

# Resident Evil Zero Enemies FAQ

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RESIDENT EVIL ZERO ENEMIES FAQ

Version 0.1

Nintendo Gamecube

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INTRODUCTION-----

My second ever FAQ, after the Resident Evil Zero files listing FAQ. For now I

really don't have the time to write out big monster FAQ's like walkthroughs,

etc, which is why i'm sticking to simple things like this for now.

However,

after my school is finished, i'll be free, and i'll be writing stuff faster than

ever. Panic. Hard.

You will have probably seen a few enemy FAQ's based on the other Resident Evil

games, but as far as I know, I am the first to post an actual devoted guide on

the Zero enemies on Neoseeker, so yay for me ^\_^; Well, for now, enjoy the FAQ,

thanks.

VERSION HISTORY-----

0.1- Only a few enemies added. This was a rush release, so more enemies will be

added on the next update. Also may begin work on how many bullets it takes from

each weapon to take down a creature.

HOW THE SYSTEM WORKS-----

I will use a specific system in order to keep myself organised (and you, hopefully)

while sorting through the numerous enemies in Resident Evil Zero. It's really quite

simple:

NAME OF CREATURE

Description:

Rarity:

Best weapon to use:

How to combat:

Difficulty Rating: (1 being easiest, 10 being hardest.)

And that's it. So it's pretty damn simple to begin with. That is all.

ENEMY LISTING-----

ZOMBIE

The trademark of all the Resident Evil games. These undead humans come at you in large numbers, all hoping to take a piece of you away with them. Lucky for you, they are also one of the easiest creatures in the game, going down with a few shots from your standard handgun. The only problem with this enemy is that it usually hangs around with many more of it's kind.

RARITY: Extremely Common

BEST WEAPON TO USE: Handgun

HOW TO COMBAT: Simply plug away at them with your handgun if they are far away from you, and they will drop with ease. For close encounters that are too close for comfort, use your shotgun and lift it up so that you can pull the trigger and blow it's head off if it get's too close.

DIFFICULTY RATING: 3

CERBERUS (ZOMBIE DOG)

The canine equivalent to the average Zombie, these dogs have been affected by the T-Virus and want your head as a result. Quick and fast, these mutts will be able to run rings around you, but they are weak, like the zombies, usually taking less shots before they take to the floor. Often appearing in groups, the shotgun is usually best to take them on.

RARITY: Average

BEST WEAPON TO USE: Handgun (One Cerberus), Shotgun (Multiple Cerberus')

HOW TO COMBAT: Against just one of them, use your handgun to shoot the canine. It will fall to the floor with each shot, allowing you to get in close and shoot it while it lies on the floor. Against groups, using the shotgun and it's wide cone of damage is easier, as it can hit multiples of them at once.

DIFFICULTY RATING: 2

LEECH ZOMBIE

One of THE worst enemies ever to grace the Resident Evil series, the Leech Zombie is a leech-Infested walking nightmare that takes quite a lot of firepower to even break down one of it's limbs, and it's STILL walking towards you. Another annoying

trait about it as it can blow up after taking too many shots, and it can heavily damage you and your partner. Either shoot on sight with a powerful weapon like the grenade launcher, or run.

RARITY: Uncommon

BEST WEAPON TO USE: Grenade Launcher (Napalm Grenades)

HOW TO COMBAT: The arrival of a Leech zombie usually trigger's it's own ambush music sequence, and once you hear that music, you'll know that there is one nearby. Once you spot it, (it will sometimes come rounds corners after you) immediatly blast it with your Napalm Grenades as fast and as hard as you can. Make sure your partner is using a powerful weapon too. With any luck, the grenades will take it down within a couple of shots and it will not explode, just break down into a mess. Keep as far away from it as possible.

DIFFICULTY RATING: 8

#### LEECH

The leeches that Dr James Marcus had created are here, and residing on the train and the lab levels of Zero. These creatures are mainly annoying, and don't do too much damage to you, although allow too many to climb onto you and you could be in serious trouble...However, you are wasting your time and precious ammo if you stand around to deal with them, as any attached to your body are gone the moment you move through another door. Don't waste your time.

RARITY: Extremely Common

BEST WEAPON TO USE: Just run.

HOW TO COMBAT: You are wasting your time if you stand around to combat these things, and you are also wasting precious ammo. Although you can stand on them, you are better off to just run away from them.

DIFFICULTY RATING: 1

#### CROW

Appearing in almost all Resident Evil games, the Crows are usually your reward for doing a puzzle wrong. Usually firing off a shot will alarm these creatures, and they will take to the air and try to attack you, but you can easily take them down with one handgun shot. Also, using the shotgun against large groups of them can be very effective, as one shot can take out the whole flock if they are moving as a collective.

RARITY: Common

BEST WEAPON TO USE: Handgun (Small number of crows), Shotgun (Larger number)

HOW TO COMBAT: If they are close together, you can use your shotgun to blast them out of the sky with one shot. However, one handgun bullet is all you need to

put one down.

Try moving to a place where you get a good view of above you and a good view of the

sides to spot any crows that have decided to have a peck at your head.

If you manage

to find a camera angle like this, then no crow will be able to stop you.

DIFFICULTY RATING: 1

CONTACT DETAILS-----

E-mail: [scott@halfblood.com](mailto:scott@halfblood.com)

MSN: [scott@halfblood.com](mailto:scott@halfblood.com)

Feel free to e-mail me with any questions about the FAQ and game that you may have.

I will try to help. If contacting me about the FAQ, please email me at the address

above with the title "RESIDENT EVIL ZERO ENEMIES FAQ", or something along those

lines, or I will ignore it. Thanks.

If you are placing this FAQ on your site, please give me an e-mail and let me know,

and I will add your site to the authorisation list if it is deemed appropriate

(no porn, etc). If anyone spots this FAQ on any other site that is not listed on the

sites below here, please give me an e-mail and I will take the appropriate action.

Thanks in advance to those that spot any misuse.

Sites that are authorised to use this FAQ:

-GameFAQs (<http://www.gamefaqs.com>)

-NeoSeeker (<https://www.neoseeker.com>)

-RPG Reality (<http://www.rpgreality.com>) -IN CONSTRUCTION-

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