

# Resident Evil Zero Leech Hunter Maps

by Razor Man

Updated to v3.0 on Jan 14, 2003

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RESIDENT EVIL ZERO  
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LEECH HUNTER MAP/ WALKTHROUGH (Version 3.0)

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I. INTRODUCTION:  
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This guide is a map and walkthrough for the Leech Hunter minigame in Resident Evil Zero.

Please refer to the key in order to understand the maps. Now for the legal stuff. This FAQ/Walkthrough was written by me and is copyrighted to me as well. If you would like to use this FAQ on your website, please contact me. Now, you may notice a few discrepancies as you play (i.e. leeches not where they're listed, different items, etc.) and that is because Leech Hunter randomly changes the leech and item locations. So please do not e-mail me telling me that the Leeches are not where I listed them. Instead, mark them on YOUR map or keep a list so that you can pick them up. Here's a helpful hint: this map is specifically tailored for the level where you will find a green herb and a blue herb in the front lobby. The Magnum is also available in this level. So, if you wish to follow the map properly make sure you see the green and blue herbs in the lobby before you start. If you do not, just reset until you do. One last thing, I decided to take a different approach and just tell you what is in a room and not tell you how to get the items or kill the monsters. Therefore, making this more of a spoiler-free walkthrough. Enjoy!

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II. TRAINING FACILITY/ 1F:  
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KEY:

```

* - STARTING POINT                               To B2
H or = - DOORS                                  |S|
S - STAIRS or LADDER                             |-|
1 - ROOM NUMBER                                  |-- |   To 2F (Walkway)
F - NEED FIRE KEY TO OPEN                        | 4 |-----|
X - NO ENTRY                                     |   |   S |
L - LOCKED DOOR                                  |   |   5 |
                                                |   |   ----H-|
                                                |--H-----|
          |-----|                               |   |   3 | | |
          |       |                               |   |   |
          |--| 8 |   To 2F or B1 |   |   |--F--|
          | =   |   \--S--/ |   |   |
          | |-----|   \--S--/ |   |   2 |
          |   7 |   |   |   |
          |-----H---|   |   1   = |
          |       |   |   |   |
          | 6   |   =   *   |   |
          |-----|---|-----H-----|-----|
          |               End Game           |
          |-----|   |-----|
          |       |
          |       |
          |-----|

```

1/ Lobby:

Blue Leeches= 2

Green Leeches = 1

Monsters = 0

2/ Dining Room:

Blue Leeches = 0

Green Leeches = 2

Monsters = 3 Zombies

3/ Kitchen (Need Fire Key)

Blue Leeches = 3

Green Leeches = 4

Monsters = 0

4/ Boiler Room and Hallway

Blue Leeches = 1

Green Leeches = 2

Monsters = 2 Zombies (on the floor)



					=		
	F		H			H	
		13		3F	#####		
15		H		=	#####	=	
	=				\#####		20
		14	\---/	11	12	\#####	23
			\---/	=		----	
			To 1F			=	----- ---
					--- ----- -----H---		
			9				
		16	=	=	22		21

9/ Lobby (2nd Floor)

Blue Leeches = 1

Green Leeches = 1

Monsters = 0

10/ Screen Room

Blue Leeches = 2

Green Leeches = 2

Monsters = 0

11/ East Wing Hall

Blue Leeches = 0

Green Leeches = 0

Monsters = 0

12/ Statue Room

Blue Leeches = 1

Green Leeches = 2

Monsters = 2 Roaches

13/ West Wing Hall (North)

Blue Leeches = 4

Green Leeches = 3

Monsters = 3 Hunters

14/ Candle Room

Blue Leeches = 2

Green Leeches = 3

Monsters = 2 Zombies

15/ Library

Blue Leeches = 0

Green Leeches = 3

Monsters = 3 Zombies (1 on the floor)

Special = Handgun Ammo

16/ Study

Blue Leeches = 0

Green Leeches = 2

Monsters = 5 Crows

Special = Handgun

17/ Exterior Walkway

Blue Leeches = 3

Green Leeches = 3

Monsters = 5 Zombies

18/ Experiment Room

Blue Leeches = 2

Green Leeches = 0

Monsters = 2 Hunters

Special = Grenade Launcher (1 Grenade)

19/ Clamp Room

Blue Leeches = 2

Green Leeches = 2

Monsters = 4 Zombies

20/ Bar

Blue Leeches = 0

Green Leeches = 3

Monsters = 3 Zombies (on the floor)

Special = Mixed Herbs

21/ Video Room

Blue Leeches = 0

Green Leeches = 0

Monsters = 1 Leech Zombie

22/ Fireplace Room

Blue Leeches = 2

Green Leeches = 2

Monsters = 5 Zombies

23/ Far East Hallway

Blue Leeches = 0

Green Leeches = 0

Monsters = 1 Leech Zombie

24/ North-West Wing Hallway

Blue Leeches = 3

Green Leeches = 2

Monsters = 3 Hunters

25/ Bedroom

Blue Leeches = 1

Green Leeches = 0

Monsters = 5 Zombies

Special = Custom Handgun, First Aid Spray or Blue Herb

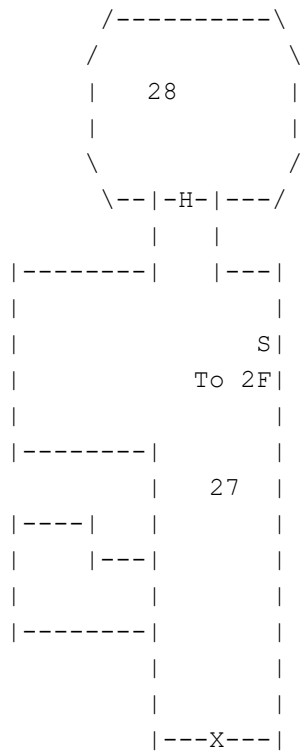
26/ Cluttered Room

Blue Leeches = 4

Green Leeches = 0

Monsters = 4 Zombies (on the floor)

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IV. Training Facility/ 3F:  
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27/ Tunnel

Blue Leeches = 3

Green Leeches = 0

Monsters = 3 Roaches

Special = Magnum Ammo

28/ Telescope Room

Blue Leeches = 4

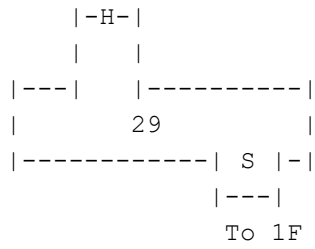
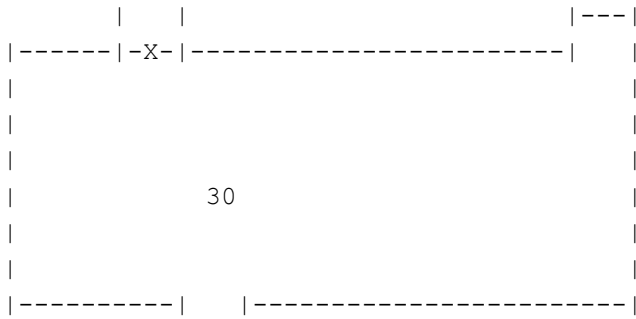
Green Leeches = 0

Monsters = 4 Zombies (1 on the floor)

Special = Green Herb

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V. Training Facility/ B1:  
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29/ Sewer

Blue Leeches = 0

Green Leeches = 0

Monsters = 0

Special = Shotgun, Shotgun Ammo

30/ Train Tunnel

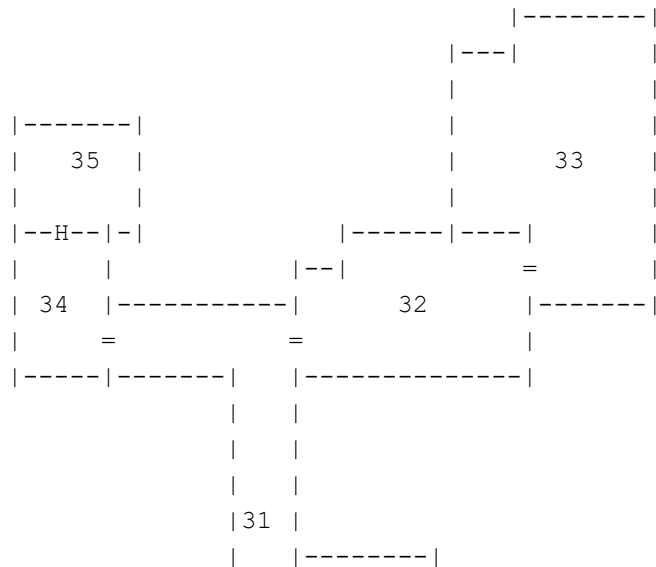
Blue Leeches = 0

Green Leeches = 1

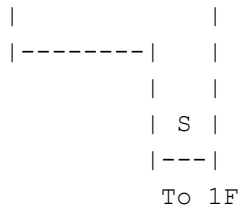
Monsters = 5 Hunters

Special = Firekey, Green Herb

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 VI. Facility Basement/ B1:  
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31/ Hall

Blue Leeches = 2

Green Leeches = 2

Monsters = 5 Spiders

32/ Tool Room

Blue Leeches = 0

Green Leeches = 0

Monsters = 4 Zombies

33/ Torture Room

Blue Leeches = 0

Green Leeches = 2

Monsters = 4 Hunters

Special = Shotgun, Green Herb

34/ Waiting Room

Blue Leeches = 0

Green Leeches = 0

Monsters = 2 Monkeys

35/ Cell

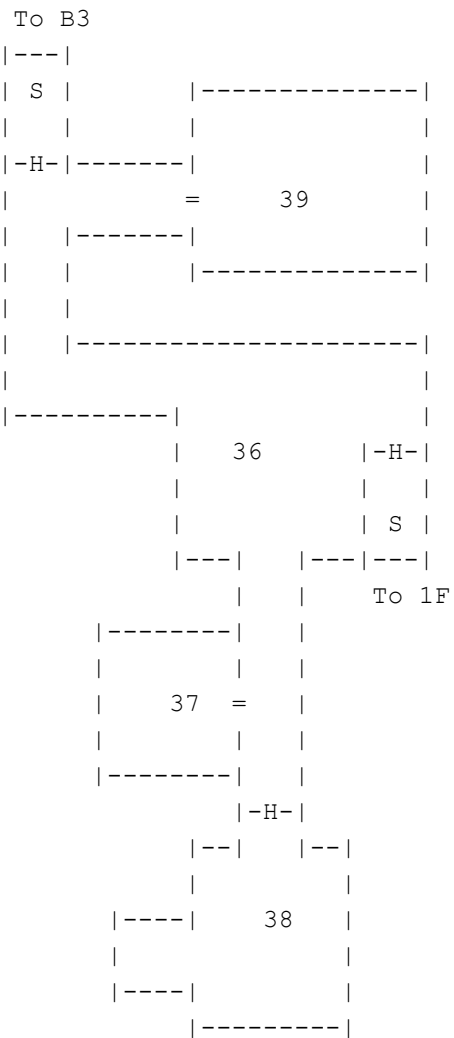
Blue Leeches = 1

Green Leeches = 0

Monsters = 2 Monkeys

Special = Magnum or Submachine Gun

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VII. Facility Basement/ B2:  
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36/ Animal Puzzle Room

Blue Leeches = 0

Green Leeches = 0

Monsters = 2 Hunters

Special = Green Herb

37/ Bunk Room

Blue Leeches = 3

Green Leeches = 0

Monsters = 4 Zombies

Special = Green Herb, Red Herb, Blue Herb

38/ Sleeping Quarters

Blue Leeches = 0

Green Leeches = 2

Monsters = 3 Zombies

Special = 2 Green Herbs

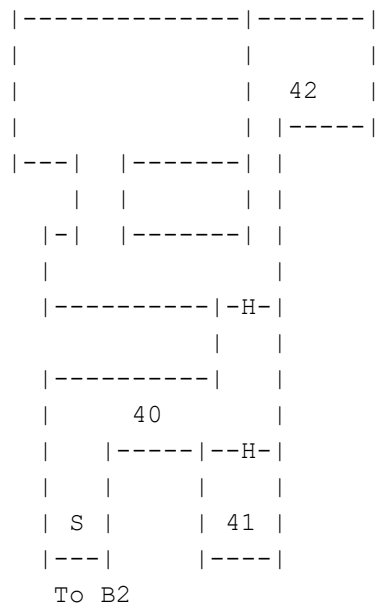
39/ Hole Room

Blue Leeches = 0

Green Leeches = 3

Monsters = 3 Zombies

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VIII. Facility Basement/ B3:  
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40/ Hall

Blue Leeches = 0

Green Leeches = 0

Monsters = 3 Spiders

41/ Waterfall Room

Blue Leeches = 2

Green Leeches = 1

Monsters = 2 Roaches

Special = Green Herb

42/ Testing Room

Blue Leeches = 1

Green Leeches = 0

Monsters = 0

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IX. PRIZE CHART:  
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Depending on how many leeches you collect, this is what you can win:

- 100 - Unlimited Ammo
- 99 to 90 - Magnum
- 89 to 60 - Hunting Rifle with Unlimited Ammo
- 59 to 30 - Handgun with Unlimited Ammo
- 29 to 1 - Submachine Gun Ammo

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X. SPECIAL THANKS:  
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A big thanks to HoCkEyGuY8435 for helping me locate the last 2 leeches in the kitchen. And another big thanks to KuSaNaG| for pointing out a few errors that I had made in the second version of this FAQ.

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XI. CONCLUSION:  
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I hope you have been able to use this FAQ. And remember...don't play alone!  
Heh heh heh!

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