with his DNA over a very long period of time. As a result, the Queen Leech actually thinks that he is the real Dr. James Marcus all along. The clone is so perfect that the Queen Leech is also able to speak. This humanoid takes the form of the young Dr. Marcus, but when it turns into the battle form like how the Mimicry Marcus does, the monster will break the bodily fluid mold and the doctor's look is gone. The appendages will appear from its back, which it will use to attack its enemy.

TACTIC:

For the first fight, it is a tall humanoid, as tall as the Prototype Tyrant. It can strangle you up, which cause medium damage. It shouldn't be a problem as you have your partner to help you. There is a pack of Magnum Rounds around this around which you can take to defeat it.

ATTACK MOVES:

- Dual Strike - 20+10
- Right Arm Strike - 35
- Right Arm Combo - 20x5 strikes
- Tentacle - 20
- Spinal Attack - 20

Tentacle Combo - 20x5 strikes

4.16 QUEEN LEECH II

LENGTH: 670cm

WIDTH: 500cm

VITALITY: 500

WEAPON DAMAGE:

```

o=====o=====
| WEAPON          | DAMAGE          |
+-----+-----+-----+-----+
|                | Close | Normal | Far | Very Far |
o=====o=====
| Knife          | 8          |
+-----+-----+-----+-----+
| Handgun        | Normal    | 8      | 7      | 6      | 2      |
| =              | Custom    | 10     | 8      | 7      | 2      |
+-----+-----+-----+-----+
| Hunting Gun / Shotgun | 31      | 21     | 15     | 4      |
+-----+-----+-----+-----+
| Molotov Cocktail | Impact: 34, Burn: 24
+-----+-----+-----+-----+
| G. Launcher     | Explosive | Impact: 29, Burn: 5
| =              | Flame    | Impact: 36, Burn: 7
| =              | Acid     | Impact: 32, Burn: 3
+-----+-----+-----+-----+
| Magnum          | 30      | 27     | 24     | 7      |
+-----+-----+-----+-----+
| Magnum Revolver | 36          |
+-----+-----+-----+-----+
| Sub Machinegun  | 4          |
+-----+-----+-----+-----+
| Rocket Launcher | 192         |
o=====o=====

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ORIGIN:

When the Queen Leech sustain enough damage, it will mutate into its second form. The Queen Leech will summon even more leeches to offer more coating to the main queen leech in the middle. The structure of the Queen leech is reorganised, and the size have grown several times larger than it was. While it is able to sustain even more firearm power, the weakness of the Queen Leech is exposed too. The coating with the leeches used to bond together allows the UV ray to pass through, which can be easily found in normal sunlight. The UV ray that passed through will destroy the monster by breaking down its cellular structure.

TACTIC:

For the second fight, it is slightly deformed, and much more faster. However, it is much weaker in defense. Equip one with Magnum, and the others with Grenade Launcher. Keep running and shooting. If it attacked your partner, switch to your partner and heal.

At then, Leech Queen came into contact with the sunlight. Rebecca realised that it weakness is sunlight. She opted to open the rooftop while Billy

distract the Leech Queen.

You don't need to kill it. As Billy, you just have to lure the Leech Queen around to pull it away from Rebecca. After Rebecca had activated all the switches, the ending will occur. Enjoy!

ATTACK MOVES:

Knock - 17, 28, 35

Tail - 12, 24, 28

Poison - 14

Super Knock - 50

Slam - Instant Death

=====

5 MONSTERS APPEARANCE LIST |-----RESIDENT EVIL 0

=====

5.1. CERBERUS

Area: Train

Room: 2nd Car 1 Floor (Passage)

Amount: 2

Note: After Dewey's death cutscene

Note: Rebecca only

Area: Train

Room: 5th Car 1 Floor (Cargo Room)

Amount: 2

Note: After cerberus break free cutscene

5.2 ZOMBIE

Area: Train

Room: 3rd Car 1 Floor (Passenger Car 2)

Amount: 1 (weak) 1 (captain) 1

Note: After zombie debut cutscene

Note: Rebecca only

Area: Train

Room: 3rd Car 1 Floor (Passenger Car 2)

Amount: 2

Note: After cutscene with Billy

Area: Train

Room: 4rd Car (Passenger Car 1)

Amount: 1 (awaken)

Note: After taking Dining Car Key

Area: Train

Room: 4rd Car (Passenger Car 1)

Amount: 1 (awaken)

Note: After partner falls down

Note: Control 1 character only

Area: Train

Room: 3rd Car 1 Floor (Passenger Car 2)

Amount: 1 (awaken)

Note: After partner falls down

Note: Control 1 character only

Area: Train

Room: 5th Car 2 Floor (Dining Area)

Amount: 2 (burning)

Note: After taking Ice Pick

Area: Train

Room: 5th Car 1 Floor (Kitchen)

Amount: 1 (freezer)

Note: After taking Hookshot

Area: Train

Room: 4th Car (Passenger Car 1)

Amount: 2 (awaken)

Note: After taking Hookshot

Area: Train

Room: 3rd Car 1 Floor (Passenger Car 2)

Amount: 2 (awaken)

Note: After taking Hookshot

Area: Train

Room: 3rd Car 2 Floor (Room 102)

Amount: 1

Note: -

Area: Train

Room: 1 Floor (Passage)

Amount: 2 (awaken, black military)

Note: During braking train event

Note: Control 1 character only

Area: Train

Room: 2nd Car 1 Floor (Passage)

Amount: 1

Note: During braking train event

Note: Control 1 character only

Area: Train

Room: 3rd Car 1 Floor (Passenger Car 2)

Amount: 4

Note: During braking train event

Note: Control 1 character only

Area: Train

Room: 4th Car (Passenger Car 1)

Amount: 1 (Edward Dewey) 1 (awaken)

Note: The awaken zombie will be active few seconds after cutscene

Note: During braking train event

Note: Control 1 character only

Area: Training Facility

Room: Train crush site

Amount: 4 (awaken)

Note: -

Area: Training Facility

Room: 1 Floor (Dining Room)

Amount: 1 (black military) 1

Note: -

Area: Training Facility

Room: 1 Floor (Storage Room)

Amount:

Note: 1 (black military) 2 (soldier)

Area: Training Facility

Room: 2 Floor (Terrace)

Amount: 1 (awaken, black military) 2 (soldier) 1 (black military)

Note: The awaken zombie will be awaken when you run pass it

Area: Training Facility

Room: 2 Floor (West Wing Meeting Place Hallway)

Amount: 1 (black military) 1 (soldier)

Note: -

Area: Training Facility

Room: 2 Floor (West Wing Meeting Place Hallway)

Amount: 1 (soldier)

Note: After going to library

Area: Training Facility

Room: 1 Floor (Dining Room)

Amount: 2 (black military)

Note: After taking Fire Key

Area: Training Facility

Room: 2 Floor (Inner Library)

Amount: 2

Note: -

Area: Training Facility

Room: 2 Floor (Director Board Discussion Room)

Amount: 1 (awaken soldier) 2 (black military) 1 (soldier)

Note: -

Area: Training Facility

Room: 1 Floor (Battle Data Command Room)

Amount: 2

Note: -

Area: Training Facility

Room: 2 Floor (Northwest Meeting Place Hallway)

Amount: 2

Note: -

Area: Training Facility

Room: 2 Floor (Sick Bay)

Amount: 2

Note: -

Area: Training Facility

Room: B1 Floor (Room Before Torture Room)

Amount: 1 (awaken) 1 (ground)

Note: -

Area: Training Facility

Room: B2 Floor (Double Storey Bedroom)

Amount: 1 (awaken) 1

Note: -

Area: Training Facility
Room: 2 Floor (Working Room)
Amount: 1 (black military) 1 (soldier)
Note: -

Area: Research Facility
Room: B1 Floor (Culture Room)
Amount: 1 (ground)
Note: When it is defeated, the zombie in B1 Operation Room and sitting zombie in B2 Information Room will be awoken
Note: Control 1 character only

Area: Research Facility
Room: B2 Floor (Information Room)
Amount: 1 (seated, awoken, black military)
Note: Awaken when the zombie in B1 culture room is defeated
Note: Control 1 character only

Area: Research Facility
Room: B1 Floor (Operation Room)
Amount: 1 (black military) 1 (Protective suit) 1 (seated Protective suit)
Note: The seated protective suit zombie will be awoken when the zombie in B1 culture room is defeated
Note: Control 1 character only

Area: Research Facility
Room: B1 Floor (Art Gallery)
Amount: 1 (protective suit) 1 (seated, protective suit)
Note: The seated zombie will be active after the other zombie is defeated

Area: Research Facility
Room: B1 Floor (Morgue)
Amount: 1 (ground) 1 (crawl)
Note:

Area: Research Facility
Room: B1 Floor (Culture Room)
Amount: 2 (awaken, protective suit)
Note: Awaken when you enter the culture tube

Area: Treatment Plant
Room: B6 Floor (Engine Room Beyond Control Room)
Amount: 1 (awaken) 2
Note:

Area: Treatment Plant
Room: B6 Floor (Entertainment Room)
Amount: 1
Note: -

Area: Treatment Plant
Room: B6 Floor (L-Shape Passage)
Amount: 3
Note: After Mimicry Marcus is defeated and Rebecca finds Billy

Area: Treatment Plant
Room: B6 Floor (Valve Engine Room)
Amount: 5 (naked) 1 (ground)

Note: -

Area: Treatment Plant
Room: B5 Floor (Balcony Above Engine Rooms)
Amount: 1
Note: -

Area: Treatment Plant
Room: B7 Floor (Gondola Control Room)
Amount: 3 (naked)
Note: -

Area: Treatment Plant
Room: B9 Floor (Dam Engine Room)
Amount: 2 (naked)
Note: -

[Those listed beyond will not be encountered unless you backtrack]

Area: Training Facility
Room: 1 Floor (Storage Room)
Amount: 1 (black military)
Note: After Centurion encounter

Area: Training Facility
Room: 1 Floor (Rest Room)
Amount: 1
Note: After Proto-Tyrant 1st encounter

Area: Training Facility
Room: B2 Floor (Animal Statues Room)
Amount: 2
Note: After Proto-Tyrant 1st encounter

Area: Training Facility
Room: 2 Floor (Projector Room)
Amount: 1 (soldier) 1 (black military) 1 (awaken, black military)
Note: After Proto-Tyrant 1st encounter

Area: Research Facility
Room: 1 Floor (Back Courtyard)
Amount: 1 (protective suit)
Note: After Proto-Tyrant 1st encounter

Area: Research Facility
Room: 1 Floor (Connecting Passage)
Amount: 2 (protective suit)
Note: After Proto-Tyrant 1st encounter

Area: Factory
Room: B4 Floor (Passage to Security Room)
Amount: 3 (naked)
Note: After using gondola

Area: Factory
Room: B1 Floor (Passage Outside Elevator)
Amount: 2
Note: After using gondola

Area: Treatment Plant

Room: B6 Floor (Entertainment Room)

Amount: 2 (naked)

Note: After using gondola

Area: Treatment Plant

Room: B6 Floor (Passage To Dormitory)

Amount: 2

Note: After using gondola

Area: Treatment Plant

Room: B7 Floor (L-Shape Connecting Bridge)

Amount: 1 (naked)

Note: -

Area: Treatment Plant

Room: B6 Floor (Test Room)

Amount: 3

Note: -

5.3 CROW

Area: Training Facility

Room: 2nd Floor (Sitting Room)

Amount: 4

Note: After taking the Crank

Area: Training Facility

Room: 3rd Floor (Roof Garden)

Amount: 5

Note: -

5.4 SPIDER

Area: Training Facility

Room: B1 Floor (Protrait Underground Passage)

Amount: 3

Note: -

Area: Training Facility

Room: B3 Floor (Armory Passage)

Amount: 2

Note: -

5.5 ELIMINATOR

Area: Training Facility

Room: B1 Floor (Supervisor Room)

Amount: 1

Note: After Rebecca falls down

Note: Billy only

Area: Training Facility

Room: B1 Floor (Torture Room)

Amount: 3

Note: -

Area: Training Facility

Room: B2 Floor (Animal Statues Room)

Amount: 3

Note: -

Area: Training Facility
Room: 2 Floor (Terrace)
Amount: 2
Note: -

Area: Training Facility
Room: 2 Floor (Meeting Place Northwest Hallway)
Amount: 2
Note: After you have gain access to the Church area beyond Observatory

Area: Training Facility
Room: 2 Floor (Meeting Place west Hallway)
Amount: 2
Note: After you have gain access to the Church area beyond Observatory

Area: Training Facility
Room: 1 Floor (Storage Room)
Amount: 2
Note: After you have gain access to the Church area beyond Observatory

5.6 HUNTER ALPHA

Area: Training Facility
Room: B3 Floor (Battle Stimulation Room)
Amount: 2
Note: Can't be dodged
Note: Control 1 character only

Area: Research Facility
Room: B1 Floor (Breeding Room)
Amount: 2
Note: -

Area: Factory
Room: B1 Floor (Machine Room)
Amount: 2
Note: -

Area: Factory
Room: B1 Floor (Passage Outside Elevator)
Amount: 1
Note: -

Area: Treatment Plant
Room: B1 Floor (Passage To Dormitory)
Amount: 2
Note: -

Area: Training Facility
Room: 2 Floor (Terrace)
Amount: 2
Note: After Proto-Tyrant's first encounter

Area: Training Facility
Room: 2 Floor (Meeting Place Northwest Hallway)
Amount: 1
Note: After Proto-Tyrant's first encounter

Area: Training Facility

Room: 1 Floor (Storeroom)
Amount: 1
Note: After Proto-Tyrant's first encounter

Area: Treatment Plant
Room: B8 Floor (Water Storage Tank)
Amount: 1
Note: After using gondola

5.7 PLAGUE CRAWLER

Area: Training Facility
Room: 2 Floor (Art Gallery)
Amount: 2
Note: -

Area: Training Facility
Room: 3 Floor (Gear Room)
Amount: 2
Note: -

Area: Training Facility
Room: B3 Floor (Waterway Room)
Amount: 2
Note: -

Area: Training Facility
Room: 3 Floor (Breeding Pool)
Amount: 4
Note: After defeat Centurion

Area: Treatment Plant
Room: B8 Floor (Test Room)
Amount: 1
Note: -

Area: Treatment Plant
Room: B9 Floor (Plague Crawlers Storage Room)
Amount: 2
Note: After taking Empty Battery

Area: Training Facility
Room: B1 Floor (Torture Room)
Amount: 2
Note: After Tyrant 1st encounter

5.8 MIMICRY MARCUS

Area: Training Facility
Room: 1 Floor (Rest Room)
Amount: 1
Note: When you gets deeper near to the cubicles

Area: Training Facility
Room: 1 Floor (West Corridor)
Amount: 1
Note: When coming here from the Battle Data Command Room

Area: Training Facility
Room: 2 Floor (Passage 1 Beyond Art Gallery)

Amount: 1

Note: -

Area: Training Facility

Room: 2 Floor (Projector Room)

Amount: 1

Note: -

Area: Training Facility

Room: 2 Floor (Passage 2 Beyond Art Gallery)

Amount: 1

Note: Attack immediately

Area: Research Facility

Room: B1 Floor (Specimen Room)

Amount: 1

Note: -

Area: Research Facility

Room: B2 Floor (Main Corridor)

Amount: 1

Note: After the hidden panel slide up

Area: Research Facility

Room: B2 Floor (Tram Station)

Amount: 1

Note: After Billy falls into the water

Note: Rebecca only

Area: Treatment Plant

Room: B6 Floor (L-Shape Passage)

Amount: 1

Note: Attack immediately

5.9 LEECH

Area: Train

Room: 3rd Car 2nd Floor (Passage)

Amount: ?

Note: Active when you come to this area from Room 102

Area: Training Facility

Room: 1 Floor (West Corridor)

Amount: ?

Note: The next arrival after Mimicry Marcus's defeat in this room

Area: Training Facility

Room: 2 Floor (Passage 1 Beyond Art Gallery)

Amount: ?

Note: The next arrival after Mimicry Marcus's defeat in this room, and if you are coming here from the Bar or the Art Gallery

Area: Training Facility

Room: 2 Floor (Passage 2 Beyond Art Gallery)

Amount: ?

Note: The next arrival after Mimicry Marcus's defeat in this room

5.10 LURKER

Area: Treatment Plant

Room: B7 Floor (Sewer)

Amount: 1

Note: -

Area: Treatment Plant

Room: B7 Floor (L-Shape Connecting Bridge)

Amount: 1

Note: -

Area: Treatment Plant

Room: B9 Floor (Dam Side Passage)

Amount: 1

Note: -

5.11 STINGER

Area: Train

Room: 2th Car 2 Floor (Bar)

Amount: 1

Note: Control 1 character only

5.12 CENTURION

Area: Training Facility

Room: 3 Floor (Breeding Pool)

Amount: 1

Note: Must defeat before Rebecca die

Note: Billy only

5.13 INFECTED BAT

Area: Research Facility

Room: 1 Floor (Chapel)

Amount: 1

Note: Attack with bats, control 1 character only

5.14 PROTO-TYRANT

Area: Factory

Room: B4 Floor (Elevator Landing Area)

Amount: 1

Note: Control 1 character only

Area: Treatment Plant

Room: B9 Floor (Treatment Room)

Amount: 1

Note: -

5.15 QUEEN LEECH

Area: Treatment Plant

Room: B9 Floor (Melting Room)

Amount: 1

Note: -

5.16 QUEEN LEECH II

Area: Treatment Plant

Room: B9 Floor (Warehouse)

Amount: 1

Note: Battle end when Rebecca releases the 4lock releases

Note: Billy only

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6. VERSION UPDATE |-----RESIDENT EVIL 0

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29 June 2004 - version 0.1

Did up the first version of the FAQ

Appearance list for Queen Leech I and II, Proto Tyrant, Infected Bat,
Centurion, Leech, Cerberus, Spider, Crow and Eliminator added

29 June 2004 - version 0.2

Finishes up the Monsters Appearance List

8 July 2004 - version 0.3

Corrected an error

3 Aug 2004 - version 0.4

FAQ Revamped

18 Sep 2006 - version 0.5

Enemies' exact HP assignments, attack moves updated

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7. CONTACT |-----RESIDENT EVIL 0

=====

To contact the author of this FAQ, please send email to this address:

Bioutbreak@hotmail.com

Note that flaming mails, virus mails, blank mails, information covered in
the FAQ will be ignored. Suggestions, tips and information are welcome, and
will be credited when due.

However, before you press the 'Send' button, please make sure that you have
done the following:

1)Search through the FAQ thoroughly and make sure that I have not answered
your question yet. I don't like to repeat myself when you can find the answer
in the FAQ.

2)Please only send email in English, Japanese or Chinese. These are the only
languages that I understand. I doubt so, but if you are having difficulty in
English, please at least use a babelfish or any other online translator.

3)Though I believe most of my audiences are of good readers, I've noticed some
exceptions, who were probably jealous of my FAQ. Please, idiots. Just because
you can't write a better FAQ doesn't give you a reason to send hate mails.

4)Please write the word "Resident Evil Outbreak FAQ" or anything similar on
your email, so I won't delete them without reading them. I've been getting
virus mails. If you don't want your mail to be mistaken as one, then write the
heading of your mail.

5)Speaking of virus mails, please, use a virus scanner to scan through your
computer/laptop.

=====

8. LEGAL & COPYRIGHT ISSUES |-----RESIDENT EVIL 0

8.1 FAQ POLICY

Update: 25 Feb

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[Please check GameFAQs for the most update version of this FAQ]

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- <https://www.neoseeker.com>

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8.3 CREDITS

<<http://www.gamefaqs.com>>

- CJayC, who is in charge of the web site and for hosting this FAQ.

<<http://www.capcom.com>>

- The guys who created this game. Mainly the producers & directors

<<http://www.urban.ne.jp/home/norichi/>>

- Credit to Norichi for the wonderful site =)

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