



walkthrough. For example, under the TRAIN section will be 1.0 or 2.0. To use this feature properly, hold Ctrl and F, and search for that number. The numbers are in the table of contents. I'll also try and balance out the use of characters, so you aren't always stuck with the same character. If you have ANY trouble at all, feel free to e-mail me at this address :  
punishment466@hotmail.com. This guide may have some errors in it so please, if you spot any, you will be kindly rewarded.

=====  
COPYRIGHT INFORMATION...  
=====

This guide may not be reproduced under any circumstances except for personal, private use. It may not be placed on any web site or otherwise distributed publicly without advance written permission. Use of this guide on any other web site or as a part of any public display is strictly prohibited, and a violation of copyright.

(C) Matthew Stenson, 2003.

This walkthrough can ONLY be found at:

<http://www.gamefaqs.com>  
[http://www.geocities.com/punishments\\_site](http://www.geocities.com/punishments_site) <<<MY WEBSITE>>>  
<https://www.neoseeker.com>  
<http://faqs.ign.com>  
<http://www.resevil.com>

If you find it on ANY other site, especially CheatCC, please e-mail me straight away!

=====  
CONTENTS...  
=====

1. Basic Controls
2. Enemies
3. Weapons
4. Key Items
5. Characters
6. Notes
7. Main Walkthrough
- Disk One-
- 1.0 -Train
- 1.1 -Umbrella Facility
- Disk Two-
- 2.1 -Church area
- 2.2 -Lab area
8. Breif Sum of story
9. Weskers Report 1
10. Weskers Report 2
11. Secrets
12. FAQs
13. E-mail policy
14. Other stuff

=====  
BASIC CONTROLS...  
=====

Many actions have changed from the original RE on GameCube... Here is the complete list of actions:

\_\_\_\_\_  
/Control Stick | \_\_\_\_\_  
|  
| MOVE CHARACTER, SELECT ITEMS. |  
| \_\_\_\_\_ |

\_\_\_\_\_  
/D-Pad | \_\_\_\_\_  
|  
| Same purpose as Control Stick |  
| \_\_\_\_\_ |

\_\_\_\_\_  
/Start Button| \_\_\_\_\_  
|  
| TALK TO PARTNER |  
| \_\_\_\_\_ |

\_\_\_\_\_  
/C-Pad| \_\_\_\_\_  
|  
| NOT USED |  
| \_\_\_\_\_ |

\_\_\_\_\_  
/B button| \_\_\_\_\_  
|  
| CANCEL ACTION |  
| \_\_\_\_\_ |

\_\_\_\_\_  
/A button| \_\_\_\_\_  
|  
| ACTION BUTTON |  
| \_\_\_\_\_ |

\_\_\_\_\_  
/Y button| \_\_\_\_\_  
|  
| OPEN UP INVENTORY |  
| \_\_\_\_\_ |

\_\_\_\_\_  
/X button| \_\_\_\_\_  
|  
| SWITCH PARTNER |  
| \_\_\_\_\_ |

\_\_\_\_\_  
/L button| \_\_\_\_\_  
|  
| NOT USED |  
| \_\_\_\_\_ |

\_\_\_\_\_  
/R button| \_\_\_\_\_  
|  
| READY WEAPON |  
| \_\_\_\_\_ |

\_\_\_\_\_  
/Z button| \_\_\_\_\_  
|  
| OPEN MAP |  
| \_\_\_\_\_ |

\_\_\_\_\_  
/R button + A| \_\_\_\_\_



HUNTERS - Hunters are very lethal at first when you encounter them. They come up behind you, jump up, and snap your head off. Its quite gruesome, but funny... Anyway, I recommend you only take on these beasts with a Shotgun, Magnum or Grenade Launcher. But, mostly take them on with the Magnum, as it the fastest out of the lot. The Hunter can also normal swipe at you, and take you into Yellow status. Its better that you shoot at them when they are about to jump up, and swipe at your head. It will knock them down, and give you more time to shoot them.

MUTATED MONKEYS - These monsters can get VERY hard. They're like Hunters - They will jump up, raise out ther long arms, and attack. They can also pin onto your back, and start punching into you. They are also VERY fast, possibly the most fastest enemy out of this game. You should always try and avoid these monsters, or if you must, shoot them with the Grenade Launcher, Shotgun, or Magnum.

LURKERS - You wont encounter these monsters much through the game, except the end areas of the game. They jump out of the water, and will launch out their large tounge. If they catch you, you'll get dragged into closer, and be swallowed. If this is the case, make sure you brake free quickly. Overal, these monsters aren't very hard, but can become annoying when they have to. They are slow moving, and easy to avoid, but they will take a few shots to defeat,

\*\*\*\*\*

#### BOSS ENEMIES

\*\*\*\*\*

GIANT SCORPIAN - As soon as the fight starts, run away from it, and get to the single door. Now equip your hunting gun, and start to shoot at it! Once it gets close, you can only keep shooting it with your HUNTING GUN. If you run out of SHOTGUN SHELLS, equip your HANDGUN, and fire some rounds into it then. If you start to lose some health, quickly turn around, and go through the single door, and grab a HEALING ITEM. After some shooting, this monster should be finished.

CENTIPEDE - This boss fight is one of the easiest. All that you have to do is chase it around the room, and when you get in front of it, shoot it. Aim upwards when you're in front of it, as it will cause more damage. After about 8 shotgun hits, this creature will die.

GIANT BAT - There are two ways to fight this beast. One is to run around the room, and shot him with your SHOTGUN, and retreat when he gets close. Then continue shooting him. Make sure his little friends don't get two close, as they cause damage to... Or do it the easy way - Go through the single door, and head back out into the main room - The bat will be dead...

(ONLY WORKS WITH NTSC VERSION)

TYRANT: FIRST FORM - Despite all the music, and the look of this monster, this battle is quite easy. Equip your MAGNUM, and once the battle starts, run circles around this beast. Once he turns around, shoot him once with your MAGNUM. Continue to run around Tyrant, and shoot him again. Once he need one more shot to kill him, he will slump onto the ground. Wait until he gets up again, and shoot him... He will die, and you'll be able to go into the elevator.

TYRANT: SECOND FORM - Tyrant has changed, compared to the last fight we had. This time, we have 2 characters to fight him, but it makes is somewhat harder. Anyway, make sure you don't get cornered by this monster, as he will attack you non-stop. What you should do is shoot this monster with your MAGNUM, and get the other character to shoot with the SHOTGUN. Once he gets close, run away, then switch to the other character, and get that character to run away

also. Don't be affraid to heal also. After some fighting, Tyrant will fall to the floor...

DOCTOR MARCUS - This fight is actually quite easy. Marcus will shoot out his long arms when you get close enough, and will cause some damage. Keep shooting him while you run around him. If he corners your partner, switch to the partner, and run away from Marcus. After some shots, a tentacle sprouts out of his back. This is how you know Marcus is nearly defeated. A few more shots, and Marcus will die...

QUEEN : FIRST FORM - No tactics really, except stay away from here, and shoot at a distance with your MAGNUM. When you run out of bullets, switch to your SHOTGUN, and continue shooting. Make sure Rebecca stays away from her, as she has no guns If you get hurt, heal yourself... After enough shots, a scene will kick in.

QUEEN : FINAL FORM - This battle can be hard, and can be easy - It's how you choose to play it. Make sure that you distract The Queen away from Rebecca, as if she hits her, Rebecca will be flung back, and have to turn the valve again. Don't always shoot at The Queen, because she will try and attack you as it is, so you do not need to shoot her when she is going to attack you. Make sure that you check Rebecca's status every now and again, to see if she needs some healing so make sure Rebecca has lots of healing items. And don't forget that if Billy gets flung backwards, Rebecca will be left to defend for herself, so make sure you shoot at a distance. If The Queen corners Rebecca, make sure you distract The Queen... And you also have a time limmit... But hopefully, after some time, Rebecca will turn all four valves, and The Queen will die!

+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+

WEAPONS...

+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+

#### COMBAT KNIFE

The usual combat knife through all Resident Evil games. Weak as per usual. You should only use this when you are completely out of ammo for your stronger weapons. Even then, it's better to retreat than battle any monster with this weak, and slow moving weapon.

SPEED: 4/10 : Slow, but somewhat fast enough.

DAMAGE: 1/10 : The most less damaging weapon in the game.

OVERALL: 3/10 : Only use this unless you REALLY need it.

---

#### HANDGUN

The token handgun - In all Resident Evil games. A somewhat fast weapon, and a pretty good damaging weapon also. There is always lots of ammo around for this weapon, and you'll probably get more than you can hold every now and again.

SPEED: 6/10 : Pretty fast - Good for situation when you're trapped.

DAMAGE: 5/10 : Damage is pretty good, but shouldn't be used against bosses.

OVERALL: 7/10 : An overall, good, and fast weapon.

---

#### HUNTING GUN

Takes up 2 item spaces, unlike other SHOTGUN like weapons in other Resident Evil games. This weapon can get annoying, as it only holds 2 bullets, and can be quite annoying when trying to pick up items, and you have this monster

in your inventory.

SPEED: 3/10 : Very slow moving, and very slowly reloading.  
DAMAGE: 7/10 : Not the best, but not the worst. Good for killing zombies.  
OVERALL: 7/10 : Although this weapon is strong, you wont use it much. It takes too much space, and loads slow... But the damage gets it a 7.

---

#### SHOTGUN

Like the HUNTING GUN, except is more powerful, and holds more ammo. The SHOTGUN is always used in Resident Evil, and you'll be using this a lot throughout this game also. Some times will blow off a zombies head... Since the bullets spread far, they can shoot more than one zombie at a time.

SPEED: 5/10 : Slow, but faster than the HUNTING GUN.  
DAMAGE: 8/10 : Great damage rate, considering how much ammo there is through the game.  
OVERALL: 8/10 : This should be your first favoured weapon to use with bosses, and also some tough enemies.

---

#### GRENADE LAUNCHER

Slow, but very strong, and will almost kill any enemy with one shot (Not bosses though). There isn't much bullets for this weapon, but since it's very strong, you wont really need much ammo for it anyway.

SPEED: 4/10 : Very slow. You'll have to reload after every shot.  
DAMAGE: 9/10 : Excellent. Will almost kill any enemy with one shot.  
OVERALL: 9/10 : Slow, but very strong. Should only be used at a distance though, since it's reloading time is very slow.

---

#### MAGNUM

Best weapon through the whole Resident Evil series. You'll need this weapon for some of the final bosses. Since there isn't much ammo for this great weapon, you'll need to spare some of the ammo - So you should ONLY use it on major bosses that are very hard to defeat.

SPEED: 7/10 : Good. Since it has great damage, the reloading time doesn't really matter.  
DAMAGE: 10/10 : The most damaging weapon (Without cheating) through the game. This gun will defeat all enemies (Not counting bosses) with one shot.  
OVERALL: 10/10 : An excellent weapon, and should be used with all of the final bosses you encounter. Although it is a very lethal weapon, it should ONLY be used against TOUGH bosses.

+++++

#### KEY ITEMS...

+++++

ITEM NAME	LOCATION:	USAGE:
ANGEL WINGS	Umbrella Facility	To combine with the WHITE STATUE
BATTERY	Umbrella Facility	To activate the elevator outside
BLACK STATUE	Umbrella Facility	To open up the passage in the facility
BLACK WING	Umbrella Facility	To combine with the BLACK STATUE

BLUE KEYCARD	Train	To access the main train	
BLUE LEECH CHARM	Church	To open the blue door in the church	
BOOK OF EVIL	Umbrella Facility	To find the BLACK WING	
BOOK OF GOOD	Umbrella Facility	To find the ANGEL WINGS	
BREEDING ROOM KEY	Church	To open up the breeding room	
BREIFCASE	Train	To find the GOLD RING	
CONDUCTOR'S KEY	Train	To open up the conductors room	
CRANK HANDLE	Umbrella Facility	To operate the elevator in the library	
DIAL	Church	To input the code for a door in church	
DINNING CAR KEY	Train	To open up the dinning room	
DISCIPLINE TABLET	Umbrella Facility	To drain the water near the telescope	
DURALUMIN CASE	Umbrella Facility	To find some items inside	
ELEVATOR KEY	Lab	To activate the elevator in the labs	
EMPTY BATTERY	Lab	To use on the forklift when full	
FACTORY KEY	Lab	To open the door to the factory	
FIRE KEY	Umbrella Facility	To open vary door coloured red	
GOLD RING	Train	To unlock the BREIFCASE	
GREEN LEECH CHARM	Church	To open the green door in the church	
HANDGUN PARTS	Umbrella Facility	To make Billy's handgun more powerful	
HANDLE	Lab	To open a door in the lab area	
HI-POWER BATTERY	Lab	To power up the forklift	
HOOKSHOT	Train	To access many areas through the game	
ICE PICK	Train	To unlock a door in the train	
INDUSTRIAL WATER	Lab	To combine with the EMPTY BATTERY	
INPUT REG. COIL	Church	To power up the cable car	
IRON NEEDLE	Umbrella Facility	To use on the clock in the facility	
JEWELRY BOX	Train	To find the SILVER RING	
KEYCARD	Lab	To unlock the final door in the lab	
LEECH CAPSULE	Church	To find the BLUE LEECH CHARM	
LIGHTER FLUID	Umbrella Facility	To make the LIGHTER fire up	
LOCKER KEY	Umbrella Facility	To unlock a locker in the facility	
MICROFILM A	Umbrella Facility	To solve a puzzle: Combine MICROFILM B	
MICROFILM B	Umbrella Facility	To solve a puzzle: Combine MICROFILM A	
MO DISK	Umbrella Facility	To access many areas in the facility	
MOTHERBOARD	Lab	To power up the lab area	
OBEDIENCE TABLET	Umbrella Facility	To drain the water near the telescope	
OUTPUT REG. COIL	Church	To power up the cable car	
PANEL OPENER	Train	To open a crawl panel in the train	
SHAFT KEY	Lab	To activate the SHAFT	
SILVER RING	Train	To unlock the BREIFCASE	
STERILIZING AGENT	Church	To drain the gas from the smal lab	
UNITY TABLET	Umbrella Facility	To drain the water near the telescope	
WISE HANDLE	Umbrella Facility	To make a tablet drop from the vise	
WATER KEY	Umbrella Facility	To unlock various blue doors	

+++++

CHARACTERS...

+++++

Rebecca Chambers

-----

The youngest member of S.T.A.R.S. Bravo team. She was put in this mess when the helicopter she was on crashed in the forest. Rebecca made her way to the train, thinking it was safe.

Rebecca has brown short hair, and wears a medic costume, with a large 'red cross' symbol on her back armour. Her personality is fun, and is very strong and tough for her age.







Now go through the single door right next to the one you just went through.

.:REBECCA:.

This is your first Save Room. Take the INK RIBBON from the desk, and save if you like. Also take the HANDGUN BULLETS from the table, and take the FILE from the bed. Now pick up the GREEN HERB, and put it back down. Although this may seem weird, but trust me. Also leave the INK RIBBON here as well. Exit this room the way you entered.

.:REBECCA:.

Continue through this carriage, past the open windows, until you get to a dead body next to a single door. Check his body to find a TRAIN KEY. Now you will see a scene with Billy. After he leaves, a scene will kick in showing Edward smashing through the window. He'll say that there are monsters through the forest. He'll die, and as soon as he does, a dog will smash through the other window! Once the scene ends, and you regain control of Rebecca, shoot this evil dog. It will take around 2-3 shots. After he's dead, another one will smash through the window. Kill this one also. After they are all dead, examine Edward's body. It'll say he's holding something - HANDGUN BULLETS. Take them. Now exit this room through the single door next to the open window, besides the small table and chairs.

.:REBECCA:.

There are now zombies in this carriage. Run straight down this carriage, making sure that you avoid the 2 zombies. Go through the single door next to the set of stairs.

.:REBECCA:.

You'll see a scene of Enrico radioing Rebecca. After this scene, run down the carriage to Rebecca's right. Once you get far enough, a zombie will wake up. Ignore it, and unlock the single door with the TRAIN KEY. Go through this door.

.:REBECCA:.

You'll see a scene of Rebecca meeting up with Billy again. Billy will want to join up, but Rebecca won't let him. After the scene, head up the set of stairs.

.:REBECCA:.

Grab the HANDGUN BULLETS from the desk, and continue down this room. You'll see a very odd FMV. This is what we call a Leech Zombie. After the FMV, run away from this monster, and run down the stairs. You'll see another FMV of the Leeches trying to get you! Billy will jump out, and kill them... Hmm... Who is that guy outside the trains... Anyway, you'll see a scene, and the train will start to move again. After this scene, a manual will come up, explaining how to switch characters. Read it. After that, run down this carriage, and you'll see a ladder. Go up it.

.:REBECCA:.

Go down the top of this carriage, until you get to a hole in the roof. Examine the power box next to it, and Rebecca will try and fix it. A FMV will kick in showing Leeches jumping out, and sending Rebecca through the hole in the carriage roof. Pick up the 2 boxes of HANDGUN BULLETS here, and also take the FIRST AID SPRAY, and another TRAIN KEY next to it. Pick up the GREEN HERB here also. Now switch over to Billy, on the roof of the carriage.

.:BILLY:.

Ignore the hole here, and run straight down the carriage roof, and climb down the ladder.

.:BILLY:.

Run straight down this room, and down the stairs.

.:BILLY:.

Grab the FILE right in front of you, on the small desk. Head around the stair case, and go through the electronic door. Head around the corner, and stand in front of the small elevator. Now switch to Rebecca.

.:REBECCA:.

Examine the service lift here, and place the TRAIN KEY in it. Now send it down to Billy. Switch over to Billy.

.:BILLY:.

Check the service elevator, and grab the TRAIN KEY. Now run around the corner, and go through the electronic door, and through the single door next to the stairs.

.:BILLY:.

Shoot the zombies in this carriage. Now run down the carriage, and go through the single door.

.:BILLY:.

Kill the one zombie here who is blocking your way. Avoid the rest of them by just running straight down this carriage, and going through the single door.

.:BILLY:.

Run straight down this room, until you get to the single door next to the open windows. Unlock this door with the TRAIN KEY. Go through this door.

.:BILLY:.

Head over to the half open closet, and examine it. You'll get the breifcase. Now grab the GREEN HERB and the RED HERB from the shelf. Also grab the map from the wall. Now flip the switch which is next to where the map was. This will bring down a ladder. Go up it.

.:BILLY:.

Run around the bar counter, and try to continue down this room. Once you try, a scene will kick in... Hmmm... Anyway, run down this room, and go through the single door.

.:BILLY:.

Run down this room, ignoring all the herbs, and go through the single door.

.:BILLY:.

Ah, a room full of goodies. Pick up the HANDGUN BULLETS on the ground, and drop the RED HERB here. Now leave the KNIFE here also. Now take the HUNTING GUN on the bed, and dump the GREEN HERB here also. The finally, drop off the BREIFCASE here. Now pick up the SHOTGUN SHELLS, and exit this room the way you entered.

.:BILLY:.

Run straight down this room, and dump the FIRST AID SPRAY here. Now examine the trolley here, and you'll get the ICE PICK. Now go through the single door.

.:BILLY:.

Go down this room a bit more, and you'll see a FMV of a Gaint Scorpion dropping from the roof!

/BOSS FIGHT #1 \ GIANT SCORPIAN\

|  
|As soon as the fight starts, run away from it, and get to the single door. |  
|Now equip your hunting gun, and start to shoot at it! Once it gets close, |  
|you can only keep shooting it with your HUNTING GUN. If you run out of |

|SHOTGUN SHELLS, equip your HANDGUN, and fire some rounds into it then. |  
|If you start to lose some health, quickly turn around, and go through the |  
|single door, and grab a HEALING ITEM. After some shooting, this monster |  
|should be finished. |  
|\_\_\_\_\_ /

After the boss fight, dump off your HUNTING GUN in this room, and any remaining SHOTGUN SHELLS with it. Now run down this carriage some more, and go towards where the bar counter use to be. Grab the PANEL OPENER from the rubble. Now run back to where the body of the dead scorpion is, and go through this single door.

.:BILLY:.

Run straight down here, and go through the single door.

.:BILLY:.

Now grab the BREIFCASE. Exit this room.

.:BILLY:.

Run down this carriage, and grab the FIRST AID SPRAY, if you left it here before. Exit this this single door.

.:BILLY:.

Run straight down this carriage, and go down the ladder, next to where the bar counter use to be.

.:BILLY:.

Run straight out this room via the single door.

.:BILLY:.

Run all the way down this room, past the open windows, and ignore the 2 single doors. Go through the single door next to the open window besides the small table and chairs.

.:BILLY:.

Shoot the zombies in the carriage if you need to. Run straight down this carriage, and go through the single door next to the stairs.

.:BILLY:.

Run straight down this carriage, and through the single door.

.:BILLY:.

Go through the electronic door, and head around the corner. Head over to the service elevator, and place the ICE PICK in it. Send it up to Rebecca. Now switch over to Rebecca.

.:REBECCA:.

Open up the service elevator to get the ICE PICK. Now head over to the door, and use the ICE PICK on it to unlock it. You'll go through it.

.:REBECCA:.

Avoid the zombie on fire here, and run around the desk, and go down the stairs.

.:REBECCA:.

Run around the stair case, and through the electronic door. Press start, and Billy will run up to you. Now switch over to Billy.

.:BILLY:.

Head over to the manhole looking panel, and use the PANEL OPENER on it. Go through the vent here.

.:BILLY:.

Once you enter this room, the dogs will break out of the cages. Shoot them, until they are dead. Grab the SHOTGUN SHELLS off the shelf, and the FIRST AID SPRAY off here also. Now switch over to Rebecca.

.:REBECCA:.

You should have a GREEN HERB. Dump it. Switch back over to Billy.

.:BILLY:.

Head over to the cage where the dogs broke out of, and examine the sparkling object. This is the GOLD RING. Take it. Now combine the GOLD RING onto the BREIFCASE. Go through the single door next to these cages.

.:BILLY:.

Get Billy to head over to the panel in the corner of this area. Get him to pull this lever. Now switch to Rebecca.

.:REBECCA:.

Push start, so you can tell Billy to stay. Run over to what just opened up, and grab the HOOKSHOT... The most annoy item through the game... You'll see why soon. Get Billy to rejoin with you, and exit this area the way you entered.

.:REBECCA:.

Run straight down this room, and unlock the single door. Now go through it.

.:REBECCA:.

Quickly run past the fridge, as a zombie will jump out. Shoot it until it dies. Now go through the electronic door, and head out this room via the single door.

.:REBECCA:.

Run straight down this carriage, avoiding the zombies if you can. Go through the single door.

.:REBECCA:.

Kill the zombies in this room. Now head over to the small opening on your right. Use the HOOKSHOT here. You'll go up...

.:REBECCA:.

Run down this carriage rooftop, and jump down the hole here.

.:REBECCA:.

Kill the zombie in this room straight away. Grab the HANDGUN BULLETS on the small table, next to the bed. Now dump the HOOKSHOT in this room. Examine the sparkling item wedged between the closet. Take it. Now examine this JEWELRY BOX in your inventory, and open it to get the SILVER RING. Try and get out from this room, and you'll see a FMV. After it, exit this room through the single door.

.:REBECCA:.

Run southwards, until you get to 2 GREEN HERBS and a RED HERB. Take a GREEN HERB, and a RED HERB. Mix them up. Now go through this area to the north, and run straight down the stairs.

.:REBECCA:.

You'll join up with Billy here. Push start so he knows that you are here. Now, combine the SILVER RING with the BREIFCASE. Once you've done that, the case will become unlocked. Examine it again, and open it. You'll get the BLUE KEYCARD. Now run straight down this room, and go through the single door.

.:REBECCA:.

Run straight down this room, until you get to a single door with a security panel next to it. Use the BLUE KEYCARD on this. You'll unlock this door... Try and go through it... You'll see a FMV of Wesker and Birkin talking! The troops will get attacked by those Leeches! Once you regain control of Rebecca, head through this single door...

.:REBECCA:

Ignore the bodies, and run straight into the single door...

.:REBECCA:.

You'll learn that the train is about to crash! Read the BRAKE MANUAL, and when you get to choose which character will stay behind, and switch the brakes on, choose Rebecca, as Billy is stronger, and can withstand more damage.

.:BILLY:.

Once the timer starts, leave all the items here, except your weapon, and maybe some healing items. Grab the MAGNETIC CARD off the desk, and the HANDGUN BULLETS off the ground. Exit this area the way you entered.

.:BILLY:.

Avoid the two zombies here, and just run straight towards the single door. Go through it.

.:BILLY:.

You'll notice that Edward's and the man dressed in white's body has gone... Anyway, run straight down this room, and you'll see the man dressed in white as a zombie. Kill him. Go through the single door next to the small table and chairs.

.:BILLY:.

Shoot all of the zombies in this carriage, or avoid them. Quickly run down this carriage, and go through the single door next to the open window.

.:BILLY:.

Edward is in the carriage, but as a zombies! Shoot him, and kill him. Run down this carriage, and go through the single door.

.:BILLY:.

Run through the electronic door, and go through the single door next to the large fridge.

.:BILLY:.

Run straight through this room, and exit through the single door next to the dog cage.

.:BILLY:.

Head over to the panel on the left wall, and use the MAGNETIC CARD on it. We now have a puzzle. The number we have is 67... We need to push the numbers on the pad, which add up to 67... So push:

5,9,5,9,5,9,5,9,2,9

You will now switch over to Rebecca.

.:REBECCA:.

Pick up the RED HERB and the GREEN HERB and mix them. Now head over to the brake panel... We have the same type of puzzle here, and the number is 81. Push the numbers...

8,1,9,9,9,9,9,9,9,9

You'll see a FMV of the train... Crashing.

```

  _   _   _   _   _
  ( ) ( ) | | | | | |
  _   _   _   _   _   _   _   _   _   _
  | | | | | | | | | | | | | | | | | | |
  | | | | | | | | | | | | | | | | | | |
  \___/ | | | | | | | | | | | | | | | |

```

```

  ( ) | ( ) | ( ) |
  _   _   _   _   _   _   _   _   _
  | | | | | | | | | | | | | | | | | |
  | | | | | | | | | | | | | | | | | |
  | | | | | | | | | | | | | | | | | |
  ( ) /

```

You'll find yourself... Somewhere... After the scene, you'll control Rebecca.

.:REBECCA:.

Help out Billy by shooting the zombies here. After they are all dead, you will notice that all the items from the train are in this area. Pick up the HOOKSHOT which will be somewhere in this room, and also take the HUNTING GUN, and some SHOTGUN SHELLS. You may want to take some herbs and FIRST AID SPRAYS, but we will find plenty in the next area we come to... Anyway, with the HOOKSHOT, HUNTING GUN, and SHOTGUN SHELLS in your inventory, go through the single door nearby.

.:REBECCA:.

Jump into the disgusting coloured water, and run through it, until you get to an open space. Jump up here, and climb up the ladder.

.:REBECCA:.

After the very disturbing FMV... You'll regain control of Rebecca. Head over to the desk holding the typewriter. Grab the INK RIBBON, and save. Now dump the INK RIBBON, and pick up all the herbs in this room, and combine them. Make sure that each of the characters has 1 healing item each. Now pick up the HANDGUN BULLETS. After you've picked up everything, this is what your inventory should look like:

BILLY'S INVENTORY:

```

-----
SHOTGUN
SHOTGUN SHELLS, HANDGUN
HANDGUN BULLETS, HEALING ITEM

```

REBECCA'S INVENTORY:

```

-----
HANDGUN, HANDGUN BULLETS
HEALING ITEM

```

We'll be playing as Billy for a while now, so switch over to Billy.

.:BILLY:.

Run up the double set of stairs, and go through the double doors behind the statue.

.:BILLY:.

Run down the path on Billy's right. Pick up the SHOTGUN SHELLS, and the HANDGUN



BULLETS. Ignore the INK RIBBON for now. Run back over to the double doors, and run down the path on Billy's left now. Go through the first single door.

.:BILLY:.

Run further down this room, and kill off all the zombies here. Go through the double doors here.

.:BILLY:.

Grab the MAP of the desk here, and run towards your left in this room. Get Rebecca to grab the MICROFILM A off this shelf. Now exit this room the way you entered.

.:BILLY:.

Run straight out this room the way you entered previously.

.:BILLY:.

Run around this room, until you get to the double doors. Go out them.

.:BILLY:.

Run down all the sets of stairs, and go through the double doors on the right.

.:BILLY:.

Kill the two zombies in this room. After they are dead, run around this room until you get to a table next to a broken window. Grab the HANDGUN BULLETS from here. There are also some HANDGUN BULLETS on the counter, next to the door you used to enter this room. Now run down this path where the counter is, and ignore the zombie on the ground, next to the sink. Go through the single door here.

.:BILLY:.

Head right through this passage, and go through the single door besides the small window.

.:BILLY:.

Kill the two zombies in here. Get Rebecca to grab the BLACK STATUE off the stand. Now dump the HUNTING GUN here, and head around the shelf. Here you will see a SHOTGUN. Take it! This will replace your HUNTING GUN, but will have 7 extra shots! You can grab the GAS TANK here, but it will take up an item space... And we need that item space! Anyway, climb up the nearby ladder.

.:BILLY:.

Kill all the zombies in this area. Run down this area, until you see 3 GREEN HERBS. Get Rebecca to take them, and combine them all. Continue to run down this balcony, until you get to another single door. Unlock it and go through it.

.:BILLY:.

Run down this room, and exit through the double doors.

.:BILLY:.

Switch over to Rebecca.

.:REBECCA:.

Head over to the statue directly in front of you, and place the BLACK STATUE on it. Head down all the sets of stairs, and dump the GREEN HERB MIXTURE off here. Now head back up the stairs, and run down the balcony on the left. Go through the single door here.

.:REBECCA:.

Grab the HANDGUN BULLETS off the ground here. Now head over to the open cabinet, and grab the CRANK HANDLE from it. Once you do, crows will smash through the windows! Ignore them, and exit this room the way you entered.

.:REBECCA:.

Go through the double doors next to the statue.

.:REBECCA:.

Run down the passage to Rebecca's left, and go through the first single door.

.:REBECCA:.

Run down this hallway, and go through the double doors.

.:REBECCA:.

Give the CRANK HANDLE to Billy, and then switch to Billy.

.:BILLY:.

Make Billy head over to the broken crank next to the elevator, and then switch to Rebecca.

.:REBECCA:.

Push start to tell Billy to stay where he is. Now get Rebecca to jump on the elevator. Switch over to Billy again.

.:BILLY:.

Use the CRANK HANDLE on the broken crank here, and it will raise Rebecca up onto the next floor.

.:REBECCA:.

Run down this room a bit, and a new creature will jump from the roof! Ignore the items in this room for now, and run straight up the steps, and through the single door.

.:REBECCA:.

I wouldn't normally tell you to waste your bullets on crows... But this time, you should kill all the crows in this area, as we are going to cross through this area a number of times. Anyway, grab all the herbs here, and mix them all up. Once they are all mixed, leave them on the ground here. Go through this single door.

.:REBECCA:.

Run through this large room, until you get to some stair. Go down them, and run to the last single door. Unlock it, and switch over to Billy.

.:BILLY:.

Exit this room via the double doors.

.:BILLY:.

Run down the passage to Billy's right. Exit this room through the single door.

.:BILLY:.

Run past the large painting, and go through the double doors.

.:BILLY:.

Run down the stairs, pick up the INK RIBBON, and save. Now run up the stairs again, and go through the single door on the right side of the statue.

.:BILLY:.

You'll meet up with Rebecca. Don't push start yet - We are going to get some SHOTGUN SHELLS, and HANDGUN BULLETS. Run up the stairs, and go down this room,

past the series of cranks, and through the single door.

.:BILLY:.

Run straight past the fountain, and up the steps, and through the single door.

.:BILLY:.

Jump down the steps, and kill the two giant cockroaches with your SHOTGUN. Once they are dead, grab the SHOTGUN SHELLS, HANDGUN BULLETS and finally the FIRST AID SPRAY. Exit this room the way you entered.

.:BILLY:.

Run straight past the fountain, and through the single door.

.:BILLY:.

Run over to Rebecca, and press start to regroup with her. Run over to where the cranks are, and switch over to Rebecca.

.:REBECCA:.

Push start and tell Billy to stay. Now head over to the ladder, and climb down it. Run over to the cage, and stand besides it. Switch over to Billy.

.:BILLY:.

Turn the second crank from the left. This will raise the cage. Switch over to Rebecca.

.:REBECCA:.

Grab the FIRE KEY. After you do, a scene will kick in... A giant centipede will bust through the vent, and grab Rebecca! You'll switch over to Billy, who has to kill it!

\_\_\_\_\_  
/BOSS FIGHT #2 \ CENTIPEDE\\_\_\_\_\_

|  
|This boss fight is one of the easiest. All that you have to do is chase it |  
|around the room, and when you get in front of it, shoot it. Aim upwards when|  
|you're in front of it, as it will cause more damage. After about 8 shotgun |  
|hits, this creature will die. |  
|\_\_\_\_\_ |

After the boss battle, you'll see a scene... Nothing special. You'll now regain control of Billy.

.:BILLY:.

Regroup with Rebecca. Run over to the stairs, and go down them. Go through the first single door you see.

.:BILLY:.

Kill the 2 cockroaches in this room with your SHOTGUN. Now grab the SHOTGUN SHELLS next to the fireplace, and switch over to Rebecca to get the WHITE STATUE. We don't have enough item space for the rest of the items... :( We'll be sure to get them later though! Exit this room the way you entered.

.:BILLY:.

Run down this passage, and exit through the last single door.

.:BILLY:.

Get Rebecca to put the WHITE STATUE on the large statue, next to the double doors. Now run down all the sets of stairs, and go through the double doors on the right wall.

.:BILLY:.

Kill all the zombies in this room. Run around the tables, until you get to a red door. Get Rebecca to unlock it with the FIRE KEY. Go through it.

.:BILLY:.

Grab the LIGHTER FLUID off of the metal tray, and combine it with your LIGHTER. Grab the BOTTLES here also. Exit this room the way you entered.

.:BILLY:.

Exit this room via the double doors.

.:BILLY:.

Drop the BOTTLES here, and run up all the sets of stairs. Go through the double doors next to the statue.

.:BILLY:.

Run down the passage on Billy's left, and go through the first single door you come to.

.:BILLY:.

Run straight down this passage, until you get to a red door. Get Rebecca to unlock it with the FIRE KEY, and then discard it. Go through this door.

.:BILLY:.

Run over to the table, and push it a bit, until you can jump over it. Do so. Now head over to the red switch, and flip it. A light will come on. Grab the HANDGUN BULLETS off the desk, and also the SHOTGUN SHELLS off another desk. Grab the FILE next to the bullets also. See that moose head? There is something sparkling there... So push the small table under it, and then jump onto the table. Grab the IRON NEEDLE from the moose head. Now exit this room the way you entered.

.:BILLY:.

Run down this passage, until you get to the double doors. Go through them.

.:BILLY:.

Run over to the single door next to the painting, and use your LIGHTER on the candle. This will unlock this single door. Go through it.

.:BILLY:.

Kill all the zombies in this room, as they are too hard to avoid. Now jump up on the ledge, and push the bookshelf to the right. Grab the BOOK OF GOOD. Now examine the book, and open it to get the ANGEL WINGS. On your way out, grab the GRENADE ROUNDS.

.:BILLY:.

Exit this room through the double doors.

.:BILLY:.

Run down the passage to the right, and exit through the single door.

.:BILLY:.

Exit this room through the double doors.

.:BILLY:.

Grab the WHITE STATUE, and combine the ANGEL WINGS with it. Place it back onto the large statue. Now, lets check your inventory. Make it look like this:

BILLY'S INVENTORY

-----

SHOTGUN

SHOTGUN SHELLS, HANDGUN  
HANDGUN BULLETS, IRON NEEDLE

REBECCA'S INVENTORY

-----  
HANDGUN, HANDGUN BULLETS  
MICROFILM A, FIRST AID SPRAY

.:BILLY:.

Now, make sure you are up all the sets of stairs. Go through the single door on the right of the large statue.

.:BILLY:.

Since Rebecca has more space, switch over to her.

.:REBECCA:.

Run down this passage, and up the stairs. Run down this room, ignoring the series of cranks, and go through the single door.

.:REBECCA:.

Run straight through this outside area, and go through the single door.

.:REBECCA:.

Run down the steps, and head over to the clock. Get Billy to use the IRON NEEDLE on it. Move the minute hand right three times, then select the hour hand. Turn the hour hand left four times, and choose ok. This will make some doors unlock. Now switch back over to Billy...

.:BILLY:.

Exit this room the way you entered.

.:BILLY:.

Run straight through this outdoor area, and go through the single door.

.:BILLY:.

Run down this room, and go down the stairs. Go through the final single door.

.:BILLY:.

Run down the balcony you are now on, and go through the single white door.

.:BILLY:.

Kill all the 4 zombies in this room, and pick up the SHOTGUN SHELLS, and the FILE on the table. Now head over to the fireplace, and grab the MICROFILM B on it. Grab the GREEN HERB if you are in cation status, and use it. If not, just ignore it. Exit this room the way you entered.

.:BILLY:.

Run down all the sets of stairs, and go through the single door on the left of this mansion.

.:BILLY:.

Run all the way down this room, and go through the last single door.

.:BILLY:.

Kill all of the zombies here, and grab the HANDGUN BULLETS off the table. Now use the MIRCOFILM A and the MICROFILM B on the projector. You'll see something like this:

\_\_\_\_\_  
| 0 | 1 |    | 2 | 3 |  
| 4 | 5 |    | 6 | 7 |

```

| 8 | 9 |   | A | B |
| C | D |   | E | F |
-----

```

After this, you'll get the MO DISK. Exit this room the way you entered.

.:BILLY:.

Walk down this room a bit, and weird music will kick in! A Leech Zombie! Equip your SHOTGUN, and shoot away. Once all of it's body parts are gone, and only it's legs remain, run like hell. It will blow up. Phew... After this, run all the way down this passage, and out through the single doors, which lead into the Main hall.

.:BILLY:.

Run up all the sets of stairs, and go through the double doors in front of the statue.

.:BILLY:.

Push start, and tell Rebecca to stay where she is. Exchange the MO DISK (If Rebecca has it) and give it to Billy. Now run straight down this room, and up onto the stage. Use the MO DISK on the computer panel. You will now get a number. For me it was 47. Now switch over to Rebecca, and using this map below, put her in front of the the first digit you got.

```

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

```

.:BILLY:.

Now get Billy to get off the stage, and put him where the second digit is. Now push the panel, and quickly switch over to Rebecca, and get her to push the panel. If you've done it correctly, all the double doors which are blocked by the knight's swords will be unlocked. Yay! Regroup up with Rebecca, and pick up the FILE on one of the desks. Now run down the right path, and go through the newly unlocked double doors!

.:BILLY:.

Kill the two zombies in this room, and go through the light brown double doors.

.:BILLY:.

Grab the HANDGUN BULLETS, NAPLAM GRENADES, and INK RIBBON all in this room. Now head over behind the desk, and examine the chessboard. It'll look like this:

```

A B C D E F G H
-----
|X|_|_|_|_|_|_|_|O| 1
|_|_|_|_|_|_|_|_|O| 2
|_|_|_|_|_|_|X|_|_| 3
|_|_|_|_|_|_|_|_|_| 4
|_|_|_|_|_|_|_|_|_| 5
|_|_|_|_|_|_|_|_|_| 6
|_|_|_|_|_|_|_|_|_| 7
|_|_|_|_|_|_|_|_|_| 8

```

```

      KEY
    /_____\
|O - White|
|X - Black|
  \_____/

```

Now, what we must do is get the chessboard on the floor to look like the above. The chessboard on the floor looks like this:

```

A B C D E F G H

```

_ _ _ _ _	
X _ _ _ _ O O	1
_ _ _ _ O _ _	2
_ _ _ _ X _ _	3
_ _ _ _ _ _ _	4
_ _ _ _ _ _ _	5
_ _ _ _ _ _ _	6
_ _ _ _ _ _ _	7
_ _ _ _ _ _ _	8

```

      KEY
     /   \
    |O - White|
    |X - Black|
     \   /

```

Make sure you push G1 all the way down to G4. Now push it to H4. Then push it all the way up to H2. Once you've done that, the chessboard on the table will slide open. Grab the BOOK OF EVIL from it. Now examine it, and open it. You'll get the black wing. Exit this room the way you entered.

.:BILLY:.  
 \*\*\*NOTE: If you have been poisoned by putting the wrong chess piece on the wrong place, run around the corner, and go through the single door. There are some BLUE HERBS, and HEALING ITEMS there.\*\*\* Run around this room, and exit through the double doors.

.:BILLY:.  
 Lets switch over to Rebecca. We haven't controlled her for a while.

.:REBECCA:.  
 Run straight down this path, and through the double doors.

.:REBECCA:.  
 Pick up the BLACK STATUE from the large statue, and combine it with the BLACK WING. Now place it back on the large statue... Hmm, the large painting will slide open! Head down all the steps of stairs, and save your game. Now check your inventory, and make it look like this:

```

REBECCA'S INVENTORY
-----
HANDGUN, HANDGUN BULLETS
HEALING ITEM

```

```

BILLY'S INVENTORY
-----
SHOTGUN
SHOTGUN SHELLS, HANDGUN
HANDGUN BULLETS, HEALING ITEM

```

Run up the stairs, and go down the newly revealed stairs beyond the space where the painting once was...

.:REBECCA:.  
 There are three spiders in this room - You can kill them easily with your HANDGUN, or you can simply avoid them. Anyway, run all the way down this passage, and go through the single wooden door.

.:REBECCA:.  
 Grab the HANDGUN BULLETS, and the FILE off the desk. Use the herbs here if you were poisoned or hurt during the fight with the spiders. Go through the single door here.

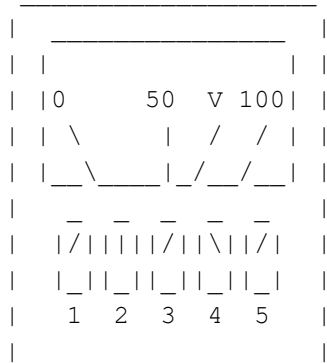
.:REBECCA:.  
 Switch over to Billy for the time being.

.:BILLY:.

Run over to the vent. You'll see a quick scene. Examine it, and give Rebecca and boost through it.

.:REBECCA:.

Wow... What a horrible room! Anyway, grab the FILE off the ground. Now head over to the power control panel... Examine it. It will look like this:



Now... We need to get the power up to that line in the middle of 50 and 100. Push the switch in this order:

1. Up
2. Up
3. Down
4. Up
5. Up

This will restore the power... You'll see a FMV. After this, a new creature will attack Rebecca! Billy will have to save her! You'll see yet another FMV... Birkin says that he will destroy the mansion to get rid of the virus... After this, you'll have to control Billy to save Rebecca.

.:BILLY:.

Exit through the single door.

.:BILLY:.

Ignore the creature here, and exit through the single wooden door.

.:BILLY:.

Run straight down this passage, and run up the stairs.

.:BILLY:.

Run down the stairs here, and go through the double doors on the right.

.:BILLY:.

Run down the passage where the desk is facing from. Run down here, and ignore the zombie that wakes up. Go through this single door.

.:BILLY:.

Run towards the light, and go down the stairs. Run around the machine, and ignore the herbs for now. Run down the stairs, and go through the single door.

.:BILLY:.

Quickly run all the way down this room, ignoring the monkeys. Go through the wooden single door.

.:BILLY:.

Ahh, you'll save Rebecca right in the nick of time! A scene will kick in, and Rebecca will ask about what Billy did. You'll see a FMV of showing... What he



did... After all the series of scenes, pick up the INK RIBBON and save it. Leave it here, and go through the single door. Make sure you have the SHOTGUN equiped.

.:BILLY:.

Kill all the monkeys in this room with the SHOTGUN. Grab the HANDGUN BULLETS in the corner of this room. Now head further into this room, until you see a circle of statues. Read the sign on the gate... We have to light up the cauldrens on the statues from weakest to strongest. Light them in this order:

Deer  
Wolf  
Horse  
Tiger  
Snake  
Eagle

.:BILLY:.

The gate should slide open. Go through it, and head into the first single door you see.

.:BILLY:.

Run straight for the fireplace, and pick up the UNITY TABLET. Grab the BOTTLES if you want. Exit this room the way you entered.

.:BILLY:.

Run straight up to the next single door... And SUPRISE! YOU GO THROUGH IT!... Meh...

.:BILLY:.

Kill the two zombies in this room, and take the FILE off the table. Switch over to Rebecca to grab the herbs, and mix them. Exit this room. (Grab the INK RIBBON on your way out if you like)

.:BILLY:.

Run out of this once gated area, and run around to the door where Rebecca once was. Go through the single door next to it.

.:BILLY:.

Run down the stairs, and kill the two spiders in this area. Go through the first single door you come to. Make Rebecca lead into this room.

.:REBECCA:.

Kill the two cockroaches in this room, and grab the LOCKER KEY off the box. Grab the FIRST AID SPRAY if you need the health. Exit this room the way you entered.

.:REBECCA:.

Continue through this room, and go through the double doors.

.:REBECCA:.

Run up the stairs here, and grab the three (Yes! THREE!) boxes of HANDGUN BULLETS. Get Billy to pick up the SHOTGUN SHELLS. Now use the LOCKER KEY on the locker. You'll get a DURALUMIN CASE. Examine it, and you'll get the number '385'. Input this code onto the case, and you'll get the HANDGUN PARTS. Combine these with Billy's HANDGUN. You'll get the CUSTOM HANDGUN. Grab the MAGNUM AMMO from the cupboard. Now switch to Billy.

.:BILLY:.

Push start, and tell Rebecca to stay. Run down the stairs, and go into the

passage right of the double doors. You'll get to two locked gates. Switch over to Rebecca.

.:REBECCA:.

Head over to the panel, next to the shattered window. Choose to push the L button. Switch to Billy.

.:BILLY:.

Before we go further here, make sure you have at least one space remaining in your inventory. Anyway, run down the passage on Billy's left. Switch over to Rebecca.

.:REBECCA:.

Push the Center button, then the R button. Switch to Billy.

.:BILLY:.

Run down here, and push the red switch. You'll see a scene of two hunters dropping from the ceiling. You'll have to battle them. Shoot them both with the SHOTGUN. After that, investigate the sparky in the cage. It's the WATER KEY. Take it. Head back up the Rebecca, and regroup with her by pushing start. Exit this room through the double doors.

.:BILLY:.

Run straight through this room, up the stairs, and through the single door.

.:BILLY:.

Run all the way through this room, ignoring the circle of statues, and go through the single door.

.:BILLY:.

Run up the stairs here, and take the herbs ONLY IF YOU NEED THEM. Anyway, run around the boiler, and up the steps. Go through the single door.

.:BILLY:.

Ignore the zombie here, and run down this passage, and out through this single door.

.:BILLY:.

Make sure that either Billy or Rebecca has 2 free item spaces. Save your game, and run up the stairs. Go through the single door on the right balcony.

.:BILLY:.

Run all the way up the stairs, but stay a bit behind the stair case. Wait until the cockroaches come up to you, and shoot them with your HANDGUN. Wait until they are all dead, and advance forwards, into the double doors.

.:BILLY:.

Pick up the HANDGUN BULLETS on the boxes next to you. Continue around this room, until you get to a ladder. Go down it, and use the UNITY TABLET on the space near the telescope. Now switch to Rebecca, and control her.

.:REBECCA:.

Climb up the ladder, and run back around this room. Exit through the double doors you used to enter this room.

.:REBECCA:.

Run down the stairs, and go through the first single door you see.

.:REBECCA:.

Grab the GRENADE LAUNCHER off the coach. Yay! Now Rebecca has a BIG weapon.

Ignore the NAPALM ROUNDS for now. Unlock the blue door with the WATER KEY, and throw it away. Go through this door.

.:REBECCA:.

Run down this passage a bit, and you'll see a Leech Zombie! Equip your GRENADE LAUNCHER, and shoot it! Once it swells up, run like hell! After this, go through the single door next to the small blackboard.

.:REBECCA:.

Run over to the piano, and tell Billy to stay. Now run over to the painting next to the bar counter. Switch over to Billy.

.:BILLY:.

Examine the piano, and play it. Once you do, a wall near Rebecca will slide up. Switch over to Rebecca.

.:REBECCA:.

Go through this passage, and grab the MAGNUM BULLETS. Run further into this passage, and grab the BATTERY from the space. Once you do, the door will slide shut! Switch over to Billy.

.:BILLY:.

Play the piano once again to let Rebecca free. Push start to regroup with her, and exit this room the way you entered.

.:BILLY:.

Run back towards the blue door, and go through the single door next to it.

.:BILLY:.

Equip your SHOTGUN. Run down this room to the right, and you'll see another Leech Zombie! Kill it with your SHOTGUN. Chances are, that through this fight you have been injured, so use your HEALING ITEM. If not, dump the HEALING ITEM here. Anyway, head further down this room, and grab the VISE HANDLE from the shelf. Exit this room the way you entered.

.:BILLY:.

Run straight down this room, and go through the single door which you haven't yet been through.

.:BILLY:.

Run down this hallway to Billy's right. Go through the single door here.

.:BILLY:.

Kill the two zombies in this room, and grab the SHOTGUN SHELLS off the shelf. Now head over to the workspace, and use the VISE HANDLE on the vise. This will let go the OBEDIENCE TABLET. Take it. Now exit this room the way you entered.

.:BILLY:.

Go through the single door right besides you.

.:BILLY:.

Run straight through this room, and out through the blue door.

.:BILLY:.

If you have wasted all the GRENADE ROUNDS, pick up the NAPALM ROUNDS. If not, just exit through the single door.

.:BILLY:.

Run back up the stairs, and go through the nearby double doors.

.:BILLY:.

Let's control Rebecca for a while now. Switch over to her.

.:REBECCA:.

Run around this room, until you get to a ladder. Go down it, and use the OBEDIENCE TABLET on the space, next to the telescope. One more to go... Exit this room the way you entered.

.:REBECCA:.

Run towards the stairs, and go down them. Run straight to the single door at the end of this passage, and go through it.

.:REBECCA:.

Run down all the sets of stairs here, and go through the front double doors.

.:REBECCA:.

Run down the path to your right, and use the BATTERY on the panel. This will activate the elevator next to you. Push the button to send it down. Now switch over to Billy.

.:BILLY:.

Head over to the elevator, and jump over the box. Now push it out. Push it to the left, until you get to a large pillar, with a sparkling object on top of it. Jump up onto the crate, and grab the DISCIPLINE TABLET. Now head back through the double doors.

.:BILLY:.

We are about to go into a brand new area, and we need some items. Organise your inventory so it looks like so:

BILLY'S INVENTORY

-----

CUSTOM HANDGUN

SHOTGUN

SHOTGUN SHELLS

HOOKSHOT

REBECCA'S INVENTORY

-----

GRENADE LAUNCHER WITH NAPLAM ROUNDS

HANDGUN, HANDGUN BULLETS (EXCHANGE BILLY'S ALSO)

MAGNUM AMMO, DISCIPLINE TABLET

Remind yourself there are healing items here - You may need them later. Remain as Billy, and save if you like. Run up the stairs, and go through the single door on the right balcony.

.:BILLY:.

Run down this passage, and up the stairs. Head through the double doors nearby.

.:BILLY:.

Run right around this room, and go down the ladder. Get Rebecca to use the DISCIPLINE TABLET on the space in front of the telescope. You'll now need to switch to disk two...

+++++

START DISK TWO...

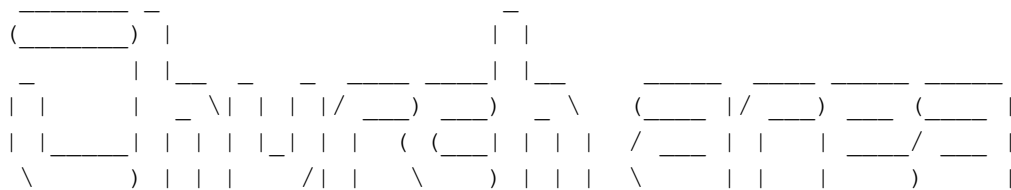
+++++

Open your GameCube disk drive, and carefully take Disk one of Resident Evil Zero out. Put it in the case, and carefully grab Disk two. Insert Disk two

into the disk holder, and close the cover. Let the GameCube do the rest.

+++++

You'll see a FMV of the room you are going downwards... Into the water! Climb up the ladder, as either character, and go through the double doors directly in front.



.:BILLY:.

Is it just me, or does the music here sound like the music from the main hall in the police station in Resident Evil 2? Anyway, run down the steps here, and run down the bridge - Ignore the bats. Now run to the little room right of the double doors which lead into the church. Grab the SHOTGUN SHELLS here, and switch over to Rebecca.

.:REBECCA:.

Head over to the floor panel, right next to where Billy grabbed the SHOTGUN SHELLS. Stay on this panel when it goes down, and switch over to Billy.

.:BILLY:.

Straight away, push start to tell Rebecca to stay put, and head through the double doors of the church...

.:BILLY:.

Run straight through this Church area, and go through the single door on the right.

.:BILLY:.

Grab the SHOTGUN SHELLS, and ignore the NAPLAM ROUNDS for now. Leave the HOOKSHOT here for now, and grab the FIRST AID SPRAY from the book shelf. Grab the INK RIBBON, and save, and then dump the INK RIBBON. Head back out this room...

.:BILLY:.

You'll see a scene, introducing your next boss...

/BOSS FIGHT #3 \ GIANT BAT\

|  
|There are two ways to fight this beast. One is to run around the room, and |  
|shot him with your SHOTGUN, and retreat when he gets close. Then continue |  
|shooting him. Make sure his little friends don't get too close, as they |  
|cause damage to... Or do it the easy way - Go through the single door, and |  
|Head back out into the main room - The bat will be dead... (ONLY WORKS WITH |  
|NTSC VERSION) |  
|

After the battle, head back through the single door.

.:BILLY:.

Take the HOOKSHOT. Head back into the Church hall.

.:BILLY:.

Head down this hall, and towards the double doors. Use the HOOKSHOT on the gap in the roof. You'll slide up there.

.:BILLY:.

Run down the roof here, and head over to the ladder. Go down it.

.:BILLY:.

Pull the lever next to the ladder. Now switch over to Rebecca.

.:REBECCA:.

Head out this small room, and go through the double doors of the Church.

.:REBECCA:.

Run straight through the hall, and go through the single door.

.:REBECCA:.

Pick up the NAPLAM ROUNDS, and combine them with your GRENADE LAUNCHER. Grab the FIRST AID SPRAY also. Leave.

.:REBECCA:.

Exit the Church through the double doors.

.:REBECCA:.

Run down the path to Rebecca's right. Ignore the herbs here, and stop at the elevator. Switch over to Billy.

.:BILLY:.

Run out this area through the nearby gate. Unlock it, then go through it.

.:BILLY:.

Push start to regroup with Rebecca. Head into the nearby elevator, and go down in it.

.:BILLY:.

Organise your inventory so it looks like so:

BILLY'S INVENTORY

-----

GRENADE LAUNCHER (WITH NAPLAM ROUNDS)

CUSTOM HANDGUN

HANDGUN BULLETS

HEALING ITEM

REBECCA'S INVENTORY

-----

SHOTGUN

SHOTGUN SHELLS, HEALING ITEM

HOOKSHOT

Switch to Rebecca

.:REBECCA:.

Run into a corner of the room, and use the HOOKSHOT on a gap in the roof. You'll go up into this room...

.:REBECCA:.

Head further through this room, and grab the FILE off the chair. Read it. After you have, head down this room further... You'll see another Leech Zombie! Kill it with your SHOTGUN. Now head down the narrow passage where the Leech Zombie was, and investigate the freezer like thing. Push the button on it, and grab the LEECH CAPSULE. Grab the MAP next to the single door. Go through this door.

.:REBECCA:.

Push the switch right next to the balcont ledge. Once you do, the wall will slide up, and will reveal a zombie for Billy to fight! Switch over to Billy.

.:BILLY:.

Equip your GRENADE LAUNCHER, and exit this room through the single door...

.:BILLY:.

It's a Leech Zombie! Shoot it once, and it will turn into one. Shoot it once again, and it will die! Phew. Now head back into the single door you came from.

.:BILLY:.

Dump the GRENADE LAUNCHER here. Now pick up Rebecca's HANDGUN on the ground, and head over to the small elevator next to the typewriter. Send the HANDGUN up there. Now switch back to Rebecca.

.:REBECCA:.

Dump the HOOKSHOT here. Run around the corner, and go through the final single door.

.:REBECCA:.

Go straight through the double doors.

.:REBECCA:.

Quickly run over to the small elevator, and examine it. You'll get the HANDGUN. Now equip it, and shoot the 2 zombies in this room. Run further down this room, and head over to the operating table, covered in blood. Grab the FILE besides it. Read it. Now head over to the green tank. Examine it, and put the chemical in your mixing set. Now grab a FIRST AID SPRAY, and put it in the small elevator to send down the Billy. Do this for the other one in the room also. After you've done all this, exit this room the way you entered.

.:REBECCA:.

Run down this room, and grab the SHOTGUN AMMO off the shelf - Make sure you watch out for the zombie that appears to be dead, but is in fact still alive! Grab the FILE off the desk. Now head over to the panel, and head over to the red tank next to it. Examine it, and mix this red chemical with the green chemical to get the stripping agent. Now combine this with the LEECH CAPSULE, and you'll get the BLUE LEECH CHARM. Now head out this room via the double doors.

.:REBECCA:.

Head over to the small elevator shaft, and place the BLUE LEECH CHARM in it. Send it down to Billy. Now switch to Billy.

.:BILLY:.

Grab the BLUE LEECH CHARM out of the elevator. Now make sure you have nothing in your inventory besides the CUSTOM HANDGUN, HANDGUN BULLETS and the BLUE LEECH CHARM. Save. Now exit this room through the single door.

.:BILLY:.

Run down this L-Shaped passage, ignoring all the herbs. When you get to a blue coloured door, use the BLUE LEECH CHARM on it. This will unlock it, so go inside this room.

.:BILLY:.

Run down this room, and around the desk. Take the HANDGUN BULLETS from the open drawer. Now head over to the single door next to the desk, and examine the sparkling object next to it. This is the INPUT REG. COIL. Take it. You'll also see a photo. After this small scene, go through this single door.

.:BILLY:.

Kill the two zombies in this room. Head further into this room, until you get to a statue holding something. Take the GREEN LEECH CHARM from it. Now exit this room the way you entered.

.:BILLY:.

Grab the INK RIBBON now from the desk. Exit this room through the blue single door.

.:BILLY:.

Run straight out this passage, and go through the single wooden door, next to the blackboard.

.:BILLY:.

Head over to where the typewriter is, and examine the elevator. Place the GREEN LEECH CHARM in it. Send it up to Rebecca. Now switch over to her.

.:REBECCA:.

Grab the GREEN LEECH CHARM from the elevator. Now run around this room, until you get to a green door. Use the GREEN LEECH CHARM on it. Now go through this door.

.:REBECCA:.

You'll hear some rather creepy noises... Grab the nearby HANDGUN AMMO. Now head down this room, and you'll see two zombies. Kill them. Head further down this room, and grab the two boxes of HANDGUN AMMO here, and also take the STERILIZING AGENT. Now exit this room the way you entered.

.:REBECCA:.

Run out this room via the green double doors.

.:REBECCA:.

Head down this room, until you get to the panel next to the red tank. Use the STERILIZING AGENT on it. This will sterilize the small room. After it's done, go through this door to the small room. Here you will find a zombie! Quickly shoot it, and grab the BREEDING ROOM KEY. Shoot the zombie which will ambush you here. Now exit out this small room, and exit out this whole room through the single door.

.:REBECCA:.

Run down this room, until you get to a single brown door. Unlock it with the BREEDING ROOM KEY, and then throw it away... Head into this room.

.:REBECCA:.

Run right around this room, until the action music kicks in. You'll have to kill two Hunters. Do so, with your SHOTGUN. After they are defeated, grab the FILE next to the cage. Now head over to the two cages where the hunters broke out. Grab the DIAL from one of the cages. Now exit this room the way you came in.

.:REBECCA:.

Run back down this room, and go through the single door at the end of this passage.

.:REBECCA:.

Run straight through the double doors.

.:REBECCA:.

Head over to the elevator, and place the DIAL in it. Send it down to Billy.



Now switch over to Billy.

.:BILLY:.

Grab the DIAL here from the elevator. Now pick up all the items in this room as you can, and exit this room through the single door.

.:BILLY:.

Head down the passage to Billy's left, until you get to the first single door. use the DIAL on this door, and enter the numbers '4863'. This door will now unlock. Go through it...

.:BILLY:.

You'll see a scene. Billy will tell Rebecca to regroup with him. Head over to the lever near the cable car, and pull it. You'll activate the bridge. Switch over to Rebecca.

.:REBECCA:.

Exit this area through the double doors.

.:REBECCA:.

Exit this room through the green single door.

.:REBECCA:.

Go through the first single door you come to.

.:REBECCA:.

Grab the GAS TANK here. Head further down this room, and grab the BOTTLES. Combine them with the GAS TANK, to get some MOLOTOV COCKTAILS. We'll need these in a minute. Now head across the bridge, until you get to a ladder. Go down it.

.:REBECCA:.

Regroup with Billy, and drop off your SHOTGUN, and SHOTGUN SHELLS. Also drop your MOLOTOV COCKTAILS here also. Now exit this room through the single door.

.:REBECCA:.

Combine the herbs in this hallway if you want to. Run down this passage, and go through the single door next to the blackboard.

.:REBECCA:.

Get Rebecca and Billy to grab ALL the items in this room. Once you have, leave the way you entered,

.:REBECCA:.

Run down the left side of this passage, and go through the silver metal door.

.:REBECCA:.

Head over next to the cable car, and get Rebecca and Billy to dump all items here except the 2 HANDGUN's you both have, some HANDGUN BULLETS, the INPUT REG. COIL, and that's about it. Now get Billy to stay where he is. Climb up the ladder.

.:REBECCA:.

Run across the bridge like structure, and run through the room, and exit through the single door.

.:REBECCA:.

Run down this room, and grab the HOOKSHOT you left here. Go back through the door you came out of.

.:REBECCA:.

Run down this room, and save. Then run across the bridge structure, and go down the ladder.

.:REBECCA:.

Now exchange the item "INPUT REG. COIL" from Billy. Now head around the cable car, and pick up the OUTPUT REG. COIL. Now head around the room, until you find some lightness. You'll see a gap in the roof. Use your HOOKSHOT on this. You'll be taken up.

.:REBECCA:.

Take the SHOTGUN SHELLS behind the chair here. Now use the INPUT REG. COIL and the OUTPUT REG. COIL on the panel. You'll see the room light up. You just restored the power. Dump the HOOKSHOT here... We wont need it anymore! Unlock the single door and go through it. Now cross the bridge structure, and go down the ladder here.

.:REBECCA:.

Head over to the cable car, and grab the MOLOTOV COCKTAIL. Now regroup with Billy. Try to board the cable car, and Billy will be attacked by a Monkey... After this, you'll see a FMV of a Leech Zombie about to attack Rebecca! Equip your MOLOTOV COCKTAILS, and run away from this zombie. Now attack it with your MOLOTOV COCKTAIL. After about 2, it will die... Yay. After this, run up to the ladder, and climb it.

.:REBECCA:.

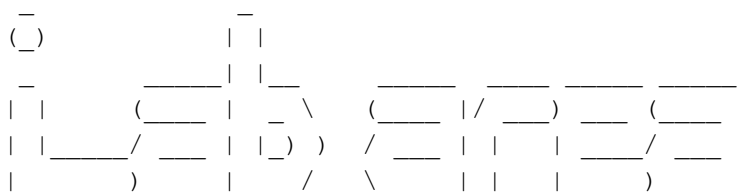
Run across the bridge, and go through the small room. Place the coils back in place, to restore power back to the room. Exit this room, and run down the bridge, and then climb down the ladder.

.:REBECCA:.

Run over to the cable car, and make sure you put ALL of the items outside it, inside it. Do so. Once you have, enter the cable car for good.

.:REBECCA:.

Head over to the dead body here, and grab the almighty MAGNUM!!! Now head over to the control panel, and activate the cable car... You'll be taken to the next area...



.:REBECCA:.

Make sure your inventory looks like so:

- HANDGUN, HANDGUN BULLETS
- MAGNUM, MAGNUM ROUNDS
- SHOTGUN

Exit the cable car.

.:REBECCA:.

Ignore the herbs, and go down this room, and run up the stairs. Go down the right of this passage, and run up these stairs. Go through this single door.

.:REBECCA:.

Grab the HANDGUN BULLETS from the barrel here. Go through the first single door

you come across.

.:REBECCA:.

A save room! Save if you like... If you have played RE2, you will remember this area. Anyway, pick up all the items here you want, but make sure your inventory looks like so:

SHOTGUN

HANDGUN, HANDGUN BULLETS

MAGNUM ROUNDS, MAGNUM

Grab the MAP on the wall as you leave this room.

.:REBECCA:.

Follow the rails down this room, until you get to the small elevator. Take it down, and run around the catwalk until you get to a single door. Go through it.

.:REBECCA:.

Run all the way down this room, until you get to a sparkling object. Dump the SHOTGUN here, and pick up this FACTORY KEY. We'll get the SHOTGUN again later on. Now try to head around the corner, back to where you entered this room through. You'll be ambushed by two Hunters - Kill them with your MAGNUM. Now continue down this room, and exit through the single door.

.:REBECCA:.

Run all the way around the catwalk, up the elevator, and and through the first single door.

.:REBECCA:.

Dump the FACTORY KEY here. Exit the way you entered.

.:REBECCA:.

Go back down the elevator, around the catwalk, and through the single door.

.:REBECCA:.

Run through this room, and pick up the SHOTGUN here which you left here before. Exit this room the way you entered.

.:REBECCA:.

Run back around the catwalk, and up the elevator. Go through the first single door.

.:REBECCA:.

Dump the SHOTGUN in this room, and pick up the FACTORY KEY again. Now head over to the computer panel in the corner of this room. Use the FACTORY KEY on this. You'll see a scene. Pick up the SHOTGUN again, and make sure you SAVE! Exit this room.

.:REBECCA:.

Run down the tracks, and onto the turntable. Head over to the panel on the side of the turntable, and push the button... You'll go down into the labs.

.:REBECCA:.

Any RE2 players will remember this area off by heart. But anyway, head off the turntable, and head over to the pink double doors. You'll see a FMV of Enrico and Rebecca. They'll say that they haven't seen any other team members. Enrico will tell Rebecca they have to escape now. But Rebecca says no, and will go and find Billy... Dump the SHOTGUN here for now, and pick up the ELEVATOR KEY. Now we are going to fight a boss... A tough one at that. You probably wont have any healing items, but don't worry. You should have saved earlier. Anyway, run

back towards the turntable, and run behind it. Head over to the elevator, and dump the ELEVATOR KEY here. Now run back out, grab the SHOTGUN, and bring it into this area. Now pick up your ELEVATOR KEY, and use it on the panel. You'll now face that boss I was talking about!

/BOSS FIGHT #4 \ TYRANT: 1ST FORM\

```
|
|Despite all the music, and the look of this monster, this battle is quite |
|easy. Equip your MAGNUM, and once the battle starts, run circles around this|
|beast. Once he turns around, shoot him once with your MAGNUM. Continue to |
|run around Tyrant, and shoot him again. Once he need one more shot to kill |
|him, he will slump onto the ground. Wait until he gets up again, and shoot |
|him... He will die, and you'll be able to go into the elevator. |
|
```

After the short scene, grab the SHOTGUN, run over to the elevator, and jump in.

.:REBECCA:.

Head over to the panel on the right of the elevator, and choose to go to the second floor. Once you get there, jump out.

.:REBECCA:.

Just grab the MAGNUM ROUNDS at the bottom of the shelf. Quickly head back into the elevator.

.:REBECCA:.

Now choose to go up to level 4. You'll see a quick FMV. Basically, the guy in the robe is pissed off. After this, exit the elevator.

.:REBECCA:.

You'll see a FMV of Billy in the water. Something attacks him, and sends him through a pipeline. After this scene, head straight into the double doors.

.:REBECCA:.

Pick up the GAS TANK right besides you. Continue down this room, until you get into a control room. Pick up the HANDGUN BULLETS, and head over to the blinking red lights. Yay... Another puzzle. This is what it looks like:

```

      O-----O
      |         |
      |         |
O-----O-----O-----O|
 \   |           /   |
  \  |           /   |
O-----O           O/  O
|         | \       /|  |
|         | \       /|  |
|         | /-O- /|  |
|         | /       |  |
|         | /       O  |
|         |         |  |
|         /O         |  |
|         / |         |  |
|         / |         |  |
|         / |         |  |
|         / |         |  |
|         / |         O----O
O/        O         |  |
|         |         |  |
|         |         |  |
```

```

O-----O          O----O
 /
 /
O

```

That's just about how it looks like. If you cannot understand that above, try this link:

[http://www.geocities.com/resident\\_evil\\_net/powersolution.jpg](http://www.geocities.com/resident_evil_net/powersolution.jpg)

Anyway, push the buttons in this order below:

```

          O-----O
          |         |
          |         |
O-----(2)-----O----O|
 \   |               /  |
  \  |               /   |
O-----O           O/   O
|         | \       /|   |
|         | \       /|   |
|         | /-O- /|   |
|         | /       |   |
|         | /       O   |
|         |         |   |
|         /O        |   |
|         / |       |   |
|         / |       |   |
|         / |       |   |
| /        |       (3)---O
O/        (1)      |   |
|         |       |   |
|         |       |   |
O-----O          O----O
 /
 /
O

```

If you've done that correctly, the power will be restored. Now, head down the nearby elevator, and kill all the zombies. Grab the BOTTLE nearby, and combine it, and you'll get some MOLOTOV COCKTAILS. Now organise your inventory, so it looks like so:

```

HANDGUN, HANDGUN BULLETS
MOLOTOV COCKTAILS, HEALING ITEM

```

You'll find the healing item next to a single door. Go through this single door.

.:REBECCA:.

Run down this room a bit, and you'll see a Leech Zombie, wiggle its way around the corner. Equip your MOLOTOV COCKTAILS, and once it gets close, throw one at it. They take about 2 to kill, so throw 2 at it. Once it's dead, dump the remaining MOLOTOV COCKTAILS here. Now continue down this passage, and go into the second single door you come across.

.:REBECCA:.

Shoot the zombie here next to the pool table, and run and grab the MAP on the wall. Run down the steps nearby.

.:REBECCA:.

Run around this room, and pick up the herbs and combine them. Go through the nearby single door.

.:REBECCA:.

Ignore everything in this room for now, and go through the single door.

.:REBECCA:.

Run down all the sets of stairs here, until you get to a single door. Go through it.

.:REBECCA:.

You'll see a FMV of Billy! He is okay... It looks like this room was used for something sick... Alright, we now have Billy back... And we need to get some items back at the cable car... How? you'll see. Switch over to Billy.

.:BILLY:.

Head straight through the first single door you come across.

.:BILLY:.

Run up all the steps, and out through this single door.

.:BILLY:.

Ignore everything in this room, and go straight through the single door.

.:BILLY:.

Run around this area, and up the stairs.

.:BILLY:.

Run around the pool table, and out through the single door.

.:BILLY:.

Run straight down this passage, shooting the three zombies, and out through the final single door you come across.

.:BILLY:.

Run through this room, until you get to a small lift. Take it up. Now run out this room through the double doors.

.:BILLY:.

Run straight across this bridge, and into the elevator.

.:BILLY:.

Pick up the SHOTGUN you should have left in here. Now go to the second floor. Once you're there, jump out the elevator.

.:BILLY:.

Equip your SHOTGUN, and run around the corner. Pick up the HANDGUN BULLETS off the barrels. Now get ready for the Hunter - Shoot it with your SHOTGUN. Now continue down this room, and get Rebecca to grab and combine the herbs. Unlock the single door, and go through it.

.:BILLY:.

We're back at the cable car room. Run down the steps, and get into the cable car.

.:BILLY:.

Pick up the SHOTGUN SHELLS here, and a FIRST AID SPRAY if you like. That's all we need - And we REALLY needed those SHOTGUN SHELLS. Believe me. Exit the cable car the way you entered.

.:BILLY:.

Run up the steps, and go through the single door you just unlocked before.

.:BILLY:.

Run around this room, until you get to the elevator. Jump in.

.:BILLY:.

Go to the fourth floor. Once the elevator gets there, jump out.

.:BILLY:.

Run straight across the bridge, and through the double doors.

.:BILLY:.

Run straight through this room, and jump onto the elevator. Now run all the way down this room, and go through the single door.

.:BILLY:.

Run straight down this passage, and go through the final single door you come across.

.:BILLY:.

Guess what you do here? Run around the pool table, and go down the stairs...

.:BILLY:.

Run around this area, and exit through the single door.

.:BILLY:.

Finally, we can get back to the main game! Grab the SHOTGUN SHELLS nearby, and switch over to Rebecca.

.:REBECCA:.

Tell Billy to stay, and run up the steps, towards a panel. Switch back to Billy.

.:BILLY:.

Another puzzle... Great... Climb down the nearby ladder. You'll see three crates, that are look like this together:

```
  _ _  
|_|_|  
 |X|  
-----
```

The one with the 'X' is the metal crate. So jump over the wooden crate on YOUR left (Not Billy's left, your left). Now push the metal crate as far as it can to your right. Get Billy to jump back over the crate. Now switch to Rebecca.

.:REBECCA:.

Examine the panel, and when asked, choose Rot. R. After you've done this, switch back to Billy.

.:BILLY:.

Jump over the crate, and run through where the gate use to be, until you get to a lone crate. Push this all the way to your left. Now head back to the two crates, and push the one on your left down south, until you get to a small space in the wall. Jump over the crate, and now push it as far right as it can go. Now jump back over the crate, and continue to push it until it gets against the wall. Now wedge yourself into the corner, and push it against the other crate. Once you've done this, head over to the other wooden crate. Now push

this crate against the wall on your left. Now push it all the way south, until it gets on this wall. Once this is done, climb back up the ladder, and switch over to Rebecca.

.:REBECCA:.

Examine the panel, and choose 'Fill/Drain'. Once this is done, switch to Billy.

.:BILLY:.

Run across the bridge you just formed with the wooden crates. Run down this path, and pick up the HANDLE. Run back across the crate bridge. Regroup with Rebecca by pushing the start button, and exit through the single door on your right.

.:BILLY:.

Run straight through this area, and up the stairs.

.:BILLY:.

Run around the pool table, and through the single door.

.:BILLY:.

Run over to the brownish coloured metal door, and use the HANDLE on it. This door is now unlocked. Don't go through it yet though. Continue to run down this passage, and go through the single door.

.:BILLY:.

Switch to Rebecca.

.:REBECCA:.

Tell Billy to stay, and run around the room, and up the elevator. You should've dumped off the MAGNUM, and MAGNUM ROUNDS here. Make sure you have enough room for the two, and pick them up somewhere in this room. Go back down the lift, run around this area, and regroup with Billy. Now switch over to him.

.:BILLY:.

Make sure Rebecca has regrouped with you. Exit this room through the single door.

.:BILLY:.

Run back down this passage, and go through the single door with the HANDLE on it, which you used a while ago.

.:BILLY:.

Kill all five of the pantless zombies here (Maybe THAT has become undead also). Anyway, run around the corner on Billy's right, and pick up the HANDGUN BULLETS. Now run back around to the other corner, and climb up the ladder.

.:BILLY:.

Run down this room, and grab the FILE from the corpse. Now run down this room further, until you get to a red tank. Get Rebecca to put this red chemical in her mixing set. Ignore the zombie here, and run straight back down the ladder you used to climb up here.

.:BILLY:.

Continue to run down this passage, and go through the single door.

.:BILLY:.

Equip your SHOTGUN straight away, and shoot the two Hunters here. Run down this passage, and go through the single door.

.:BILLY:.



Grab the 2 boxes of HANDGUN BULLETS, and the INK RIBBON. Save, and dump the INK RIBBON back where it was. Ignore the herbs, but take them only if you're going to use them straight away. We don't need anything else in this room. Make sure you have at least three healing items with you - Exit this room through the single door we haven't been through yet.

.:BILLY:.

Run down this room, and down the stairs. Then go through the large metal door.

.:BILLY:.

Run across the bridge here, and go through the single door at the end of this bridge.

.:BILLY:.

Kill all the zombies in this room, and grab the SHOTGUN SHELLS off the nearby boxes. Also grab the FILE next to the SHOTGUN SHELLS. Now equip your strongest weapon for Billy and Rebecca. Switch to whomever has the MAGNUM, which should be Rebecca.

.:REBECCA:.

Head over to the elevator, and go down it.

.:REBECCA:.

Run all the way around this room, and a scene will kick in. It's Tyrant! Again! After the scene, you'll have to fight him!

\_\_\_\_\_  
/BOSS FIGHT #4 \ TYRANT: 2ND FORM\\_\_\_\_\_

|  
|Tyrant has changed, compared to the last fight we had. This time, we have 2 |  
|characters to fight him, but it makes is somewhat harder. Anyway, make sure |  
|you don't get cornered as he will attack you non-stop. What you should do is|  
|shoot this monster with your MAGNUM, and get the other character to shoot |  
|with the SHOTGUN. Once he gets close, run away, then switch to the other |  
|character, and get that character to run away also. Don't be affraid to heal|  
|also. After some fighting, Tyrant will fall to the floor... |  
|\_\_\_\_\_/  
|

After the fight, head over to the blinking green light. Examine this, and push the button. Now climb up this ladder.

.:BILLY:.

Run around this room, and pick up the MOTHERBOARD on the ground. Head back to the ladder you used to climb up here... Go back down it.

.:BILLY:.

Run back around this room... Tyrants body has gone! Anyway, continue to go around this room, and go up in the elevator.

.:BILLY:.

Run over to the panel next to the opening, and use the MOTHERBOARD on the panel. This will send the gondola... Once it's done so, switch over to Rebecca.

.:REBECCA:.

Make sure you have at least one item space. Jump into the gondola. You'll be send to another room.

.:REBECCA:.

After you jump out, head over to the computers. Examine the lever, and turn it. This will bring up the dam flood gates. Now exit this room through the single

door.

.:REBECCA:.

Kill the cockroach here with your HANDGUN - Simply run around, shoot, run around, shoot etc. Head further into this room, and examine the blue tank. Get the blue chemical from it, and put it in the mixing set with the red chemical. This will make the sulfuric acid. Now grab the INDUSTRIAL WATER from the desk. After you've done all of this, run down the nearby stairs.

.:REBECCA:.

It looks like a BATTERY up above... You'll need Billy to get this. Switch over to Billy.

.:BILLY:.

Run over to the lift, and go down on it.

.:BILLY:.

Head further down this room, and go through the single door.

.:BILLY:.

Run down this path, and use a GREEN HERB if you've been hit. Climb down this ladder, and quickly run across the dam bridge. Ignore the frog that jumps out (Giant Frog, mind you). Climb up the ladder here, and go through the single door.

.:BILLY:.

Run southwards, and grab the HANDGUN BULLETS next to the large machine. Unlock the nearby single door, and go through it.

.:BILLY:.

Head over to Rebecca, and push start to regroup with her. Switch over to her.

.:REBECCA:.

Open your inventory, and combine the INDUSTRIAL WATER with the sulfuric acid in your mixing set to get the battery fluid. Now examine that item on the shelf, and get Billy to give you a boost. You'll get the EMPTY BATTERY. As soon as you get down, two cockroaches will bust through the large test tube. After the scene, kill the two of them - Even better, avoid them. Exit this room through the single door.

.:REBECCA:.

Combine the battery fluid, with the EMPTY BATTERY, and you'll get the HI-POWER BATTERY. Now kill the two zombies in this room, and head into the passage right of the cation sign. Get Billy to grab the two boxes of SHOTGUN SHELLS. Ignore this passage for now, and exit this room via the single door next to the cation sign.

.:REBECCA:.

Climb down the ladder, and run across the bridge. Now climb up this ladder, and use the GREEN HERB here if you've been injured. Continue your way down this path, and go through the single door.

.:REBECCA:.

Run down this path, and jump on the lift. Go up it.

.:REBECCA:.

Exit this room via the single door next to the oxygen tanks.

.:REBECCA:.

Go through the single door at the end of this bridge.

.:REBECCA:.

Run up the stairs here, and head out this room through the single door at the top of the stairs.

.:REBECCA:.

Exit this save room through the single door at the end of this room.

.:REBECCA:.

Kill the two zombies in this hallway, and go through the single door after you have.

.:REBECCA:.

Run around this room, and go through the door with the HANDLE on it.

.:REBECCA:.

Run through the single door on Rebecca's left.

.:REBECCA:.

Kill the two zombies here, and run around the pool table, and go down the stairs.

.:REBECCA:.

Head over to the forklift, and face where the space is on the side of it. Now switch to Billy

.:BILLY:.

Tell Rebecca to stay by pushing start. Now jump on the box which is being held by the forklift. Switch back to Rebecca.

.:REBECCA:.

Use the HI-POWER BATTERY on the space on the side of the forklift. Now push the lift button. This will send Billy up, and he'll grab the KEYCARD. After this, Billy will be sent back down. Push start to regroup with Billy. Grab any items here that you may have left behind before, and exit this area by running back up the stairs.

.:REBECCA:.

Run around the pool table, and exit this room through the single door.

.:REBECCA:.

Go through the single door with the HANDLE on it.

.:REBECCA:.

Run down the passage on Rebecca's left, and go through the single door here.

.:REBECCA:.

Run down this hallway, and through the single door.

.:REBECCA:.

We're about to face the final boss of the game... And we need some items. Make your inventory look like so:

REBECCA'S INVENTORY:

-----

SHOTGUN

SHOTGUN SHELLS, KEYCARD

BILLY'S INVENTORY:

-----

MAGNUM, MAGNUM BULLETS  
AS MANY HEALING ITEMS AS POSSIBLE

AND MAKE SURE THAT YOU SAVE!!! Exit this room through the other single door.

.:REBECCA:.

Run down the stairs, and exit this room through the single door at the bottom of the stairs.

.:REBECCA:.

Run across this bridge, and go through the single door.

.:REBECCA:.

Run over to the elevator, and ride it down.

.:REBECCA:.

Go through the first single door you come across.

.:REBECCA:.

Run down this path, and climb down the ladder. Run across this bridge, and then go up the other ladder. Go through this single door.

.:REBECCA:.

Head down the passage right of the cation sign, and use the KEYCARD on the panel here. This will unlock the door. Switch over to Billy...

.:BILLY:.

Go through this door...

.:BILLY:.

Run down this narrow path, and through the door at the other end.

.:BILLY:.

You'll see a FMV... The man in the robe will welcome you. He'll transform into... Doctor Marcus! This man in the robe is Doctor Marcus! He'll tell how Wesker and Birkin killed him, and took over his research. He'll say how he became alive again, and younger... He'll say that he will get revenge! He then starts spewing out Leechs, and transforms into a bigger monster! Uh oh!

/BOSS FIGHT #5 \ DOCTOR MARCUS\

|  
|This fight is actually quite easy. Marcus will shoot out his long arms when |  
|you get close enough, and will cause some damage. Keep shooting him while |  
|you run around him. If he corners your partner, switch to the partner, and |  
|run away from Marcus. After some shots, a tentacle sprouts out of his back. |  
|This is how you know Marcus is nearly defeated. A few more shots, and Marcus |  
|will die... |  
|

After you defeat Marcus, grab the 2 SHAFT KEYS next to his body. Sort out the SHAFT KEYS between you and your partnet, so they have one each. Now head over to the double doors, and put yourself next to a panel. Tell your partner to stay, and then switch to your partner, and get them to stand besides a panel also. Open your inventory, and use the SHAFT KEY on it... Now switch to your partner, and get them to use the SHAFT KEY... The double doors will open...

.:BILLY:.

Pick up ALL the ammo in this room, and all of the healing items, etc. But make sure you inventory looks like so:

BILLY'S INVENTORY:

-----

SHOTGUN  
MAGNUM (FULLY LOADED), SHOTGUN SHELLS  
HEALING ITEM  
HEALING ITEM

REBECCA'S INVENTORY:

-----

AS MANY BLOODY HEALING ITEMS YOU CAN GET YOUR GREASY HANDS ON!!!

Now... SAVE SAVE SAVE SAVE!!! Head over to the elevator, and activate the panel... Going up, monsters department, huge monsters, and leeches... I've always wanted to say that... May-be I should become one of those elevator people... Erm, anyway, you'll go up in the elevator, and the 'Queen' Marcus was talking about will chase you! You'll see a FMV, and you'll just make it out of the elevator just in time! You'll now have to fight the Queen.

\_\_\_\_\_  
/BOSS FIGHT #6 \ THE QUEEN: 1ST FORM\\_\_\_\_\_

|  
|No tactics really, except stay away from here, and shoot at a distance with |  
|your MAGNUM. When you run out of bullets, switch to your SHOTGUN, and |  
|continue shooting. Make sure Rebecca stays away from her, as she has no guns |  
|If you get hurt, heal yourself... After enough shots, a scene will kick in. |  
|\_\_\_\_\_ |

You'll find out that The Queen cannot handle sunlight! Rebecca will run around and turn the handles which will open a large window, and will burn the beast, but you'll have to help her by distracting The Queen. Read the FILE. After this, get ready to fight the FINAL monster... Of Resident Evil Zero!

\_\_\_\_\_  
/FINAL BOSS FIGHT\ THE QUEEN: FINAL FORM\\_\_\_\_\_

|  
|This battle can be hard, and can be easy - It's how you choose to play it. |  
|Make sure that you distract The Queen away from Rebecca, as if she hits her, |  
|Rebecca will be flung back, and have to turn the valve again. Don't always |  
|shoot at The Queen, because she will try and attack you as it is, so you do |  
|not need to shoot her when she is going to attack you. Make sure that you |  
|check Rebecca's status every now and again, to see if she needs some healing |  
|so make sure Rebecca has lots of healing items. And don't forget that if |  
|Billy gets flung backwards, Rebecca will be left to defend for herself, so |  
|make sure you shoot at a distance. If The Queen corners Rebecca, make sure |  
|you distract The Queen... And you also have a time limmit... But hopefully, |  
|after some time, Rebecca will turn all four valves, and The Queen will die! |  
|\_\_\_\_\_ |

The roof will open up, and The Queen will fall onto the ground. Rebecca will find a large MAGNUM, and throw it over to Billy. He'll grab it.

"HEY QUEENY! Feast on this!" Billy shoots the Magnum, and the bullets flies through the air, and into The Queen's body... She falls down the elevator shaft, and into the explosion! Billy and Rebecca escape from the area, as it blows to bits...

Rebecca and Billy look over at the hills... Rebecca will sight the Mansion... Rebecca will grab Billy's dogtags, and tell him its time to say goodbye... She'll also say that Billy Coen is officially dead... Rebecca salutes Billy... And Rebecca walks off. Billy whispers "Thank you... Rebecca" and gives her the thumbs up... You see the mansion... What is inside is a mystery...

+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+

CONGRATULATIONS!

+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+

You've just completed Resident Evil Zero on the Nintendo GameCube! It was a long battle, but it all turned out well, huh? Well, I hope you enjoyed the game as much as I did, and most importantly, found my walkthrough easy to understand. Watch as the credits roll by, and you'll see the title screen "LEECH HUNTER"... This game is hard... And I won't provide a walkthrough for it, but soon... I may... Anyway, enjoy!

+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+

BRIEF SUMMARY OF STORY... CONTAINS SPOILERS

+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+

S.T.A.R.S. Bravo Team is sent to investigate the Raccoon City forest... Suddenly, the engine fails, and the helicopter falls into the dense forest. The group finds a car, and soon find out that convicted murderer 'Billy Coen' was on board. It is unknown if he attacked the two MPs guarding it. The group splits up, and Rebecca finds a train - She goes through it.

What she finds in here is horrible. Dead bodies, monsters, and even Billy Coen. Gradually, Billy and Rebecca see each other - Straight away, they don't trust each other. Soon, Edward smashes through the train window... He warns you of the creatures. After he dies, zombie dogs burst through the train windows. Soon Rebecca and Billy decide to join up.

They work their way through the train... But when it derails, they find themselves in an Umbrella Facility. In here is a mansion... Billy will soon have to save Rebecca, and after he does, he tells her about why he was convicted.

Rebecca starts to see Billy differently, and they decide to forget about it.

Delve into the game more, and you'll find yourself at a Umbrella Church, used for obvious experiments. After countless fights and battles, you find yourself at the end of the game - About to fight the Queen...

+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+

WESKERS REPORT 1 ...CONTAINS SPOILERS

+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+

My name is Albert Wesker.

I aspired to become a leading researcher at Umbrella Inc. A pharmaceutical enterprise who covertly conducted Bio Organic Weapons, better known as B.O.W., for development. But at the leader development training ground situated in Raccoon City, I met a brilliant and talented researcher who decided to take a different path; William Birkin.

In time I shifted my position to S.T.A.R.S., a special forces unit of the Raccoon Police Department. Umbrella, for crisis management reasons of their illegal Bio Organic Weapons development had many of its people working in the police department.

I became the leader of S.T.A.R.S. and conducted all sorts of intelligence activities for Umbrella. As I continued to serve I devised my own plans and waited for the right moment to execute them.

Then at last, opportunity knocked.

The freak murder incidents had occurred in the forest near the mansion started it all. The mansion was Umbrella's secret BOW laboratory and it was clear that the indevelopment T-Virus was the cause of the murder.

Initially, Umbrella instructed me secretively to keep S.T.A.R.S. out of the case, but with the heightened emotions of the citizens S.T.A.R.S. had no choice but to move in.

That was when my next order was given. Dispatch S.T.A.R.S. to the mansion, dispose of them, then report the situation to headquarters so that their combat with the B.O.W. could be used for data analysis allowing Umbrella a comprehensive portrait of the B.O.W.'s combat abilities.

From the 2 S.T.A.R.S. teams I first pitched in the Bravo Team. As expected, the top elite of S.T.A.R.S. gave all they had and became useful sample data. Then following, I geared up the Alpha Team to "search and rescue" the lost Bravo Team. The members of the Alpha Team also proved their worth and as expected many died.

There were 5 Survivors from the initial 11 S.T.A.R.S. members. From the Alpha Team were Chris Redfield, Jill Valentine, and Barry Burton. And from the Bravo Team were Rebecca Chambers and Enrico Marini.

It was time to begin executing my plans. In the midst of the whole affair I could take Umbrella's ultimate Bio-Organic Weapon, the Tyrant, and join forces with an opposing corporation of Umbrella. To buy into that opposing corporation I would need the actual combat data of the Tyrant.

The surviving privileged members of S.T.A.R.S. were just the perfect bait. I decided to have one of them play the Judas and draw them to the Tyrant.

That Judas was Barry.

Barry was the strong truth and justice kind and cherished his family more than anything. His type is easy to manipulate. I just took that most important thing away from him. My only miscalculation was the high potential of Chris and Jill. But with the family man Barry playing Judas the scheme went as planned.

Then the winds turned unexpectedly.

I had to eliminate Enrico who found out what was behind it all. I used Barry to get to him. After I successfully got rid of that nuisance I awaited the sample specimen that Barry would bring to me in the Tyrants room.

I injected the virus I obtained from Birkin in advance. If I made Umbrella believe I was dead, it made it far more convenient to sell myself to the opposing corporation. According to Birkin the virus had profound effects. It would put my body in a state of temporary "death." It would then bring me back to life with super human powers. Therefor I unleashed an awesome Tyrant from its slumber and let it attack me.

As my consciousness faded away I was certain that the whole scheme would end in success.

Never did I imagine that S.T.A.R.S. could slay the evil creation. I lost the Tyrant and the plan I devised which cost me my humanity ended in failure. Now anything and anyone who stood in my way would be terminated. It's been that

way for a long time and it always will be. At all costs I had to make STARS pay.

- September -

Two months had passed since the mansion incident. To regain everything I had lost in my new organization I joined hands with Ada Wong, a female agent who was also sent to spy on Umbrella.

I knew in my bones that the key developer was William Birkin, but what he didn't know was that Umbrella did not play games... with anyone. Eventually, Birkin would be assassinated, and the G-Virus would be in the hands of Umbrella.

But the salvage team led by Hunk was ahead of us. By the time they got to Birkin, he'd already injected himself with the G-Virus... he became his own creation, and decimated them.

Soon after, the T-Virus carried by rats spread throughout Raccoon City, and Umbrella faced its worst scenario.

- 9.28 -

The good citizens became zombies, and the city had headed for its devastating fate. Humans were no match against zombies.

In the chaos, Umbrella Europe applied a new type B.O.W., called "Nemesis". The Nemesis would hunt down and destroy the surviving member of S.T.A.R.S., Jill. It became imperative that our organization would also obtain the Nemesis data.

- 9.29 -

To cover up the whole affair, Umbrella jettisoned a Tyrant to take care of Leon and Claire, who were trying to unveil their secrets.

Then, a new revelation. Birkin used to hide the findings of his studies in his daughter Sherry's pendant. It was very possible that the G-Virus was there. While Umbrella was busy with their cover up, we had to capture Sherry before they did. I sent Ada undercover to seek the location of Sherry. I, the "dead man" on the other hand, had to work in the shadows.

A spy's obligation and priority is in the mission, to carry out the mission like a machine without any emotional interference.

But through her interaction and involvement with Leon S. Kennedy, there'd been an affection growing inside her.

My instincts sensed danger, something had to be done, quickly. My instincts did not disappoint me. Even though Ada almost had her hands on the G-Virus, which Leon had acquired from Sherry, that affection of hers drove her to her death. But she was still of some use. I had to save her life. My people hurried to retrieve the G-Virus that Leon threw away. But Hunk, the only survivor of Umbrella's salvage team, was there before us.

- 9.30 -

Our only option left was to bring back Birkin, the monster, as the sample specimen and have him finish off Leon and Claire in order to obtain his combat data. Although Birkin lost the battle to Leon and Claire, we succeeded in gathering samples of the G-Virus from his dead body.





is good to do research on it now. But the line between finding a cure and making a bio-weapon is thin. This is because the actual research conducted do not differ at all between the two. So one could say that they are reseaching for a cure and be making a bio-weapon.

But Birkin was not interested in either cause. He just wanted to research the Eboria itself. There was little known about the virus at the time. They did not know that the virus would die within a few days by itself, and would die instantly when hit by sunlight. They were also unaware of the speed that it would kill its host. It kills the host so quickly that there is virtually no time for the virus to infect another person. The virus has to physically touch another person in order to infect them and therefore can easily be quarantined. But that brings me to the following thought...

What if a person that was infected with the Eboria virus could stand up and walk around? That infected person would have a disrupted chain of thought, and what if they could infect others that weren't infected? What if the DNA of the Eboria and the RNA had a direct impact on the DNA of a human? Due to those factors, would the person be harder to kill? The person would be dead from a human's point of view, but would still act as a bio-weapon spreading the virus. It is fortunate that the Eboria had features like this. We would be the only ones to possess this knowledge.

Umbrella, with Spencer as the head was a organization created to do research on viruses with these qualities. As a cover they tell the world that they are a company researching cures for these viruses. But the truth was that they are a bio-weapon development organization. The finding of the original virus which restructures the human DNA was the start of everything. Using the original virus as a base, an enhanced virus would be made to be a bio-weapon. This was the T-virus plan.

The original virus was an RNA virus and would cause abnormalities that would enhance a person. Birkin planned on combining the two viruses to make an enhanced virus. The sample of the Eboria had already been brought to this reserach facility. We had gone through many elevators and had finally reached the destination. Upon entering, even Birkin was impressed by the sight. This was our first encounter with that woman.

We were not told anything about that woman. Everything relating to her was kept top secret and the data was not to be leaked to the outside. Information obtained from records showed that she had been here since this lab was created. She was 25 years old at that time. But what her name is and why she is here is a mystery. She was a test subject for the research on the T-virus. The research began on November 10, 1967. For 11 years, she had gone through the tests with many viruses.

I heard Birkin whisper something. Whether those words were cursing/swearing or praising I do not know. We had come to a place we could never leave. We didn't know whether we were to take the research to it's completion or if we would end up like her. For us we, only had one choice. The woman who lied on the pipebed had moved something within both of our minds. Is this also a part of Spencer's plan?

-----  
Part 2  
-----

On this day, a ten-year old girl was deployed to Umbrella's Arctic facility as a Head Researcher. Her name was Alexia Ashford. At that time, I was twenty-one and Birkin was nineteen. Ruefully, the rumor of "Alexia in the Arctic"

occupied our topics at the Arkley Facility. The Ashford House was a legend among long-time employees.

Whenever our research didn't go well, the unskilled old researchers would say, "If only Professor Edward were still alive..." Certainly, Edward Ashford was one of the founders of the "starting virus" and might be the greatest scientist ever since he established the T-virus plan. However, Edward died soon after Umbrella was founded. It has been thirteen years since his death. After all that time, I wondered what we expected from Ashford House. To tell the truth, the Arctic Facility that his son established, had not developed anything for thirteen years since Edward's death. His granddaughter Alexia's brain might not be good enough.

However, after that day, our useless older scientists began to say instead "if only Alexia were here..." I believed these old men didn't have any future because they judged people solely on the name of their family or their blood. That's why they could not work without any direction and could not ever get promoted when they were old enough to have one leg in the coffin. However, I remained sensible.

If I was too hot about this issue as a manager, the Arkley Facility's T-virus development would run late. Under these circumstances, if we didn't judge the situation calmly, we would not succeed. At that time, I thought that if I used these old men well, the results of our research would show progress. I also thought the scientists were suitable for the very dangerous experiments because they were so old. After all, If I didn't use my workers efficiently, I wouldn't be such a higher manager. However, Birkin was now a problem. His reaction to the Alexia rumors were miserable.

Although Birkin would never admit it, he was proud of becoming the youngest manager at sixteen. However, a ten-year-old girl had just broken his pride completely. It was the first time Birkin had ever been defeated. He couldn't admit that a young girl from a famous family had defeated him. Indeed, he was just a child. Although Birkin had an immature mind we needed him to get over it, because our research had been in the second phase for three years.

At this point of the T-virus development, the production of the "Human biological weapon" the so called "Zombie" was stable. There was not 100% virus infection to DNA. There are so many kinds of chemical differences among people. If a group of people received the infection from a "Zombie", ten percent of them would not get infected. We can't change this result even though we continuously studied the DNA. If 90% of people got the infection, this would be enough to be a weapon. However, Spencer's opinion was different. Our boss wanted an independent weapon that killed 100% of the people. However, for what?

Originally, the advantage of biochemical weapons was that they were cheap to develop. However, our research into the "Human biological weapon" was getting expensive. If Spencer wanted to get money the ordinary way, he would not have chosen such a method. If he used this as an ordinary weapon system, he would get enough money. However, if he continued to study it as an independent weapon, it would be too expensive. Why does he continue this research even though it costs so much? I would understand if he aimed at a monopoly of all military industry to change the general idea of war. So I still don't know Spencer's real intention.

Apart from Spencer's real intention, what Birkin considered an ideal "Human biological weapon" was what he attached as a weapons importance to the battle field of that time. He tried to create that weapon by not only changing the T-virus DNA but also incorporating other creature's DNA information. He

devised a Human biological weapon for battle that destroys people who are armored or recieved a vaccination for the virus. This experiment was called the "Hunter" in later times. However, that experiment had to stop for a while to protect our main experiment.

Birkin felt it meaningless to compete against Alexia. He began to act like losing was standard behavior. He stayed at the facility twenty-four hours a day and continuously experimented on casual ideas with no plan. I tried to use other researchers to extract as many biological samples as possible before the experiment bodies died. However, I could not catch up with the speed of Birkin's experiments. The facility head supplied new experiment bodies and acted like nothing was wrong. However, those bodies were dying continuously. That place was like hell. However, the "woman experiment's" body was the only one who survived that hell.

She was already twenty-eight. That is, she has been in this facility for fourteen years. She might not have any thinking ability as a human since getting the "Starting virus". If she had her mind, her only hope would be death. However, she survived. I wondered why she was the only one who survived for such a long time because the data of her experiment was not any different from the other bodies we experimented on. Until we solved this mystery, we needed more time

-----  
Part 3  
-----

1983 December 31

It has been the 6th winter since I worked at this Arklay facility. During the last two years, we had made no real progress with our research and time passed by. But this had come to an end. We had recieved word that Alexia had died. The reason was the virus that Alexia herself created, the (T-Veronica virus). It seemed like the 12 year old Alexia was too young for such dangerous research.

I had heard rumours that Alexia had injected the T-veronica virus in herself but this I could not believe. She probably couldn't handle her father's death one year ago and made a simple error in her research. Later, the research at the Antarctica facility was continued by Alexia's twin brother, but no one had expected anything from him. In the end, the Ashford family couldn't bring any results and would crumble down. Like I had stated earlier, the Ashford family was a legend and will stay as a legend only.

With Alexia's death, Birkin had changed back to what he was before. Now there was no one who could surpass him, and all the researchers had to acknowledge him. But it was still a taboo to talk about Alexia in front of him. Even when I tried to get a sample of the T-veronica virus, he had strongly objected. I had to put aside finding out about the research that Alexia had done for now. I had come to realize Birkin had not changed at all, when everything around him had changed. But I had a much bigger problem on my hands.

Our facility was located in a very dense forest. I went out walking into the woods many times but because this facility was in the near center of the forest, we would never encounter any other humans. The only way to get here was by a helicopter. It was a needed precaution dealing with a bio-weapon. Since if by chance, the virus is leaked out, it would prevent the chances of spreading. But a bio-weapon isn't so simple. The virus can also affect non-human beings as well.

A virus isn't always limited to affecting only one kind of organism. For

example, the Influenza virus not only affects humans, but birds, pigs, horses and even seals. In each of these species, not all who come in contact with the virus are affected. Seagulls and chickens are, but all other birds are not. Also, the same virus may have different effects on different species. The problem lies in how the T-virus can affect many different life forms.

During the time when Birkin made himself useless, I had done my own research on the T-virus. I had discovered that the T-virus can affect most life forms out there. Not only mammals but plants, bugs, and fish can also be affected. Everytime I walked in the woods, I always thought to myself, why did Spencer choose this place?

There are many different forms of life in these woods. What would happen if the virus were to leak out? If only an insect were infected, it is small in size and probably would not go through a big mutation. But insects could spread the virus at an incredible rate. If this were to happen, how far would the T-virus spread? If it were a plant that was infected, the plant itself could not move and would seem safe. But what about the seeds the plants give out?

It would be very dangerous for such a case to happen. Now that I think about it, it was a smart move for the Ashfords to locate their facility in Antarctica. But here it almost seems like someone wants the virus to spread. But that could not be possible. What is Spencer trying to make us do?

This issue was far too great and I could not discuss this with any other researcher. The only one who I could talk to was Birkin, but he probably wouldn't be interested. I need more information. I had started to realize my limits as a simple researcher. To find out what Spencer was truly thinking, I needed to get to a position where I could obtain more information. For that I would throw away all my current positions. But I cannot do this quickly. I could not let Spencer notice my plans for if so, everything would be over.

I had continued to do research with Birkin so that no one would detect my intentions. During that time, that 'woman test subject' was forgotten. A "failure" that just lived on. Until that day, 5 years later.....

-----  
Part 4  
-----

The 11th summer had come since we started working at this facility. I was 28 at the time. Birkin had become a father to a 2 year old girl. The wife was also a researcher at the facility. It was natural that people who conducted research at the same facility fall in love and have children. But a normal person would not be able to continue research at this place. Everyone who is still here is crazy.

We had gone into phase three of our plan in the ten years. A programmed life, to be used a soldier, a bio-weapon for combat. This bio-weapon was to be called the "Tyrant". But this project had a huge problem from the start. Finding a test subject for this Tyrant was easier said than done. There were very few who were qualified enough to become the Tyrant.

This was due to the nature of the T-virus. Any human could be used to make a zombie or a hunter but their intelligence would be lost in the process. A certain amount of intelligence was needed to create a Tyrant. Birkin had created a different way of creating the Tyrant to compensate for this problem. But only a very small amount of people could be used for this different way. In the simulation, only 1 out of 100000000 mutated into a Tyrant, the rest

became zombies.

If our research continued, we could create a different kind of T-virus that was compatible with far more people. But for this to happen we needed another test subject. But even if we searched through all of America, we would only find ten or so people that were compatible. Other research facilities had encountered the same problem. We ran into a wall even before our research began.

But we had received word that the Europe facility had devised a plan to conquer this problem in phase 3. This was the Nemesis project. I had urged Birkin to get a sample of the project to further our own research. Although Birkin had strongly opposed, I convinced him otherwise. Until we found a compatible host our research would not proceed forward, and Birkin had to accept this.

We had received the package a few days later with a number of precautions written on it. The package brought to heliport was in a small box labeled "Nemesis Project". To gain this sample from the France facility required quite there effort, and credit for this accomplishment went to Spencer for backing us up. Birkin took no interest in the package till the end but had at least admitted to tests. The sample was new and was for test purposes.

A biological life form created by manipulating DNA. That was the what the Nemesis was. The intelligence was the only thing enhanced and this lifeform alone, could not do anything. But once it finds a host, it becomes a parasite and would take over that host and would cause it to have incredible combat ability. The host for the weapon and the parasite would be made separately and later the intelligence of the parasite and the body of the host would be combined to create a bio-weapon. If this were to succeed it would overcome the problem of the intelligence and we could create a bio-weapon. But the problem was when the parasite takes over the host.

In the research files, the only information recorded was the death of each host once taken over by the parasite sample. Within 5 minutes of the parasite taking over, the host would die. But we were already aware of the danger that lied in the prototype. If we could prolong the time the host would survive, we would gain the credit to the "Nemesis project". That was my plan. The host would be that women test subject. Her incredible life rate could survive longer against the Nemesis prototype. And even if it failed, nothing would change on our side.

But the test had created a result I had not expected. The Nemesis prototype that tried to enter her brain had disappeared. At first, we could not tell what had happened. We did not expect her to consume the Nemesis. That was the beginning. Something was happening inside that failed experiment. We had decided to start research on her from scratch.

In the past ten years, we had conducted every bit of research possible on her, but we had decided to throw all those files away. Within the 21 years that she lived, something was beginning to show. Only Birkin had begun to notice the change. Indeed, something had begun to change inside her. But that was something totally different from the T-virus project. Something new and would bring a new idea to us. The project which changed our destiny, the "G-virus project"

It had been 17 years since I first came to this place. Every time I come here, I remember the smell of the wind from that day. The buildings and the surroundings all looked the same as before. On the heliport, I could see Birkin. It has been a long time since I've seen him. Four years have passed since I left Arklay labs.

4 years ago, when Birkin's G-virus project was authorized, I requested to be transferred to the secret (intelligence) service. This was easily authorized. Most people saw it as a natural change, going from the research profession to another field. In reality, the research conducted on the G-virus was far above my level. Even if I wasn't out to discover what Spencer was truly thinking, I could feel my limits as a researcher had reached their peak.

Even as the wind blew, Birkin didn't take his eyes off of his research files. He came to Arklay quite often, even though he was not employed here anymore. Not too long ago, an underground lab under Racoon City was built. This was the place that Birkin's G-virus project would take shape. To be honest, I didn't think that Spencer would authorize "G". I thought this because "G" was considered far from being a weapon, and had too many unknowns about it.

"G" was slightly different from "T-virus" because the host would spontaneously react to the virus at a repetitive rate. It was very easy for a mutation to occur since the DNA would be open to a virus. But this is isolated to the virus itself and not the host's DNA. Even if the virus could cause some form of change, it would be rare for the host's DNA to become mutated. Enter an outside force such as radiation, and it would be a different story. But in the case of "G" it was different. Even without an outside force the "G" would keep mutating the host until death.

Something very similar in nature did exist within the T-virus though. When a bio-weapon is put in a specific area, the virus inside the host would cause some form of mutation. This has already been confirmed. But for this an outside force was always needed. But the "G" has no need for such an element. No one can predict the pattern of the mutations. And even if we could think of a way to stop the mutation, the virus would just improvise.

7 years ago Birkin discovered this in that woman. At first look the woman appeared to have no physical changes. But inside of her various mutations had occurred, each consuming every kind of virus we injected her with, and had continued to live on. Over a period of 21 years, it had mutated so much that it would even consume the Nemesis. The G-virus project was to take this mutation to highest point possible. But this could lead to the "Ultimate life form" or it could end in complete disaster.....could this be called a weapon?

What was Spencer thinking when he authorized this project? Even when I moved to the secret intelligence service I could not find out anything about Spencer's train of thought during these 4 years. Spencer hasn't been to Arklay labs in a while now. Almost as if he is expecting something to happen there. Spencer was slowly drifting away from me, just as an oasis in a desert. But my chance will come soon enough. That's if I can live until then.

The elevator took Birkin and I to the highest level in the lab. To that place where we first saw that woman. There, we met the new research leader, John. He had come from a Chicago lab and was an excellent researcher, but he was too normal to work in a place like this. He had started to question the motives of the research, and had repeatedly questioned the superiors. This news reached my ears in the secret (intelligence) service. If information had been leaked out, he would be the first to go? This was the general opinion amongst the masses.





-----  
SEND YOUR QUESTIONS! punishment4661@hotmail.com, MAKE SURE YOU READ THE EMAIL  
POLICY!  
-----

+=====  
E-MAIL POLICY...  
+=====

\*\*\*\*\*  
WHAT TO DO:  
\*\*\*\*\*

- E-mail me questions about the game, which are not answered during all sections of this walkthrough.
- E-mail me suggestion about how to improve my Walkthrough.
- E-mail me compliments about this Walkthrough, as sometimes I need them.
- E-mail me any comments you have about this game.
- E-mail me comments about my website, regarding RE.
- E-mail me errors that are in the walkthrough, but please make sure you copy the complete sentence, and point out where its wrong.
- Make sure you have the subject as "RESIDENT EVIL ZERO" if not, it will not be opened.

\*\*\*\*\*  
WHAT NOT TO DO:  
\*\*\*\*\*

- Do not e-mail me either hate speech or flames. They are quite stupid, and in the end the only person who is laughing is me, with my friends, as we look and pity your stupidity.
- Do not send me a virus, because they suck. And quite frankly, I have one of the most updated Virus Scanner out. So, its useless.
- Do not send me spam - I don't want my penis enlarged, nor do I want a free mobile.
- Do not send me casual e-mails like "omg liek hi!~1 wats ur asl!~!/" Because I wont reply, and they're annoying.
- Do not send me e-mails which are not in English. I barely know Spanish, and I am now studying German, but it doesn't make me an expert on reading German or Spanish e-mails, so just send me an e-mail in plain old English.

+=====  
OTHER STUFF...  
+=====

- No. You can't switch between partners in real life. Try it. It doesn't work.
- The T Virus is worst than any other computer virus... Apparently.
- Wear brown jeans.
- I reccomend that those naked zombies take some T-Viagra.

+=====  
CREDITS...  
+=====

Jeff (CJayC/Ceej/Ceejus) Veasy for putting the guide up on the site.  
Other webmasters for putting my guide on their site.  
Other FAQ writers who inspired me.  
My computer for not freezing up ONCE when writing this FAQ for a change...  
Nintendo for such a great game system.  
Capcom, for creating Resident Evil.  
My parents for putting up with me.  
Coffee for keeping me up all night.  
Speed, for keeping me awake and feeling like doing everything (^\_^)  
And my dog. She cost me fricken \$650... No... Thats not how it goes...

It goes YOU!

For reading this guide!

And finally, all of the Australian (And all others at that) Soldiers fighting in the war in Iraq. Our thoughts are with you.

++Thats all. Good bye, hope you enjoy the world of Resident Evil 0...++

-E.O.F.-

This document is copyright punishment 01 and hosted by VGM with permission.