

Resident Evil FAQ/Walkthrough

by rombie

Updated to v1.0 on Apr 26, 2002

PREPARE TO ENTER THE WORLD OF SURVIVAL HORROR
...AGAIN...

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===== The Final Guide to: Resident Evil =====
=== By New-Blood.com & RESitez.com Webmaster Rob McGregor ===
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1.1 - Updates

1.0 - Guide completed to the best of my ability. Everything I could think of covering is in here. If this guide is added to GameFAQ's and doesn't have a dot beside it saying it's a full guide I'll be surprised.

Anything I've messed up, are missing, or whatever I'll be glad to know about. I could only manage the time to replay the game once through with both Chris and Jill most of this relied upon old notes and my memory. I'm confident I have 99% of everything correct.

0.5 - Guide begun in the middle of 2001. With the announcement of the Biohazard remake, the guide project was stopped. On the near release of the remake I felt nostalgic and decided to finish up the guide.

0.0 - Background Placed together from both notes and original guides by myself.

- 1999-2002 - Various content from New-Blood.com
- Early 1999 - Original PlayStation Guide written, later published on EvilGaming.net
- Jan 1998 - Personal Sega Saturn Battle Mode Notes
- December 1997 - Personal Directors Cut Guide/Notes
- November 1996 - Personal Resident Evil notes.

Current Permissions List

Sites who can carry this guide are as follows:

- gamefaqs.com - GameFAQ's
- anewblood.com/new-blood.com - New Blood (my site)

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1.2 - Introduction

Resident Evil.

These words most PlayStation owners have heard. Probably most Dreamcast, Nintendo, PC, and various other gamers also. :-D It doesn't mean all of them like the game but most people I know have played it and liked it. Okay, well yes I need more friends who don't. I do enjoy other games beside it, but Resident Evil is my favorite game. Of course that wasn't the case when I first saw it in 1996.

I was one of the people who didn't think it was a great game. I saw it at a local electronics store, and thought it was stupid. I watched as the nervous looking store clerk exclaimed how the game was doing so well in the USA. I watched as a balding old man, probably in his mid-to-late forties control Chris across the 2nd floor of the dining room, yelling that he had no idea what to do while saying it was one of the best games he had seen. To me it looked like another 3rd Person adventure game I didn't want to touch. I decided to continue on, and left the store to do something else with my dollar. While I was there I never saw a single zombie, or any of the FMV, and so only assumed the game sucked. Boy was I wrong.

About a week later, I was around at my friends house. Both my friend and my friend's brother were raving about this game. Seeing as this was the first time I had heard the title, Resident Evil, I had no idea that it was the same game I had seen at the store. He brought it in and showed it to me. Looking at the back cover I realized it was the same game, but after hearing stuff about it I decided to give it a shot. After seeing what lead up to where I had seen the old man playing, I had decided I liked it. And that's where the Resident Evil Legacy started for me.

And so here I am, over six years later, writing a FAQ devoted to Resident Evil, the game that started it all, in all it's various incarnations on other systems, and it's remake on Gamecube. This is my favorite game, both in the series and ever, and I feel ashamed that I've never attempted anything to show this (okay so maybe I have my website... but it's there to cover everything).

So... Yes. I'm writing another Resident Evil guide to add to the pile of guides already available on the net. Why? Well basically it's my attempt at trying a guide on a well known game. Besides the fact that I'm going to cover every format of the game available at this time.

So why did I begin this project? Well it has it's origins in a couple of things. Besides the fact RE1 is still my fav, sometime in the early part of 1999 I wrote a couple of guides for both Jill's and Chris' scenarios in Resident Evil. It's was very rough being my first ever guide writing. The basis

of this guide is on that original guide, edited and added too though. *whew!*

The other day, while being nostalgic with my old files, I came across these guides and with the remake in mind decided that I wanted to make a major guide to all versions which I could share with Resident Evil fans. And with this I believe I could show something worthwhile.

Okay, so what should you expect from this guide that others don't? Well I will strive to give this guide completeness for all versions, something which other guides don't have, it will also be my version of it, so it's always good to have something new to look at. Should you hate this guide and then want something else (speed guides or think there is a guide just plain better than this one) then I suggest you go ahead and use it instead, but as most people say, don't knock it until you try it. :-P

I'll leave this as is, and just add more notes when they spring to mind, other than that I hope this guide can be of help to those who are just entering the world of Survival Horror, or those who are returning for another go.

Good Luck,
- Rob

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1.3 - Notes

These are the various notes you should know before using this guide.

Firstly, this guide is mainly split into various actual guides covering various versions and editions. This is what each covers.

Original:

- Resident Evil PlayStation - The one and only original, so this fits perfectly.
- Resident Evil DOS/Windows - The PS version on your computer. Also fit for this section. Additional notes on changes are included.
- Resident Evil Sega Saturn - Released as nearly the same way as the original PS version. Changes in the game will be noted here also and given their own section(s).
- Resident Evil Directors Cut, and REDC Dual Shock Ver. PlayStation - Training & Original Modes - All versions of the original PS version. Training has 2X items and ammo such as ink ribbons and bullets. Still the same old game besides though.

Advanced:

- Resident Evil Directors Cut, and REDC Dual Shock Ver. PlayStation - Advanced/Arrange Mode
- The alternate version of Resident Evil. Items and enemies in different locations, and a harder difficulty level.

Battle:

- Resident Evil Sega Saturn - A full guide to the Battle Mode. What you should expect to find and what you'll need.

Remake:

- Resident Evil Gamecube - The remake of Resident Evil. Content will not be covered in this guide. See CVXFREAK's guide at GameFAQ's instead for Remake coverage.

On top of that this guide will have other sections on cheats, the weapons and items, and all of the other basic info you should know, all in one package to be the largest collected source of info on the original Resident Evil.

Name Abbreviations (if I remember to use them):

- RE = Resident Evil
- REDC = Resident Evil Directors Cut
- REDS = Resident Evil Directors Cut Dual Shock Version
- RESS = Resident Evil Sega Saturn
- REPC = Resident Evil for DOS/Windows
- REGC = Resident Evil Gamecube

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2.0 - The World Of Survival Horror

"They escaped into the mansion where they thought it was safe. Yet..."

What Resident Evil guide wouldn't be complete with all the sub sections to give you details on part of the game. In this case this section covers all the info for the versions that is the same, or is of note. Read on.

=====

2.1 - Basic Info

Resident Evil
Developer: Capcom Co. Ltd. Japan
Published by: Capcom/Virgin Interactive
Format - PlayStation, PC-CD Rom, Sega Saturn
Number of Players: 1 Player Only
Original PlayStation Release Dates:

JPN - 22/3/96
US - 30/3/96
EU - 8/96

Resident Evil: Directors Cut
Developer: Capcom Co. Ltd. Japan
Published by: Capcom/Virgin Interactive
Format - PlayStation
Number of Players: 1 Player Only
PlayStation Release Dates:
JPN - 25/9/97
US - 30/9/97
EU - 11/97
Extra - Released with playable demo disk of RE2.
- Re-released with Dual Shock in 1998.

Resident Evil Remake
Developer: Capcom Co. Ltd. Japan
Published by: Capcom
Format - Gamecube
Number of Players: 1 Player Only
Release Dates
JPN - 22/3/02
US - 30/4/02
EU - ?

// Game History

Rumors had been circulating. Capcom was having losses in the industry due to poor reception of more sequel's. Street Fighter was good, but the series was starting to lose its shine. Capcom needed a hit and they needed it quickly. The latest next generation console, the PlayStation, being made by newcomers to the console scene, Sony, who were only known at the time for other general electrical goods seemed to be the best choice as they had lined up various other games for the console. It was one that wouldn't be regretted by Capcom.

Biohazard (Resident Evil) was originally envisioned as a First Person shooter then later a two player game. Due to restrictions of the console, that idea was put off for both of these ideas. The origins of the game come down to a few things. Mostly the various Zombie movies made through the years, and an old game on the Nintendo Entertainment System called Sweet Home. This game was based in a mansion full of monsters, where there were also booby traps and surprise scares all around. Although it wasn't related to Biohazard in anyway, the game did give inspirations to the creators (Connections are also made between Resident Evil and the original Alone In The Dark. Although there are questions as to if this really had anything to do with the planning of the title).

Planning and development went forward. Many who saw the game early said it was a sure fire hit. The game was continually making headlines even before it was finished. Biohazard (Resident Evil) was released in 1996, and the success it gained was unimaginable. The game breathed a new lot of atmosphere, coined a new genre' (Survival Horror) and was so good that it was voted PlayStation game of the year for 1996 by the US public. Even with all this good stuff going on,

there was a lot of rage from fans who found out the opening video had been cut from it's original version.

During the next year, people screamed for a sequel. Along with that, due to public demand Capcom released a version for the Sega Saturn, and with Virgin Interactive's help, a PC version also. Resident Evil was also re-released twice on PlayStation, as a not-so Directors Cut, and Dual Shock Versions. On the cards until early in 2000 was a Game Boy version, but this was scrapped due to the game not living up the standards of what Capcom wanted out of it.

With 2002 Capcom has released a remake of the original, a "remake" that isn't really just a remake but has enough new material to be considered a new game.

// Game Versions

Resident Evil

Released for: PlayStation, PC, Sega Saturn
Released: 1996, 1997

The original Resident Evil, released for PlayStation in March of 1996. On top of the originals, both PC and Sega Saturn versions (released in 1997) had some special details to them.

The PC version contained two extra weapons which can be earned or hacked out of the files, it also contained an uncut opening sequence. The Sega Saturn version, which was released in 1997, had its own mini-game. Also some versions on the Saturn are known to have the opening video uncut.

Resident Evil Directors Cut

Released for: PlayStation
Released: 1997

Resident Evil: Directors Cut was a re-release of the original Resident Evil. Inside it contained both the original Resident Evil, a training mode, and an Advanced mode which had costumes changed and unlocked from the start, new enemy and item placements, and various other goodies.

On top of that the game came with a demo of the long awaited Resident Evil 2 game due out early in 1998.

Resident Evil Directors Cut Dual Shock

Released for: PlayStation
Released: 1998

Re-re-released of Directors Cut. Advanced became Arrange. Featured a remixed soundtrack (app. sounds like midi music :-P) and Dual Shock additions.

Resident Evil Gameboy

Released for: Game Boy Color
Released: Never

Production Canceled. Originally being developed by HotGen for release in early 2000. According to gaming sites, Capcom decided that the game wasn't living up to the standards it should have.

Resident Evil (aka. RE Rebirth)

Released for: Gamecube
Released: 2002

2002. With it brings the Resident Evil series to the Nintendo GameCube and the first of the title is an entire overhaul of the original title. New scenes, actors, graphics, videos, additional weapons, locations, characters, and enemies. More bonus modes and so on.

This version is not covered by this guide because of it's vast changes. Check out the guides for the title at GameFAQs.com for coverage. Or my part time Remake website Biohazard Cubed @ <http://cubed.biohazardextreme.com>

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2.2 - Story Blurp

A missing team and helicopter. Mysterious cannibal murders. A mansion located in the middle of a forest. Strange creatures. A hidden mysterious secret. What is the Resident Evil?

A series of gory attacks in the area surrounding a remote biotech lab brings in S.T.A.R.S. (Special Tactics and Rescue Squad) to investigate. On arrival, Bravo Team communications are abruptly cut off. Now it's up to your team.

You arrive at the isolated mansion under-powered and on the run. Arm yourself with anything you can find: knives, pistols, shotguns, and flame-throwers - search for hidden rounds to stay alive!

There are puzzles to solve, traps to disarm, and mysteries to uncover while trying to avoid a blood bath with the freaks of nature that populate the mansion. Each lurking horror you survive brings you closer to the source of the "Resident Evil"

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2.3 - Characters

// Alpha Team

2.3.1 | Barry Burton
----- | Age: 38

| Height: 6 ft (186 cm)
| Weight: 197 lbs. (89.3 kg)
| Blood Type: A
| Assignment: Weapons Specialist

Chris Redfield's old friend and partner. Former SWAT team member, Barry maintains and supplies weapons for all S.T.A.R.S. members. He had over 16 years of experience, and has lead many projects to success. Barry is a trusted ally, but has had some trouble with his wife and 2 daughters recently. He may look or sound depressed at times.

Barry acts very strange for the good reason that you shall find out while playing Resident Evil. Of course the first thing you seem to notice about him is that he's quite clumsy and does many very stupid things during the game. I think the idea was that he was like this because of the stress he's under, but instead it comes across as it being the way he is and you can't help but laugh at the things he does or says (master of lockpicking comes to mind right now).

Of course you also can't help but feel that Barry is a great help in certain situations, especially when Jill is in a lot of trouble. You'll find he comes to her rescue very often while exclaiming "What IS this?" and perhaps killing anything that might be a threat to Jill or himself. It's actually something you'll notice often with Barry, his overstatements on things or the repeat usage of 'what is this'. Yet again something I laugh at often during the game.

Being a member of the N.R.A. he cares deeply about his gun and the use of guns, but that care is overshadowed even more for love of his wife & children which comes first, and the welfare of his fellow teammates secondly. It seems Barry is very much a person to help out his team mates, but as I mentioned earlier it might not be of as much help as it should be.

During the first part of Jill's game (the only scenario he appears in) he'll turn up quite often as you search the mansion for clues. He may even give you a weapon or ammo in order to help you around the mansion. As the game goes on Barry will turn up in vital moments and help you on the quest to finding the answers to what is going on through clues he and items that he finds around the mansion.

You'll never get to play as Barry, which is a real shame, but during the game he'll be using a Magnum ("I HAVE this!") and Flame-thrower as weapons.

On a side note, Ash Jhonen runs an interesting little website devoted to Barry Burton called "A Bevy of Barry" at <http://badassbarry.evilgaming.net>. It's worth your time to check out.

Appearances in other RE Games:

- Resident Evil 3: Nemesis

Barry appears in a small cameo role as the pilot of the rescue helicopter in one of the two endings. He also appears as one of the epilogue file characters which explains why he appears in the game.

=====
2.3.2 | Joseph Frost
----- | Age: 27
| Height: 5 ft 10 in (179 cm)
| Weight: 159 lbs. (72.3 kg)
| Blood Type: B
| Assignment: Vehicle Specialist

Previous member of S.T.A.R.S. Bravo Team, and already stationed in Raccoon City, Joseph was recently promoted to serve as vehicle specialist for Alpha Team. Many members of Bravo Team are jealous of his promotion, but he was moved up by Wesker himself, Joseph is young, enthusiastic and very curious.

Well, what can I really say about Joseph Frost. Well honestly, there is nothing much really. He dies at the start, by being pounced upon by the cerberus in the open area near the mansion. At least Joseph gave the rest of the team a warning about the approaching dogs and, if you can see the uncut version of the opening, then you get to see his shotgun skills and gory death... Perhaps with RE Zero we might learn some more about him. Perhaps not.

=====
2.3.3 | Chris Redfield
----- | Age: 25
| Height: 5 ft 11 in (181 cm)
| Weight: 177 lbs. (80.5 kg)
| Blood Type: O
| Assignment: Marksman

After being kicked out of the Air Force, Chris became a drifter until he met Barry Burton. Barry recruited him for the newly formed S.T.A.R.S. Now Chris has been reassigned to a smaller unit at Raccoon City headquarters to prove himself quickly. Chris is a tough guy who possesses both a strong mentality and great vitality.

Chris is the main male character in Resident Evil and also the harder option of the two main characters in the game. Personality wise, he does seem to come across as being quite dense at various times during the game, like he wouldn't know what was happening, but I'd have to say that he is quite the opposite, much smarter than he looks. Chris has a very protective role over people, especially females, such as Jill and his sister Claire, though there isn't much of a given chance to show this in Resident Evil. Chris is also a smoker, but due to censorship the opening video scenes were removed from the US and European PlayStation versions. You can find the uncensored opening online if you look around and it is included in some PC versions.

Because Resident Evil has a lot less character development than a lot of titles out there, finding a real focus on characters can be a problem, for example we never find out why Chris was kicked out of the Air Force for, and can only speculate from other reports. Chances are, from the details of

Jill's Diary in Resident Evil 3, Chris has a anger problem and this could have resulted in him leaving the air force.

Chris has a general assortment of weapons during Resident Evil, from a combat knife, you can also get a Beretta Handgun, Shotgun, Magnum, Flame Thrower and Rocket Launcher. Details on each of the weapons can be found in the weapons section.

Chris holds less items than Jill (6 instead of Jill's 8) and this makes the game harder with him. He also has to pick up one more key instead of using a Lockpick. Chris also has a partner with Rebecca, if that's good or bad is your call, but she is useful for giving you healing items when you need them. At one or two stages you may be required to play as Rebecca to do various tasks (getting serum or mixing chemicals).

Appearances in other RE Games:

- Resident Evil 2 Dual Shock
Chris appears in the Extreme Battle Mode as a bonus character which you need to unlock.
- Resident Evil Code Veronica
Chris is the male lead you play as later in the game.

=====
2.3.4 | Jill Valentine
----- | Age: 23
| Height: 5 ft 5 in (166 cm)
| Weight: 111 lbs. (50.4 kg)
| Blood Type: B
| Assignment: Machine Expert

An intelligent soldier that has saved many S.T.A.R.S. members from danger in the past, Jill has been reassigned to Raccoon City just like Chris. She is excellent with special mechanical devices such as lock picks. Jill has strong moral convictions and fights for what she believes in. While she has a great capacity for holding items, her small vitality puts her at a disadvantage.

Jill is probably most people's first choice as their character in Resident Evil. Her easier mission, larger item carrying ability and more powerful weapon selections make the game very good for Resident Evil beginners. Jill seems to be a little unaware to things going on around her at times during Resident Evil, even though she is supposed to be intelligent, well according to the info from Capcom anyway.

Arguments are caused about her past. From her return in Resident Evil 3, we learn she is ex-delta force (something which makes no sense by her age-yet again this is Capcom's info for you), but according to the book, for which some people cling to too much like a holy Resident Evil bible or something, it seems Jill used to be a thief because of her father, the job that made her "the master of lock picking."

How Jill ended up as a STARS member is still unknown. If we were to go and follow the SD Perry novels path, it would seem her jailbird father told he to get out of the family business and join the other side of the law. Either way, and yet again

against Capcom's info where she has quit in RE3 due the problems of being a STARS member, it seems she is proud of her accomplishments and being part of the STARS unit regardless of the problems happening within Resident Evil.

Jill's weapon assortment is powerful. Bazooka (with 3 types of ammo), Shotgun, Magnum, Beretta, and of course the standard combat knife. Details on each of the weapons that Jill uses can be found in the Resident Evil weapons section here.

Jill holds more items than Chris (8 instead of Chris' 6) and this makes the game easier as you'll have to do less item juggling and combining. She also has a lockpick which gives you access to doors and draws that Chris will have to use keys with. Barry will also give you the occasional piece of ammo, but unlike Chris with Rebecca, you will never get the chance to play as him.

Appearances in other RE Games:

- Resident Evil 3: Nemesis

Jill takes the main role in Resident Evil 3.

=====
2.3.5 | Brad Vickers
----- | Age: 35
| Height: 5 ft 9 in (174 cm)
| Weight: 134 lbs. (60.8 kg)
| Blood Type: O
| Assignment: Pilot

Brad is a computer expert and excels in information gathering. Unfortunately, his fear of dying draws much heat from his fellow soldiers. His lack of enthusiasm for rushing into danger has earned him the nickname "Chickenheart." While Chris is a qualified pilot, Brad has become the helicopter pilot for Alpha Team.

You never see actually Brad in the game, you only ever hear him a few times. Of course everyone believes he is worthy of dying seeing as he is the cause of why the Alpha Team is stuck where they are.

Flying off in the teams helicopter, having no luck finding the mansion close by, then finding them and waiting until the mansion's about to blow up before chucking the Rocket Launcher. Others believe he's the most realistic character in the series, fleeing in the face of danger.

Brad has later returned in both Resident Evil 2 and Resident Evil 3, making him the character to appear in the most number of games. Well perhaps that is if you count him for this game.

Appearances in other RE Games:

- Resident Evil 2

Brad is a Hidden Zombie who holds the special locker key. To see him you need to make it to the Police Station without picking up any items then go under the stair area. He's tough, taking up to 30 bullets.

- Resident Evil 3: Nemesis

Brad has a minor starring role until Nemesis puts an end to is.

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=====
2.3.6      | Albert Wesker
-----    | Age: 38
           | Height: 6 ft (183 cm)
           | Weight: 186 lbs. (84.5 kg)
           | Blood Type: O
           | Assignment: Mission Leader
```

Wesker has risen quickly inside the S.T.A.R.S. organization and currently leads the Alpha Team. Viewed by many as a "cool guy," from his snappy haircut to his perpetual shades, Wesker was recruited by a headhunter for his sharp insight and eventually founded the S.T.A.R.S. unit in Raccoon City.

What can I say about Wesker? Well not much or else I'll be talking about the depth of the game again (a problem I have if you've read any of the other characters bios I've written up :-D). Regardless, Wesker is certainly a favorite character of all the Resident Evil games to a lot of people, so much that it's lead me to believe it's the reason why Capcom decided to bring him back for Code Veronica. Though you really need to play both Resident Evil and Code Veronica to really see why that is confusing so many people right now. Wesker is the quiet captain of the Raccoon City S.T.A.R.S. and the leader of the Alpha Team. You won't see him often, but when you do you will be sent on another mission to figure out what is going on in the mansion.

While that might not sound correct for a team leader, it's what he does. Wesker just pops up when the moment is right, at various points through the game. He takes on his role as the leader of the S.T.A.R.S. by telling you what your mission objectives are. It seems odd though that while he tells you to do some things he doesn't follow it himself. One such example of this problem is him telling you to save ammo and supplies while he's sitting there shooting BEES for no real reason. Though this was changed in the Directors Cut version to spiders, which makes a bit more sense.

Wesker, as I mentioned before, shows up in Code Veronica. With the release of Code Veronica complete to Dreamcast and PlayStation 2, they are hoping to add more info on his return and his background while adding more action to the game. Wesker has also been shown and/or mentioned in just about every Resident Evil game to date, and I doubt that's a thing which will change anytime soon.

Appearances in other RE Games:

- Resident Evil Code Veronica
Wesker returns in a main starring role.

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=====
// Bravo Team
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2.3.7      | Richard Aiken
-----    | Age: 23
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| Height: 5 ft 8 in (172 cm)
| Weight: 138 lbs. (62.5 kg)
| Blood Type: AB
| Assignment: Communications

A very important member of S.T.A.R.S. serving as Bravo's communications expert. The only link back to headquarters for teams out in the field, Richard actually has to pull double duty as radioman for both units since Alpha Team really has no trained operator, except for Jill (who has a knack for technology). A very positive person, Richard greets new members warmly.

Richard comes across as being very helpful, but this doesn't help due to the fact that he is suffering from wounds from being bitten by a "large...snake...also...poisonous..." Yes, he's just lying there on the floor, spluttering out words of monsters in his terrible death acting. You might have to be prepared to try and get him some serum too. In the end though he does give you some ammo, and perhaps a Com. Radio, so it can't all be so bad then.

=====
2.3.8 | Rebecca Chambers
----- | Age: 18
| Height: 5 ft 3 in (161 cm)
| Weight: 93 lbs. (42.1 kg)
| Blood Type: AB
| Assignment: Medical Personnel

The youngest member of the group, Rebecca has been recruited for her knowledge of field medicine and First Aid. She is nervous around other members, both because of her age and due to her lack of experience. Rebecca is eager to please and will take on any task assigned to her without hesitation.

What can I write about Rebecca Chambers. Well lets start at her loud attitude. Now if I were to go with the Capcom info (above) then I would assume the loud attitude is her enthusiasm for her work, the "eager to please" part of the info up above. I do have to say that Rebecca does come in handy during Chris game very often, actually probably too many times, is what I really tell you. Of course, yes as most would say, she's really annoying at times and so that's the down point of having her there so often during the game. A good example of all this would be the piano part, but without going into details, you need to see the scene, if you tell her not to it becomes this little fight between her and Chris.

Overall most people enact their revenge on Rebecca's attitude by letting a hunter kill her off when they get the chance (and there are a few ways of doing this too). Of course by doing that you can't go and get the best ending possible in Chris' game of Resident Evil, you need Rebecca alive to do that.

During the game Rebecca will heal Chris, help him solve puzzles, make chemical mixes, get him items, and perhaps even save his life a couple of times. You will play as Rebecca in perhaps one or even a couple of situations throughout Chris' game (though it's nothing too hard for the sake of making

Rebecca look... well I'm not sure). During this time you will see she is only armed with a Beretta with a measly 15 bullets and a first aid spray. It's obvious she's not made for fighting.

Rebecca also turns up during Chris' game, like Barry does in Jill's game, to help along the story a bit. I'm not sure if that's exactly right to say if it is more story over help, as you may have noticed from the list above she does end up helping Chris a lot. However against what a lot of people say, I think Rebecca isn't one of the worse characters in the series, nor one of the best mind you. I will say for certain had Chris had no supporting character like Rebecca his game may have been a heck of a lot tougher to play.

Rebecca has been mentioned a couple of times during Resident Evil 2. She also has a file in the Nintendo 64 version of the game and her photo turns up in just about every version of Resident Evil 2 also. She is also set to be the main character of Resident Evil Zero, a game set before Resident Evil. How this is to be pulled off is still yet to be revealed, but I have my theories. :)

Appearances in other RE Games:

- Resident Evil Zero

Rebecca has the starring role in the yet to be released, Resident Evil Zero.

=====

2.3.9 | Enrico Marini
----- | Age: 41
| Height: 6 ft 3 in (190 cm)
| Weight: 183 lbs. (83 kg)
| Blood Type: O
| Assignment: Mission Leader

Bravo Team's leader, and Wesker's second in command for the S.T.A.R.S. unit. Enrico feels threatened by the arrival of the Alpha Team, thinking that Chris or Barry may end up replacing him as #2 to Wesker. Nonetheless, Enrico is a dedicated S.T.A.R.S. operative and is always proud to lead the unit when Wesker lets him.

Enrico is the second in command and seems to know a lot, there is even a chance he was in on the background story of the game, though perhaps we shall never find out about that. Enrico seems cool enough but he doesn't sound like he trusts Chris. I would believe it may have something to do with Chris' high chances of replacing Enrico as 2nd in command. Oddly enough he doesn't act like this towards Barry who you would think would actually be the next in line to be 2nd in command. Weird.

=====

2.3.10 | Forest Speyer
----- | Age: 29
| Height: 6 ft (183 cm)
| Weight: 157 lbs. (71.1 kg)
| Blood Type: A

Forest is a great sniper in addition to his duties as Bravo's vehicle specialist. He is a consummate professional, and his work earns him great respect from the other members. He instantly clicks with Chris, and it seems they'll end up good teammates.

Forest was a likable fellow until he was attacked by one of RE's many creatures and went to hide on an outside porch, in which he was attacked again by crows and killed. In Resident Evil: Directors Cut he comes back to life as a zombie and we have to put him down again with whatever weapons we have. Forest suffers a terrible fate either way. Poor old Forest. It was really too bad no one was around to yell "Run Forest! Run!" when the crows attacked. I'm really sorry, I just had to use that horrid joke somehow.

=====
2.3.11 | Kenneth J. Sullivan
----- | Age: 45
| Height: 6 ft 2 in (188 cm)
| Weight: 213 lbs. (96.5kg)
| Blood Type: O
| Assignment: Field Scout

A quiet but very talented field scouting officer. Also is an expert in chemistry. He wonders why his chemical experience would be necessary in Raccoon City but quickly discounts his hesitancy since Wesker himself sought him to enlist in S.T.A.R.S.

In Resident Evil, all we see of Kenneth is his legs have he's been killed. Nothing more than that. But in Biohazard (or any other version of the game with uncut movies) we get to see his face, though half eaten. From a standpoint on the plot behind the game, I can only assume that Kenneth's great skills in chemistry probably would have been of good use if he had not died.

=====
2.3.12 | Edward Dewey
----- | Age: 26
| Height: 6 ft 3 in (193 cm)
| Weight: 247 lb (112.1kg)
| Blood Type: A
| Assignment: Pilot

Nothing. The Instructions had nothing but his name mentioned in the TOP SECRET mission briefing.

As for me, I dunno, I get asked by people all the time who he is. You supposedly only see his hand in the opening of the game, if that is his hand, and that's that.

Thanks to Satine for providing Dewey's stats from her Official Biohazard guidebook. :)

=====

2.4 - Monsters

Here's a guide to all the beasties of Resident Evil.

2.4.1. | Zombies

// Weapon Hit Guide

- | Knife: 7-9 strikes
- | Handgun: 3-10 bullets (Except for REDC Headshot)
- | Shotgun: 1-3 shells
- | Bazooka w/Grenade: 1 round
- | Bazooka w/Acid: 1 round
- | Bazooka w/Flame: 1 round
- | Magnum: 1 bullet
- | Rocket Launcher: 1 rocket

Your typical zombie comes in an all familiar fashion if your used to "Romero Zombies" as these guys are based upon. Rotting members of the location your in; covered in tattered clothing, blood smeared, and perhaps missing body parts. They relive to eat your live warm flesh and other bodily parts. Simply put, Resident Evil wouldn't be Resident Evil without these un-dead foes.

The zombies in Resident Evil are the various workers of the mansion and grounds, from maintenance staff to various researchers and technicians. Out of the whole series the Resident Evil zombies are probably the toughest versions out there, even though their attacks are limited and speed is very slow. The Directors Cut editions of the zombie family especially are tough, causing large amounts of damage, sometimes just with only a single bite.

// Attacks

Bites

Your normal zombie attack are bites to your characters neck. Getting too close to a zombie will allow them to latch on and start nibbling away. If a zombie does do this then your best chance to get rid of them is to bash the action and directional buttons.

Leg Bites

Coming close to a downed zombie will usually result in them grabbing onto your leg and taking a bite. To get rid of them, you should bash the buttons in a normal fashion till your character takes steps to killing the zombie, either by crushing or kicking its head.

Vomit

On those rare occasions when Zombies feel the need to chunder

instead of feed you may feel the results. Basically when ever a zombie decides to throw it's acidic bile over you, try to step back to avoid it from hitting you.

// Fighting Tactics

Distant

For distant shots against zombies you don't need anything more than your handgun for which you can pick off zombies as they slowly walk towards you. Their speed will allow you to do this with ease. Just make sure to target the closest zombie if there is many and to try and get more space if they are getting too close to you.

Close Range

If you have the shotgun equipped then zombies will give you no problems at close range. By holding the shotgun up high until the zombie comes into range and the firing it, you will take their head clean off their shoulders. A nice one hit kill skill that every Resident Evil player must learn.

Other

If the zombie is on the floor then a shot or two with any weapon should kill them. For any zombie the handgun and shotgun should be all you need to take them out. Using other weapons on the zombies is only a waste of ammo.

=====

2.4.2. | Cerberus (Dogs)

// Weapon Hit Guide

- | Knife: 9-10 strikes
- | Handgun: 3-10 bullets
- | Shotgun: 1-5 shells
- | Bazooka w/Grenade: 1-2 rounds
- | Bazooka w/Acid: 1-2 rounds
- | Bazooka w/Flame: 1-2 rounds
- | Magnum: 1-3 bullets
- | Rocket Launcher: 1 rocket

When the T-Virus attacks the mansion's security dogs, this is the result you will get. A rotting zombie dog which wants more than the postman's leg, I can tell you that well from experience. The hell hounds themselves pose little threat compared to most enemies, but they usually appear in small packs of 2 to 3 whenever you encounter them.

Their attacks are very limited and their very predictable to take down, especially with the handgun. The shotgun being used as a normal weapon seems to take more shots to take them out and so if you use it then you'll probably be wasting ammo doing so. Most of the time in Resident Evil you will find them walking around pointlessly in outdoor areas, though they are

known to be able to pull out the shock effect during the game and then turn up in places you don't expect them to be found in.

// Attacks

Jumping Bite

The main things the dogs do is run up towards you and do a jumping bite. While these are predictable because they are the only attack they do and can be seen coming a mile away, if their about to jump there is little you can do to avoid it. If your about dead and a dog jumps to bite you they'll knock your character down and lock their jaws around your neck.

Confusion

While this isn't really an attack, I thought I better add this info for Resident Evil players. The Cerberus have a tendency to run in circles either before or after making an attack, making it very hard to lock on to them (except for Directors Cut which has Auto Aim). Simply I can't give any hints to this as all you need to do is re-aim quick enough, and only you can do that. :)

// Tactics

Distance

For distant shots against the Cerberus you don't need anything more than your handgun. As they run towards them fire a shot to knock them back. Continue to repeat this until you hear them yelp and die.

Close Range

Using the handgun again can be great at close range. By coming close to a downed dog and shooting downwards at it each time it tries to stand back up you will be able to kill it with no problems. This works even better if you can corner it like shown in the picture to the left. This however is difficult if there is more than one dog around to kill as you'll probably be attacked from behind also. If this happens you should use a distant stance and pick them off as mentioned above.

Close Range w/Shotgun

Using the shotgun while the dogs are in the air will knock them down and should kill them in one shot. The problem with this tactic is that there can be some trouble with the timing and the games collision detection. Still its a good thing to know if your low on ammo.

=====

// Weapon Hit Guide

- | Knife: ?? strikes
- | Handgun: 6-24 bullets
- | Shotgun: 3-5 shells
- | Bazooka w/Grenade: 1-3 rounds
- | Bazooka w/Acid: 1-3 rounds
- | Bazooka w/Flame: 1-3 rounds
- | Magnum: 1-4 bullets
- | Rocket Launcher: 1 rocket

Large green monsters with claws... could they be frog, lizard or anything else? I'm not so sure myself, but I will say this, they are a bunch of tough buggers to beat. Watch out for their head swipe is the first thing I say to any RE newbie. They are a tough bunch to beat by any standards. Truly, while later editions could give you little to no problems, the Hunters of Resident Evil have to be one of the most difficult general enemies of the entire Resident Evil series thus far.

From what it seems these Bio Organic Weapons were supposedly created by some accident (at least what the Survivor files lead us to believe) but used, enhanced, and later perfected (perhaps) by Umbrella Inc. for the use of maximum security in the mansion and mansion grounds (if this is correct where they were kept is never shown in the game).

// Attacks

Claw

The hunters main attack is using their sharp claws to slice at your character. Most of the time this can't be avoided too well, but usually can be prevented by taking down the hunter quick enough.

Jumping Slash

If there is something that will annoy you about the hunters more than anything it's their jumping attacks. Right when your setting up a shot the will jump and run into to slash at you. Hopefully there is enough space between you and where they land to get off a shot and drop them. On occasions they will jump over you. You should use this to your advantage.

Head Swipe

If your low on health this attack may happen. This shot was very hard to get too mind you :) If this happens to you, then your dead. That's all there is to it.

// Tactics

Distant

As long as their back isn't turned (hitting them in the back

does little to no damage) the shooting them at a distance is recommended for battling the Hunters. If you don't have the Colt Python yet the best weapon to use is the Shotgun which will take out the hunters in 4-8 shots or with the bazooka which will take a small number of hits depending on what type of rounds your using, Acid Rounds are usually best.

Close Range

In close range you should be using the same weapons and trying to knock the Hunters back so they can't swipe at you often if at all. The simple tactic is to take them out as quickly as you possibly can.

=====

2.4.4. | Bees

// Weapon Hit Guide

- | Knife: 1 strike
- | Handgun: 1-3 bullets
- | Shotgun: 1 shell
- | Bazooka w/Grenade: 1 round
- | Bazooka w/Acid: 1 round
- | Bazooka w/Flame: 1 round
- | Magnum: 1-2 bullets
- | Rocket Launcher: 1 rocket

pop - *pop*. What's that sound? It's me wasting ammo on these bees is what it is. Oversized because of the outbreak in the mansion, these bees come at your in an infinite number, making your run fast or waste some ammo.

Seriously though, besides the fact that they can poison you, you shouldn't waste your time bothering about these guys and you should just leave the one area they are found in.

// Attacks

Sting

The bees will come close to you and sting you. Occasionally also they will latch on to your character until they throw them onto the ground. As mentioned above, on occasions their sting can poison you.

// Tactics

Pre-Tactics

This is simply, as mentioned above, the action where your character grabs the bee and throws it to the ground.

Shooting

If you want some target practice and have some ammo to spare,

sure have a go. Though I think your wasting your time.

Running

This is what I advise you to do when you see them coming. It's not worth standing around shooting or allowing yourself to be stung.

=====

2.4.5. | Crows

// Weapon Hit Guide

- | Knife: 1-2 strikes
- | Handgun: 1-2 bullets
- | Shotgun: 1 shell
- | Bazooka w/Grenade: 1 round
- | Bazooka w/Acid: 1 round
- | Bazooka w/Flame: 1 round
- | Magnum: 1 bullets
- | Rocket Launcher: 1 rocket

Beady eyes, sharp claws, sharp beaks, and very much crazy. Heck that shrill cry should send a tingle up anyone's spine. I still remember the first time I heard the crows while I stumbled around the mansion... something I can't forget even now.

Always found in a small flock, these birds can cause a lot of damage in a little amount of time. Most of the time that you will find them in the game however it takes something to spook them before they attack so be careful with what you do when you hear or see them around. You might just trigger an attack.

// Attacks

Clawing and Pecking

The standard attacks of the crows are just as this, clawing and pecking at you. You should button bash to get out of the lock then run. It's the best way to escape getting trapped in the same position again. Their other attack is what I call the dive-bomb. It is where the crows sit on the ground and the come swooping in to make a flying pass but don't actually attack. You can use this to your advantage in someway because it allows you to shoot them out of the air if you see it coming. However seeing as a dive-bomb sometimes becomes an attack the best way to avoid it is just to run out of the way. They will miss if you move at the right time.

// Tactics

Shooting

Shooting them with just about any weapon works well, but I'd say using anything above the Handgun is wasting ammo. You can knife them easily also when they do their "dive bomb" attack,

so this could also be another option if you do have your knife.

Running

When in doubt sprint for the exit. Most of the time this is the best thing to do if you have a large group of crows chasing after you. It saves you health and ammo.

=====

2.4.6. | Spiders

// Weapon Hit Guide

| Knife: ?? strikes
| Handgun: 5-18 bullets
| Shotgun: 2-7 shells
| Bazooka w/Grenade: 1-3 round
| Bazooka w/Acid: 1-4 round
| Bazooka w/Flame: 1-3 round
| Magnum: 1-3 bullets
| Rocket Launcher: 1 rocket

Spiders (sometimes referred to as "Web Spinners") never really caused much problems as far as I remembered approaching the game for the 100th time or so... still their poison did a tad bit of damage to me, and then there was the black tiger. Whooboy.

While some people I know hate spiders and basically will either kill everyone in the game they meet or run away, I tend to go for the latter and just run through any areas that they populate.

There are 3 types of spiders in the game, one large boss (which has it's own section), your standard ingame ones, and smaller spiders which run around doing nothing but jumping up and biting you or allowing you to stand all over them, killing them. All are rather easy to kill and for the most part can also be avoided too if you wish them to be.

// Attacks

Acid

The easy to avoid acid spit is the Spiders main attack. Once you see it coming (the spiders sit still to do it) you can avoid it easily by moving out of range. If you wish to fight them this time where they sit still can also be used as an advantage to fire off a shot or two, as long as you do have some distance between yourself and the spider so as you don't get hit by the acid in the process.

Body Blow

If you get in the path of a moving spider occasionally they'll smack into you with their bodies, causing your character to

make a sound and be hit back a little. If this does any damage I'm not sure, it probably does but regardless it can leave you open to be hit by Acid or another spider if your not that lucky.

Jumping Bite

The small spiders, which do basically no damage anyway, perform this attack where they will jump up at your legs and take a bite. More of an annoyance than a problem.

// Tactics

Shooting

Spiders are quite easy to take out at a distance. Just about any weapon is good against them as they can be affected by standard bullets, along with the affects of the 3 types of Bazooka rounds. The problems you can face is the spiders walking on the roof, though usually when you get close to them or fire off a shot they will drop from the roof anyway.

Running

This is what I choose to do in most cases, basically avoiding the enemy. Spiders are slow and easy to avoid, so running through areas they are located in is very easy to do, especially if they are on the roof. Especially for killing any spiders, running and leaving the room will get rid of any small spiders scrambling about when you come back in.

=====

2.4.7. | Chimera

// Weapon Hit Guide

- | Knife: ?? strikes
- | Handgun: 5-30 bullets
- | Shotgun: 2-7 shells
- | Bazooka w/Grenade: 1-6 round
- | Bazooka w/Acid: 1-6 round
- | Bazooka w/Flame: 1-6 round
- | Magnum: 1-4 bullets
- | Rocket Launcher: 1 rocket

These guys puzzled me. I sat there thinking about what kind of creatures they really seemed to be. I wish I hadn't because before long I had one clinging to Jill's back and slashing at her throat. Still now I have no clue what exactly these things originally were, but it's probably better that I don't think about it while playing the game like last time or else I might end up being killed again.

Found in the lab sections nearer the end of the game, these odd roof scuttling creatures love to do no more than slice at you with their sickle clawed arm. Their easy to avoid if you keep running through sections you find them in, they are

basically hard to take out with just about everything except for the Colt Python, and they are a real pest if you can't handle them correctly even with it.

// Attacks

Hanging Swipes

An attack where the Chimera's hang upside down to the ceiling and drop their arms down to attack. The attack also has a wide range. This is easy to avoid if you see it coming, though if their right above you then chances are you won't be able to do much about it. After it happens move quickly.

Uppercut

If you get caught in this I advise you to check your health because it does a serious amount of damage. This one is a little harder to see coming because they can sometimes fake you out. The uppercut starts when they run up to you but on occasions they just jump to the roof and do a hanging swipe. I'm not sure of any real evasive tactics, just watch out and try to run to avoid.

Throat Slash

Another high damage move. This time the chimera will jump on your back stopping you from moving and will slash your throat with it's claw. This doesn't happen so often, but when it does there is really nothing you can do for stopping it.

// Tactics

Shooting

My choice is not to fight these guys as much as I can, however if you have to use anything to take them out it should be the Colt Python. It will stop you from having to waste your time while killing them. You have to keep in mind it may take at least 2 shots if not more to take them out while they jump around and all.

Running

Simple. Run. Run fast. Move quickly and know the layout well. Do what you need and do it quickly. :)

=====

2.4.8. | Yawn (Large Snake)

// Weapon Hit Guide

- | Knife: ?? strikes
- | Handgun: ??? bullets
- | Shotgun: 8-10 shells

- | Bazooka w/Grenade: 3-8 round
- | Bazooka w/Acid: 3-8 round
- | Bazooka w/Flame: 3-8 round
- | Magnum: 5-12 bullets
- | Rocket Launcher: 1 rocket

If there was ever a creature to scare me, it would be snakes. I don't think I ever want to touch one, let alone come close to one, and meeting the "Yawn" in Resident Evil made me ever so much sure of that point.

Okay, well I better be honest here actually... I'm not actually afraid of snakes, I just needed to write a good intro like this. :)

You will meet this snake twice during the game, the first time it will block you from a goal and the second time it will open a path way for you. During the first battle you can be poisoned from it's bite(s) in which you may get help or have to get serum for yourself. You cal also take various tactics with the monster. The second battle is "to the death" so to speak. You'll just have to make sure that you have enough fire power to stop it. In both encounters I advise you have saved before fighting it.

// Attacks

Bite

The "Yawn's" only real attack. Attacks from the oversized snake are single bites to the legs of your character as it passes by you. You should also know that if it stands up to attack that you should quickly check your health, as it only does this when your on danger.

// Tactics

First Encounter - Shooting

Acid Rounds. Simply if your going to fight as Jill you need to be using these. Capcom were nice enough to leave some in a room near to where the large snake is, but you need the lighter to see where they are.

For Chris you have no choice but to use the Shotgun. There are some extra shells in the attic room you will battle the snake with also if you need some more ammo.

First Encounter - Running

What you need to do, is try to trick the large snake in to coming around things away from you. You can first do this as soon as you have control of your character again. Just stand there until the snake moves around the back of the pole. You have to be quick. Usually you will end up getting bitten once or twice (even worse if you get trapped), but it is occasionally possible to make it without being hit at all.

Again, Acid Rounds and Shotgun Shells are the method here. If you've taken all the time to get the Colt Python first by all means feel free to use it. Having a First Aid Spray or some mixed herbs on you won't hurt either seeing as your going to need to make your way through many enemies on the section open to you after the battle.

=====
2.4.9. | Neptune (Large Shark)

// Weapon Hit Guide

- | Knife: ?? strikes
- | Handgun: ??? bullets
- | Shotgun: ??? shells
- | Bazooka w/Grenade: ??? rounds
- | Bazooka w/Acid: ??? rounds
- | Bazooka w/Flame: ??? rounds
- | Magnum: ??? bullets
- | Rocket Launcher: ??? rockets

Don't you just love instant deaths? What, you don't? Heck you better watch out when the Neptune comes swimming your way. It can swim fast, it can leap distances, it can fly high... well, not really the last one so as much. But I did see it leap out of the water and latch it's jaws around my characters head. I wonder if there was anyone out there stupid enough to try path and get that scene more than once. If there is I pity them for it.

There are some simply solutions to getting around the Neptune(s). When you get into a large watery area pick the path on the characters right, and when you get the FMV of the Neptune around make sure you run as fast as you can through the water. Later on you will get a type of revenge by leaving the Neptune's high and dry. You can even shoot them if you have the ammo to waste, though it's not really needed.

// Attacks

Bite

Taking a bite at your legs and pulling you around a bit is basically the Neptune's only attack. If your low on health though you will suffer a fate worse than a small nibble to the legs. To avoid this you'll need to run.

Swallow

If you pick the wrong direction when confronting the area they are found, or your low on health when near to the Neptune's, you will be instantly killed by the largest Neptune. It jumps out of the water and takes you down.

// Tactics

Running

When picking the right direction to take you will have to run to the correct door (shown here) and use the key. You'll be a little slowed down by the water but should be able to make it inside before the Neptune gets too close to you.

=====

2.4.10. | Black Tiger (Large Spider)

// Weapon Hit Guide

- | Knife: ?? strikes
- | Handgun: 10-20 bullets
- | Shotgun: 7=12 shells
- | Bazooka w/Grenade: 5-10 rounds
- | Bazooka w/Acid: 5-10 rounds
- | Bazooka w/Flame: 5-10 rounds
- | Magnum: 5-7 bullets
- | Rocket Launcher: 1 rocket

In the underground is the king of all spiders, three times as large, three times as powerful, requiring three times the ammo to kill. This large spider, refereed to in most official guides as the "Black Tiger" isn't as hard to kill as you'd think, as long as you have a powerful weapon (which at this point in the game-you will have).

It's attacks are very limited meaning you have easy chances to kill it, but don't get too cocky as if you're hit by it a few times you'll be set to become part of the webbing on the walls.

// Attacks

Acid

The only real attack the Tiger does is an acid spit, which is just like the normal spiders except there is three times the amount. Occasionally it will also do the body blow if it gets close, but if your shooting it, it usually just moves left and right, not closer to you.

// Tactics

Shooting

The best way to take this guy out is to move around it shooting it at it's side as best you can with the bazooka or magnum. Considering it also likes to move to a better position before attacking you should be able to take it out with no, or little damage this way.

=====

2.4.11. | Plant 42

// Weapon Hit Guide

- | Knife: ?? strikes
- | Handgun: 25+ bullets
- | Shotgun: 10-18 shells
- | Bazooka w/Grenade: 5-10 rounds
- | Bazooka w/Acid: 5-10 rounds
- | Bazooka w/Flame: 5-10 rounds
- | Magnum: 8-15 bullets
- | Rocket Launcher: ???

I remember first reading the files about Plant-42 in the game, swearing the hopes to never to have to battle this thing, that somehow it was going to be missed out on. Too bad Capcom didn't feel like giving me a break for once. I remember finding the first couple of times playing RE that Plant 42 was very tough. This was mostly caused because of the fact you would need to move every once and a while and then reset your aim on the plant.

The Directors Cut edition made this problem go away with the auto aiming. Simply running to a new location and pressing R1 would let you reset your aim on the plant, making it much more simple. Of course there is another way around the plant, that is if you want to be making your way into a chemical store room to mix up a little bit of the V-Jolt and get rid of the plant easier with this chemical mixture.

// Attacks

Vine Whip

Coming too close to the plant will let it hit you with it's vines. You'll be knocked forward and your character will fall to the ground. This can occasionally leave you open for another hit also. To avoid being hit by the plants vines all you need to do is stick close to the walls.

Acidic Roof Drop

I had no idea what else to call this. Simply, as you stand targeting the plant, bits of the roof will fall down. Your indication is little drops falling before a large chunk will drop, and if your character is underneath it, it will cause damage to them. To avoid this keep an eye on the drops of bits of the roof. Before the large bit drops run forward a few steps to avoid being hit.

// Tactics

Shooting

Jill - Bazooka. Flame rounds are good. So are acid.

Chris - Trusty old shotgun will do the trick.

Run around the walls taking potshots at the plant until you

get a cut scene. Be careful of it's attacks and you'll be fine. A green herb or two might be needed if you think you'll get hit. As mentioned above this is easier to do in the Directors Cut edition, where the auto aim will allow you to target the plant easily.

V-Jolt Mixture

Making the V-Jolt will allow you to kill the root in the basement, but it might not be enough and so you'll have to fight a weaker version of the plant also. The guide will tell you how to make the V-Jolt.

=====

2.4.12. | Tyrant-002

// Weapon Hit Guide

- | Knife: ?? strikes
- | Handgun: 10-25 bullets (1st Enc.)
- | Shotgun: 8-12 shells (1st Enc.)
- | Bazooka w/Grenade: 5-8 rounds (1st Enc.)
- | Bazooka w/Acid: 5-8 rounds (1st Enc.)
- | Bazooka w/Flame: 5-8 rounds (1st Enc.)
- | Magnum: 3-10 bullets (1st Enc.)
- | Rocket Launcher: 1 rocket (Both Enc.)

In the red corner, wearing no trunks, and a pulsating heart, the undisputed "Ultimate Biological Weapon", Tyrant Model 002. Well I'm not sure about the Ultimate Biological Weapon thing but that's what... ooh, I can't say that. It gives away a big point which some people may not know about. Regardless even with later models being much better, the Tyrant type is still known as the "Ultimate Biological Weapon."

Anyway, in both times that it is possible to fight the Tyrant are fairly easy. The first requires little more than a few shots from the Colt Python and the second time you encounter the Tyrant is only really requiring some good controlling of your character to get around without being attacked. This second time encounter is dependent on what ending you are going to get as if it is a lower grade ending you won't face the Tyrant a second time in the game.

// Attacks

Claw

A simple attack the Tyrant does as it is walking around. A single claw strike against your character. Does a small amount of damage depending on which version of the Tyrant your facing.

Slash

During the second battle the Tyrant will make a running slash at you. As shown in the screen this is easy to dodge by

running away from the direction he is heading towards.

Claw Smash

During the second battle with the Tyrant, should he pull out his larger claw and come running for you he can sometimes use it as a backhanded attack and smack you across an area of the heliport. This can be disorientating if you slide backwards over a couple of screen changes.

Stab

Again with the second battle, although it does happen a sometimes in the first, should you have enough health and the Tyrant is close instead of using the claw to hit you he will stab at you with it. It does a fair bit of damage though, so check your health and heal if you need it.

Skewer

If your on the end of this I can say your dead. In both battles should you be on danger and the Tyrant attacks, you will be impaled upon his claw. Not the greatest thing to happen.

// Tactics

1st Encounter

Colt Python, Colt Python, Colt Python. Before battling the first form of the Tyrant you need to have the Colt with about a full round (6 shots) of ammo. While he usually only takes 3 shots, depending on the version and how the game feels it may take more than this. You should also have a back up weapon just in case. All you need to do is run and wait on one side of the room and shoot at him as he comes close. Repeat until he is dropped.

Final Battle

Fill all but one slot with herbs. While you probably wont need more than one, if any at all, be prepared. You'll need the other single slot for items. All you need to do here on the heliport once you've lit the flare is run in circles avoiding the Tyrant, until the clock gets around or just under 30 seconds. At this time Brad will drop the rocket launcher. Run in, grab it, line up your shot and fire. If you targeted well enough one shot will be all you need.

=====

2.5 - Weapons

Here is a list of weapons you'll get in Resident Evil. To equip a weapon, go into the inventory and click on a weapon. Simply click "Equip" and you'll have that weapon to use. To use the weapon hold the aim button and use the action button to fire. To target use the direction pad/keys to aim.

=====
Weapon: Knife

Description: "This doesn't seem to be enough for this mission."

Who gets it: Chris, Jill

Ammo is: N/A

Holds: N/A

Best on: Crows attacking but nothing else.

Known as the lowest form of self defense, the Combat Knife is usually something people chuck into the chest at the first chance they get. During Resident Evil though they do make use of the Knife through being used on some spider webs. Of course you find a second knife in the location it is needed for anyway, because you know, you won't be carrying this thing in your inventory at the time.

If your good enough at Resident Evil and want a challenge I advise you to take on the knife challenge. It's sure to make that next game of Resident Evil all that much more exciting.

Found: Jill : Check your inventory.

Chris: Check your inventory.

=====
Weapon: Handgun - Beretta M92F

Description: "Beretta M92FS Automatic loaded with 9mm bullets."

Who gets it: Chris, Jill

Ammo is: Handgun Bullets

Holds: 15 bullets

Best on: Zombies, Dogs.

S.T.A.R.S. standard issue handgun. The Beretta will be your trusty weapon for most of the first part of Resident Evil. Of course for Chris you wont get it until about 5 minutes into the game. The handgun is at is best for long range combat, especially with slow enemies, such as zombies. Taking on Hunters with this weapon would be a foolish idea indeed.

For the DC Version you can get a Custom Edition of the Beretta. It has a certain percentage where shooting zombies you maybe able to take off their heads like with the Colt Python. This gun is much needed for the Advanced/Arranged version of the game.

The Beretta take Clips of 15 bullets. These are very common and can be found just about anywhere, usually sitting on objects around the mansion. You can carry a maximum of 250 bullets in one slot, along with 15 in the gun.

Found: Jill : Not much of a problem here, Jill will find her

: gun in her starting inventory. Equip and start
: firing.

Chris: After returning to the main hall, Chris will
: find it empty except for a weapon on the floor.
: Jill's Beretta. You'll be able to take it to
: use.

=====

Weapon: Shotgun - Remington M870

Description: "Remington M870. A pump-action shotgun."

Who gets it: Chris, Jill

Ammo is: Shotgun Shells

Holds: 7 Shells

Best on: Dogs, Hunters (sometimes)

Upon searching the mansion you should come across this excellent Zombie killing weapon. The Remington is an even better weapon when used aiming high at the zombies heads. It also has good use when dogs jumping at you, shooting them while they are in the air, you should be able to take them out with one shot also.

The shotgun is not as good for use with Hunters as they usually take a few shots to go down, and within those few shots they get a good chance to swipe you a few times.

To earn the shotgun, you may also need the broken shotgun, the location of this will be found in the items section as well as noted in the guide itself.

The Shotgun takes seven shells found in crates. These are located at a few locations around the mansion, sometimes found in pairs. You can carry a maximum of 250 shells in one slot, along with 7 in the shotgun.

Found: Jill &: The shotgun is hanging on a holder in the
Chris : middle of the east wing of the mansions 1st
: floor. However while Jill can take it right
: away, Chris can't. This is because there is a
: trap after you take it. Jill will be saved by
: Barry if she takes it early, but otherwise
: you'll need to take the broken shotgun and put
: it on the holder after you take the shotgun to
: disarm the trap. While Chris and Jill can find
: the broken shotgun and use it. For Chris it is
: the only way.

=====

Weapon: Colt Python

Description: "Powerful gun can be loaded with .357 magnum
rounds."

Who gets it: Chris, Jill

Ammo is: Magnum Rounds

Holds: 6 Rounds

Best on: Everything really.

The Colt Python has gotta be one of the better weapons of the game. With it you can feel confident to take on most opponents

with ease. The Colt can take the head off a zombie, kill a hunter in a shot or two, and even knock around a Tyrant with little problem. It's awesome firepower makes it a good weapon in your collection, but it's lack of ammo can hinder your use of it.

Originally concepts have shown that it was planned that some of the ammo in the game would have been Dum Dum rounds but these were removed before the game went out.

The Colt Python holds one full round of six bullets. Ammo is very rare until nearer the end of the game, so I suggest only using it when you really need it. With the Directors Cut edition, beating the advanced/arrange game in under 3 hours will give you the Colt Python with unlimited ammo.

Found: Jill &: To get the Colt Python you'll need the Red
Chris : Jewel. Once gained you can take it and use it
Original: on the Tiger Statue in the the statue room on
: the 1st floor of the mansion. Doing so will
: gain you the Python.

Jill &: In the Directors Cut edition you will find the
Chris DC: magnum on the shelf where the Broken Shotgun
Advanced: usually is found. The small room off the
: Mansion west wings bottom stairwell. You will
: need a key to enter the room.

=====

Weapon: Bazooka

Description: "A launcher (that) can be loaded with various rounds."

Who gets it: Jill

Ammo is: Bazooka Rounds (Acid, Flame, and Explosive)

Holds: 6 Rounds

Best on: Snake, Hunters (Acid), Plant 42, Zombies, Dog
(Flame), Everything and anything else :) (Explosive)

The Bazooka is just as good as the Colt Python when you look at it, but only Jill can use this weapon in the game. The Bazooka uses 3 types of ammo which are color coded for ease. The three rounds are Explosive Rounds (in the grey container), Flame Rounds (in the red container), and Acid Rounds (in the yellow container).

The Bazooka can be used against just about any enemy, and with the various ammo is very effective. The only let down with the Bazooka when compared to the Grenade Launchers of the later evils is that you have to use all 6 shots of the ammo before you can load a new lot of the same or another type.

The Bazooka holds one full case (six shots) of one type of round. Ammo is common, though there are less of some types than others.

Found: Jill : Jill's strongest weapon is found out on the 2nd
: Floor terrace with Forest. However caution is
: required regardless of the edition your playing.
: Either Crows will attack if you look at the dead
: Forest, or if your playing the Directors Cut,

: he'll get up and attack you. Depending on your
: choices or weapons (i.e. if you got the Shotgun
: by Barry saving your ass), instead of finding
: only Forest out here you will find Barry and he
: will hand you the Bazooka.

=====
Weapon: Flame-thrower

Description: "Can throw flame for 9 sec. with max. fuel."

Who gets it: Chris

Ammo is: Flame-thrower Fuel

Holds: 250% Fuel

Best on: Large Spider (Only Just)

I really think the in-game description says it all. The Flamethrower really sucks and is mainly a waste of item space for Chris, and so it's only useful as part of a puzzle. You can find two of them, but you can only use them for a while as afterwards you need them to unlock doors to move farther on.

Of course it's not much of a problem putting them down, seeing as they aren't that much of a good weapon anyway. The flame is mostly good for organic creatures such as spiders, and their webs. *hint-hint*

The Flamethrower holds a small amount of fuel, which as mentioned, goes down quickly. There is supposed to be a refill (supposedly also some copies had a fuel refill in an area in the underground). The fuel item exists on all versions, though you may need to hack it out with a Gameshark or Save Game editor.

Found: Chris: Found easily by an entry door you need to grab
: this to make it past another door later on. The
: lever it sits on locks that door and so you need
: it to open that door with another one of these
: panels.

=====
Weapon: Rocket Launcher

Description: "One shot can destroy any target."

Who gets it: Jill, Chris

Ammo is: Rockets

Holds: 4 (Or Unlimited as secret)

Best on: Everything Slow (Anything but Hunters and the Snake)

The king of weapons in Resident Evil. The Rocket Launcher is used in-game to rid yourself of the Tyrant in certain situations. You will have 4 shots to take the Tyrant out, though all you will need is one shot.

If you finish the game in under 3 hours you can earn it for use in the game with Unlimited Ammo. This makes the game all that much more fun as you run through the game taking revenge by shooting everything in a shot or two.

As I mentioned, this shows just how destructive the Rocket Launcher is, but the let down for this is that the Launcher can be slow to use due to the characters having to lift it to

shoulder height before being able to fire. For this reason you shouldn't try to use it on anything which appears close to you or moves too fast to target well.

Found: Jill &: If you've gotten yourself to the helicopter pad
Chris : and you are being attacked by the Tyrant again
: then you just need to avoid him and wait.
: Depending on how quick you were to begin with
: Brad will drop the Rocket Launcher in the
: middle of the pad sometime when there is less
: than 40 seconds left. You need to run in, grab
: it, and kill the Tyrant. You can also get the
: Rocket Launcher if you finish the game in under
: 3 hours (PlayStation & Saturn editions only).
: To know if you've got it, at the end of the
: credits a rocket will go across the screen.

=====

Bonus Weapons

For the PC version 2 additional bonus weapons can be gained. The Ingram MAC-10 and the Minimi. Both of these are earned through completing the game in under 3 hours with Jill or Chris. Both use 9mm Ammo but are unlimited and fire rapidly, taking anything out with ease.

=====

2.6 - Playing Tips And Hints

2.6.1 - Deciding On Playing As Chris Or Jill First

The first choice you have when you start the game is who you will play as first. It is for this reason that I have decided to help with this part by showing you info about the characters.

Chris Redfield

Firstly, Chris has a lot more health, so this is the first thing for him that you should think about. Unfortunately, it's the only good thing about his mission. He has it tough indeed. Chris' stronger weapons are also low on ammo. He has a deal of shotgun shells, but there will be points where you will run low. Magnum bullets are in even less supply as you'd expect.

Of a small point, you have to face the first zombie with no gun (I can only assume Chris' dropped his gun from between the time you see him shooting in the video and when they get in the hall) but you can run from that. Chris can also only carry six items at a time, which means you have to be good at juggling items around or be happy with making a lot of box stops.

To open some locks will require a small key. There are many of these found in his game, and they usually open drawers to find ammo. You can get help from Rebecca at times, but this is very dependent of the situation. All of this adds up to make Chris' game an interesting, and challenging experience indeed.

Jill Valentine

Jill's mission is somewhat easier than Chris' one. Firstly she has the Bazooka on top of the Shotgun and Magnum, thus adding more range to her actions, on top of that there is also a lot more ammo for her weapons.

She has two more slots than Chris for carrying items, 8 slots makes item organization a lot easier than 6, even though it is only 2 slots difference.

Instead of not having a gun at the start like Chris, she does and it can be used to kill the first enemy. Her game is also quicker as she gets help in places (Barry and the shotgun scene for example) quite a lot. Instead of the small keys Chris has, she gets a lockpick (also from Barry) which will open the things Chris' small keys will.

The downside to using Jill is her health, it's very low. A few good attacks from zombies or other enemies can mean lights out. It is for this reason, that you should make sure you carry or have a good amount of health in storage.

(For the PC version Jill has the added ease of being able to save unlimitedly with no ink ribbons - if you're playing the PC version think of this as an additional item slot saving ability)

As for the conclusion of this, I would say for the first time you play you should use Jill to learn the ropes until you think you can take on Chris' mission, but the final choice is up to you if you pick Chris' or Jill's mission.

2.6.2 - Herbal Mixing -----

Each herb has a different effect, but when mixed together the powers they possess are boosted in different results.

The herb power-ups can be mixed using the "combine" command for varying, but very beneficial results. This will also save storage space for holding puzzle items. Here is a listing of some herbal combinations and the outcomes:

1 green + 1 green	= 80% health recovery
1 green + 1 blue	= 20% health recovery + antidote
1 green + 1 red	= Full health recovery
1 green + 1 red + 1 blue	= Cure (in that order)
3 green combined	= Full health.

2.6.3 - Rebecca Helps

When playing as Chris, anytime after you first meet Rebecca and before when you save her from the Hunter, return to the save room and she will heal you for nothing.

2.6.4 - Listen For The Sounds Of The Undead

Some enemies make noises, so it's important to listen out for them. You'll be able to hear most enemies long before you can see them. Also certain attacks have certain noises which may help you tell what is coming outside of your current screen.

2.6.5 - Take Note Of Attack Patterns

Dogs require to be up on all four legs before you can shoot them, zombies can attack your legs etc. Make sure you stay away of what enemies can do, especially if you can't see them on your screen. Again here noise can help.

2.6.6 - Aiming

Besides Resident Evil Directors Cut, aiming in the various versions of Resident Evil requires you to aim for your enemy. This is very difficult for some faster enemies (Hunters especially).

Actually most of these notes on aiming your weapons to avoid being hit and wasting ammo.

In Directors Cut, when you press R1, you will lock on to the closest enemy. But pressing L1 will allow you to lock onto other targets.

For the original you need to take a general guess at an aimed shot and if you aren't careful can end up wasting ammo instead. The larger the target the easier job you'll have landing a shot, however try and make sure you are happy with your aim before you try.

2.6.7 - Pool Of Blood

Enemies are dead (again) when a pool of blood spreads around a downed enemy. Also some enemies will make noises when killed, again these noises are also worth taking note of.

2.6.8 - Shotgun Kills

Waiting for a zombie to come close make sure you have the shotgun drawn and pointing up, when it is about to grab you

fire your gun and you should be able to blow the head of the zombie right off.

You can do this easily in the Directors Cut version. Even with hunters when they jump. Just make sure your ready to shoot at the right time. This same jump technique also works with the cerberus.

2.6.9 - Item Ordinance

Make sure you arrange your items wisely. You should only carry what you think you need. This also means you shouldn't pick up everything you find. There are many rooms with items you don't need, and should only pick up when you need them (herbs for health etc.). Just take note of where things are and return for them when you're in need.

2.6.10 - Enemies

You don't have to kill everything in your way. Basically you should only kill things in your way, or in locations where you will continue to move through frequently.

They don't call this SURVIVAL horror for nothing.

2.6.11 - RUN! RUN! RUN!

Basically anytime you aren't solving a puzzle or picking up an item you should have your finger firmly planted on the run button. Not only will this speed your time up, but it will also help you evade enemies and travel distances quicker.

2.6.12 - Being Attacked

Should you be attacked by anything that will freeze your movement quickly tap control buttons to get out of the attack. This is important in certain situations, especially with large groups of the same enemy. Getting 2 hunters on you is extremely bad as they may start playing games of tennis with you, taking turns at swipes until you're dead.

2.6.13 - Trap/Puzzle Notes

Should you spring a trap or screw up a puzzle, run for the exit of the room. Most chances this will finish the trap, or reset the puzzle it allowing you to get past it again. The only trap where this is not possible is the shotgun trap.

2.6.14 - Directors Choice

With the Directors Cut versions you have the choice of Training, Original, and Advanced/Arranged.

Original is the first version of Resident Evil and has a good mix of ammo, enemies, and difficulty.

Training is the same as Original only giving you 2 times the ammo and taking the damage down to lower levels making it far easier.

Advanced (Or Arrange if you're playing REDS) is the super difficulty level. Items have changed locations, enemies are in different places, and damage is high. Hunters can even head swipe you on near full health. Not for the newcomer of the series.

You might want to choose wisely which mode you wish to take first.

2.6.15 - Sega Saturn Changes

While the Sega Saturn version is roughly similar there are a few changes made to the main game. These include:

- New enemies

In the underground are new skinned version of the Hunter. These bug-like Hunters are called "Tics" but remain unchanged strategy and attack wise from normal Hunters.

- Second Tyrant

In Chris' game or any of Jill's where Barry does not come into the Tyrant's B4 lab, there will be a second Tyrant to fight before you leave the lab. Let's hope you have enough ammo.

- New costumes

Both Chris and Jill have new Saturn only bonus costumes.

2.6.16 - The Overlooked Inventory Use

- Weapon

To equip a weapon, go into the inventory and click on a weapon. Simply click "Equip" and you'll have that weapon to use. To use the weapon hold the aim button and use the action button to fire. To target use the direction pad/keys to aim.

- Item

To use a item, stand in front of what you wish to use it for, go into the inventory and click on the item. Simply click "Use" and you'll have that item used. After using a key for all it is needed for, you will probably be asked if you wish to drop the key. Do so, as you won't need it for anything

else. You can reload your gun by selecting it and combining the ammo at anytime, which will also help you not get hit while reloading your weapon.

=====

3.0 - Original & Advanced Walkthrough

Finally, we're here. This section covers an entire guide for both Chris and Jill in the original release of Resident Evil as well as "Original", "Training", and "Advanced"/"Arranged" modes of the Directors Cut edition.

This will also get you through the Sega Saturn mode, keeping in mind the aforementioned changes (section 2.6.15 above).

=====

3.1 - Chris' Walkthrough

Here is Chris' Walkthrough. This guide is to get the Good and Good+ Endings. To get the other two follow the instructions at end of the walkthrough.

This is not a speed walkthrough; it's just so people can get the best out of Resident Evil. There are many rooms, which are not mentioned in this Walkthrough, these contain extra ammo, healing items, and files. Feel free to search these rooms at your choice and collect other items when required.

Also there will be times where you will have to go to save rooms to put items away. When you do this is also up to you.

Other than this, everything for the game is explained, so I'd advise use of this guide only if you are stuck on a certain area, wish to get through the game quickly, and don't care if puzzle answers are given to you exactly.

Excuse my sometimes sarcastic titles for each section. I have no idea what I was thinking when I wrote them, but I liked most of them enough to keep them. :)

If there is any thing important such as a movie of variation it will be marked like this:

What it is:

Info	Info	Info	Info
Info	Info	Info	Info

Advanced/Arrange alterations will be included in boxes like so:

```
// TITLE \\ _____ \
|                                     |
| INFO                               |
```

Well here is the walkthrough.

3.1.1 - Welcome To Your Death

Items In This Area:

Clips (x2)
Ink Ribbon

FMV Video:

Once you have selected Chris, you'll be shown a FMV of what happened to get the S.T.A.R.S. in this situation.

Scene:

After the movie style character intro, there will be a short intro. You'll hear a gun shot and Captain Wesker will send you to go find out what it is.

Once you're in the dining room run down to the other end of the table. Go in the other door and go to Chris' left and around the corner.

CGI Video:

You hear a ripping of flesh and a pool of blood comes across the floor as a person looks over their shoulder, blood down it's front and in it's teeth. It's a zombie.

Now you can stay and dodge the zombie and get the Clips (x2) or run. I think it is best to dodge it, grab the clips and run. Go to the Main Hall.

Scene:

When you arrive in the Hall you will find that Wesker and Jill are not there.

Go pick up the gun on the floor. It's Jill's Beretta. Now go to the back of the table with the typewriter on it and take the Ink Ribbon. Now go across the hall and enter through the blue double doors.

3.1.2 - A Spray In the Face

Items In This Area:

1st Floor Map
Ink Ribbon
Clip (x2)
Sword Key

Shells

Wooden Crest (Emblem)

Blue Jewel

Wind Crest

Music Notes

You will find yourself in a gallery with a large statue in the middle. You can get the 1st floor map out of it by pushing the steps up to it and then climbing the steps.

You can also push the chest out of they way and follow the hall down. There is a zombie on the floor, which you can kill or run past (Chris' left side) and search the shelves for an ink ribbon.

Go back to the gallery and out to the main hall.

Go up the stairs, to the second floor, and head to Chris' right staircase. Now go down the wall of the side of the 2nd floor hall that your on and enter the other door. Take the small key on the shelf. Follow the hall down to the other door.

You will be on a terrace, follow it until you find Forest Speyer. He's been pecked to death by crows. Take his clip and run from the crows like mad back to the main hall.

```
// ARMOR KEY \\  
| _____ \  
| In the Advanced game, here with Forest you'll find | \  
| the Armor Key. Getting this key earlier than you   | \  
| would normally means major changes will happen to | \  
| the games advancement through the mansion. You will | \  
| do some similar and different events, however they | \  
| will eventually lead to the same conclusions.       | \  
|                                                     | \  
| With this key you can be lead to Richard early and | \  
| also open doors you normally couldn't until after  | \  
| you'd been to the medical room where Rebecca is in | \  
| the normal version of the game.                     | \  
| _____ |
```

Enter through the double doors on the other side of the hall. You will be on the second floor of the dining room. Kill the zombies then push the statue off the edge of the 2nd floor through the gap. Now exit through the other single door in this hall. Go kill the three zombies here and go down the stairs. Kill the next two zombies and go into the closest door to the stairs.

Scene:

You will be sprayed by something. It turns out to be Rebecca Chambers the newest member of S.T.A.R.S. Bravo Team. You will talk for a bit.

Put away anything you won't need, like the combat knife. Go over to the bed and pick up the Sword Key. Now leave the room.

```
// SWORD KEY \\_____
|
| In the Advanced game, the Sword Key won't be in the |
| medical room with Rebecca, instead you'll find it |
| in the small dining room near the attic. Before you |
| can get to it, you'll need to move a cupboard and |
| also light the candle's with the lighter to see. |
|
| The lighter is in it's usual place (one of the |
| researchers bedrooms on the 2nd floor), accessible |
| with the Armor Key, just like the areas leading to |
| the room with the key in it. |
|_____
```

Video:

Rebecca will talk then you will be asked: "Will you take Rebecca with you? Yes/No" Pick yes. Rebecca will talk a while, and then you will leave.

Note: Anytime you go back there, Rebecca will heal you for nothing if you want.

Kill the other zombie in the hall as you make your way around. You can't go through the door on the right wall because it is locked, so you will have to go through the other door beside it.

Once through, kill the two zombies here and head down the right hallway. You can go into the room in the little bit with the zombie in it off the hall. Inside is a tiger statue, but you can't do anything here right now. The door on the opposite wall has a clip, a file paper, and a zombie hiding in the closet with some shells. Unlock and go out the door at the end of the hall.

You will find yourself in a familiar looking hall. Go back the zombie hall, down to the door leading to the dining room. Once inside grab the wooden crest off the back wall and the remains of the statue you destroyed, down the side of the dining table for the Blue Jewel.

Go back to the Tiger statue room and use the Blue Jewel on the statue to get the Wind Crest.

```
// WIND CREST \\_____
|
| For the Advanced mode of Resident Evil you'll find |
| the Wind Crest moved to the Art Gallery, replacing |
| the Star Crest's location. Solve the painting |
| puzzle and you'll be give this crest. |
|_____
```

```
// BLUE JEWEL \\_____
|
| In the ruins of the statue you pushed over earlier |
| will be the Sun Crest instead of the Blue Jewel in |
|_____
```

```
| the Advanced mode. |
|
| The Blue Jewel is found behind the Clock in the |
| Dining Room instead, and to access that you have to |
| go Emblem swapping. More on that below. |
|_____|
```

```
// EMBLEM \\_____ \
|
| A little bit of a change in the advanced game. |
| Instead the Emblem (Wooden Crest) is located on the |
| 2nd floor in the armor room where the Sun Crest is |
| in the original game. You should already have the |
| Armor Key as noted earlier, so unlocking the room |
| is no problem. Once you have it you can return to |
| the dining room and continue with the puzzle. |
|_____|
```

Go back to the Zombie hall, and go the far upper end. There will be a wooden double door and a single red door. Use the sword key on the red door. You will now be in a Bar. Go around the corner and push the shelf that's in the way of another. Search the back shelf to find the music notes. Take them to the piano and use them on it. "Chris unfortunately can't read music"

Scene:

Chris tries to play the piano. Rebecca comes in and tries. You will be asked if you will let her. Say yes. Now leave to let her practice.

Now lets go over to the other side of the mansion. Go back to the main hall and back through the blue double doors. Go to the single door at the back of the gallery and unlock it with the sword key, and discard it.

3.1.3 - And then came the dogs...

Items In This Area:

Clip (x2)
Green Herb (x6)
Small Key
Chemical
Golden Crest
Shield Key
Armor Key
Red Herb (x2)
Shells
Broken Shotgun

Run down the hall until the Dog bursts through the window, kill it then go round the corner and kill the other one that breaks through the window. When they are dead push the chest in the middle of the second part of the hall to find a clip. Exit into the next room. There is a locked door to Chris' left and a green herb to his right. Follow the hall down, and go

the first wooden door, in it is a bathroom. Empty the bath to get a small key. Now go back out and down the hall 'till you get to two other doors. One double, one single. Go into the double one. Kill the two zombies here. There should be three doors. Go in the one closest to the double doors. This should unlock it.

Kill the zombie in the hall, grab the green herb, and go into the room under the stairs. Pick up the chemical, and open the item box. Put away the items you don't need and the chemical. You can also save if you want. Go out and up the stairs.

```
// BROKEN SHOTGUN \\_____
|
| If you arrive in the storeroom in the Advanced Game |
| you've probably found the Colt, but can't see the |
| Broken Shotgun. This is because it's been moved |
| into the save room under the stairs at the |
| northeast wing of the mansion, right near the good |
| shotgun. Makes getting it a tiny bit easier I |
| guess, and you really need it in the advanced game. |
|_____
```

```
// CHEMICAL \\_____
|
| Because the shotgun is now where the Chemical was, |
| you need to go outside to find the chemical. Near |
| the bathroom in this wing is a metal door leading |
| outside to a boiler. Sitting right in front of it, |
| is the chemical you're looking for. |
|_____
```

Once at the top kill the zombies, and follow the corridor to the right side of the top of the stairs. There will be two doors. One won't open so go through the other door. You will unlock the door and you will find yourself in a "U-Shaped" hallway. Kill the zombie then go to Chris' right and past the double green doors, past the brown door, kill the next zombie then go to the door at the end of the hall. Go through it. Now go back to where Rebecca was playing the piano. She will be finished by now.

When she has finished playing the "Moonlight Sonata," a secret door will open. Go inside and grab the golden crest, the door will close, replace the place where the golden crest was with the wooden crest to exit out of the room.

Go back to the dining room and put the golden crest where the wooden one was, the clock will chime and then move away showing a secret compartment behind it. Go over there and grab the Shield Key. Yay, no more annoying tick, tick, tick, from the clock.

```
// SHIELD KEY \\_____
|
| The puzzle remains the same, the pieces are just |
| elsewhere and in a different order. First you need |
```



```
| to swap the Wooden Emblem for the Gold one from the |
| Bar's secret room. Then put the Gold one in the     |
| dining hall to get the Blue Jewel from behind the  |
| clock, and take the Jewel to the Tiger Statue to   |
| get the Shield Key from it.                         |
|_____|
```

Now go back to the save room where you met Rebecca. Take the chemical with you. Now go to where the two zombies were in the hall, where the Tiger Statue is. Follow the path in that direction and enter the door round the corner at the end.

You will find yourself in a greenhouse, with a water pump on. Use the chemical in the water pump to kill the plant. Behind the plant are an armor key and six herbs, two red herbs, and four green herbs. Take what you can, and don't forget to combine.

```
// STAR CREST \\_____ \
|
| Instead of the Armor Key, which you would already |
| have, in the Advanced game you'll find the Star  |
| Crest sitting in it's place.                     |
|_____|
```

Go back out to the hall and go back to the save room, put away the herbs and take only your weapon & ammo and the Armor key, and the small key.

Go to the other door in the hall that is locked and use the Armor key on it. Go inside. Grab the clip, get the shells out of the draw by using the small key. Pick up the broken shotgun, so that we can go get the shotgun now. You use it to swap it over for the shotgun to stop the ceiling from falling on you. Leave and head back to the hall past where the dogs came in through the windows.

```
// COLT PYTHON \\_____ \
|
| In the small storeroom, you'll find the Colt Python |
| instead of the Broken Shotgun. These six shots will |
| help you with a few tricky zombies or other enemy  |
| setups between now and when you return to the     |
| mansion (when you can get more ammo). So try to   |
| make them count.                                   |
|
| Later on, when you use the Red Jewel on the Tiger |
| statue, like how you would get the Colt in the    |
| original game, you'll find three lots of Colt ammo |
| instead. Still well worth sticking your neck out  |
| for.                                               |
|_____|
```

Items In This Area:

Shotgun
Sun Crest
Lighter
Clip (x2)
Red Herb
Ink Ribbon
Shells (x4)
Green Herb (x3)
2nd Floor Map
Moon Crest

Go to the single door across from the double doors that lead to the save room. Walk through the room your in and into the other door. Once in the next room grab the shotgun on the wall and put the broken one in its place and return back to the save room under the stairs. Go up the stairs to the second floor. Go to the right of the main hall and into the U-Shaped hall. Go past the wooden door and unlock it with the Armor key, but don't go in. Now go around to the double green doors and enter them.

Once inside the trick here is to cover up the vents with the large statues and then flick the switch, when that is done the case at the end will drop allowing you to get the Sun Crest.

Now follow the hall around and go back to the area by the stairs above the save room where you got the chemical. Go past the stairs and unlock the first door on the right-hand wall. Once inside kill the zombie and go to Chris' right, and enter the door there. You will find the lighter on the top of the bookshelf, a shells beside the right bed and right wall, and a red herb between the left bed and the left wall.

Go back out and into the other room. In here check the jacket by the door for an ink ribbon, and the table for some notes. Go to the panel on the wall where it's broken and check it. The tank will empty and allow you to push it away from the wardrobe. Now you can push the wardrobe where the tank was and find the secret stash of shells.

Go back out to the corridor with the stairs, but keep heading the direction you got to the previous rooms, and enter the blue door at the end. Inside will be a locked single red door, a green herb, and a fireplace. Check the fire and it will say: "Wood is put in the stove, A paper is on the wall." Use your lighter on the fire to get the 2nd floor map.

Go back to the save room where you got the chemical, and put away everything except the lighter, shield key, and the shotgun with shells (if you feel like it). It would also be an excellent time to save, trust me.

Now go back to the U-shaped hall and go into the single wooden door you unlocked earlier. Grab the two green herbs once inside, then go around the corner. You will find Richard Aiken, from Bravo Team, but he is dead. Examine him for a clip.

Go into the door behind Richard. Move forward and kill the zombie, and follow the hall down behind where he was and enter the door where he was. You should be in a room with a table and two closets. The table has some candles on it, use the lighter on these to light up the room. There is a clip in the back closet by the pictures of planets and the clock. You can push the other closet away to reveal a passage with another closet at the end. Search this for some shells.

Go back to the area where you killed that last zombie, and go up the steps and use the shield key on the door then discard it. Go into the attic.

Run forward once inside and you will be confronted by one huge Snake. You have two options, get rid of it if you have the shotgun with shells on you, or avoid it. No 1. Is easy to explain, hard to do. No 2. Is hard to explain, even harder to do. " : |

No 1. Stand your ground and shoot it with shells until it runs off.

No 2. Wait until it is halfway round the other side of the post from you and run.

You're going for the hole where it came out from, to get the moon crest. On your way out, grab the shells sitting on some barrels in the middle of the left wall (the side with the exit door). Once you exit and get down the steps something may happen.

```
// MOON CREST \\  
|  
| When you grab the Moon Crest in the advanced game, |  
| you'll be in for a bit of a surprise. It's only |  
| half of the crest. Instead you'll need to track |  
| down the remaining half of the crest in the mansion. |  
|  
| The other half is hidden in one of the researchers |  
| bedrooms on the 2nd floor of the mansion. To get it |  
| you'll need to empty a fish tank, and move it and a |  
| wardrobe to access a hidden cupboard with the other |  
| half of the crest inside. |  
|
```

Variations:

If you didn't get bitten once, nothing will happen. Go to the save room where you got the chemical, And read the guide from the star (*) onwards.

If you got bitten you will faint, and Rebecca will turn up, and you will have to get the serum in the save room.

Take Rebecca to the save room where you met her and go get the serum off the shelf beside the Item Box. Now go back to where Chris is. Once you have been cured go to the other save room where you got the chemical.

3.1.5 - Wind + Moon + Sun + Stars = New... Death?

Items In This Area:

Star Crest
Square Crank
Red Herb (x2)
Green Herb (x5)
Blue Herb (x4)

Leave the save room and head out the door at the end of the hall.

Now go to the end of this hall, where the second zombie was and enter the door (You can't enter the other single door in the hall because it's locked).

Once inside, you will hear crows. They wont attack unless you:

- Get a switch wrong in here
- Fire a shot.

Now read the first painting.
The title is "Give Me Peaceful Sleep."

Now the paintings are in this order:
1. A picture of a tired middle-aged man
2. A picture of a newborn baby
3. A picture of a young man
4. A picture of a infant
5. A picture of a lively boy
6. A picture of a bold-looking old man.

You have to put these in the correct order. That is:

2, 4, 5, 3, 1, 6,

After pressing the last one, go to the last painting which says:

"Give me the peace of death, and I'll give you the joy of life."

Press the switch and the painting will fall giving you the Star Crest. Now go out of the gallery, and go straight ahead of the door, till you reach a metal door. Go out it.

Shoot the dog in the passageway, and go to the end. There is a metal panel, which says: "When the sun sets in the west and the moon rises in the east, stars will begin to appear in the sky and wind will blow towards the ground. Then the gate of new life will open." Meaning you have got to put the four crests in the plate to open the door.

Inside the next room are some steps that you push towards the camera a bit, then push towards the high shelf on the back wall. Climb up the steps and grab the square crank. Climb back down and go out the other door.

You will find yourself outside, shoot the three dogs and get the herbs. There are two red herbs, three green herbs, and two blue herbs. If you hear a beeping sound that is your radio. Go into the status screen and select radio to use it and hear a message from Brad. Go down the left path to find the map of GARDEN, then go down the right path, and through the large rusted metal gate. Follow the path round the water and use the square crank on the box you find this will empty out the water. Go down the path that was in the water and up the other side. Run along the path, dodging the small snakes and hop on the lift down.

When you get to the bottom kill the three dogs here. You will find a dead lift, with a hole in the wall for a battery. A waterfall, and another gate, Go through this other gate.

There are two blue herbs and two green herbs but you can't pick them up until you have got rid of the dogs here. Once you have killed the three dogs and picked up the herbs follow the twisting passage until you come to a door.

3.1.6 - Oh, and don't forget the weed, man!

Items In This Area:

Blue Herb (x3)
First Aid Spray
Clip (x6)
Small Key
Shells (x4)
Red Book
C. Room Key
Ink Ribbon (x2)
002 Dormitory Key
Green Herb (x5)
Map of Guardhouse
003 Dormitory Key
V-Jolt
Helmet Key

Move around the statue and grab the three blue herbs. Now move the statue down the hall until the next hall that leads off it. Push it up that one and cover the hole. Now that that is done, go into the single wooden door on the right side (the one without a metal panel above the door).

Inside you will find an item box and typewriter, along with a First Aid Spray and a clip. Leave when you are ready and go across the hall to the other single wooden door.

When inside forget about the door to Chris' left (for now), and kill the two zombies. Go search the cup over at the far side of the room to get a small key. Open the draw with the small key to get some shells, pick up the red book on the bed. Now go into the other door. Unfill the bath by examining it. You will get the C. Room Key.

```
|
| The advanced game moves the Red Book from the bed |
| here to a table in the Bar/RecRoom at the end of |
| hallway outside. Not a major change. |
|_____|
```

Now go back out to the main hall. You can go in the double doors at the end. Inside is a bar, with a clip and an Ink ribbon, oh and um, two spiders. Go up the hall where you put the statue and go through the door. Go up the new hall to the door.

Go in the door, run across to the other side of the room (all the doors in here are locked) and beside the bees nest is a table with the 002 Dormitory Key on it. Take the key then sprint away from the bees. Go back out to the hall and down to the door at the end that you haven't been to. There is a statue you can push and behind it are three green herbs. Now go to the door.

This is the 002 door so use the key. There is a door to Chris' left. All that's in there is a zombie and a clip. In the main room, check the draw for some shells, and get the map of the GUARDHOUSE off the wall. Now push the closets aside to find a ladder to the basement.

```
// DORM KEY 003 \\_____
|
| In the Advanced game, in the small bathroom with |
| the zombie and a clip, the clip is replaced with |
| the 003 Dorm Room Key. This greatly alters the game |
| as it means you're heading there first. The |
| remaining item changes are as follows. |
|_____|
```

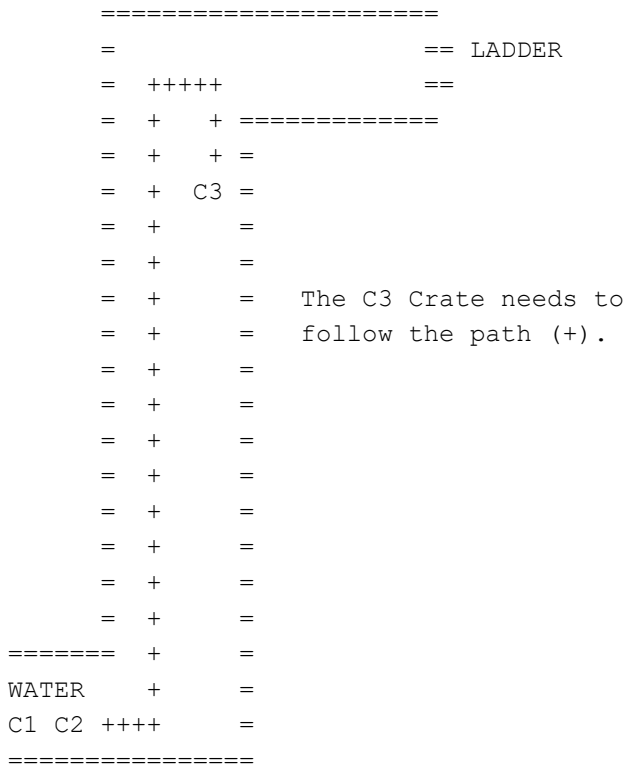
```
// CONTROL ROOM KEY \\_____
|
| Now that you can get into Room 003 and have the Red |
| Book, you can also access the hall where Plant 42 |
| is. When you defeat it you will find the Control |
| Room key in the place where you usually find the |
| Helmet Key, and you can now head downstairs. |
|_____|
```

```
// HELMET KEY \\_____
|
| Reversal time here as the Helmet Key is now located |
| in the basement Armory where the Control Room Key |
| is in the normal game. |
|_____|
```

Annoying Puzzle 1. Pushing the Crates to make a bridge.

Run past the first crate we'll be back later for it. The first two are very straightforward. Just push them into the water.

The third one though, is a pain. You have to push it away from the water direction, towards the ladder. When it's so far get it half way from the corner and push it to the left wall, now push it all the way down the corridor to the end and then push it in the water. If this is confusing for you, I made this map to show you where to go:



Once you have done that there are two green herbs to pick up. Now go through the water and through the door.

WARNING: Go to the Chris' right, if you go to the Left it equals instant death.

Run through the water until you get near two doors together. Go to the left door. You will use the C. Room Key, and discard it. Once inside flick the switch beside the Red flashing light. This will drain the water. Now go over to the switch by the door, this will unlock the door beside this one. Go out into the main room. You don't have to worry about the sharks anymore, they are high n' dry.

Go in the door beside the control room. This is the weapons storage but most of the stuff in here is wet. There are two boxes of shells and two clips and the 003 dormitory key, Leave and go back upstairs and to the large hall with the bees, and use the 003 key on the single door without the keypad.

Once inside go into the door on the left of Chris. Inside is another zombie and some clip. Go back to the main room, inside the draw is an ink ribbon. Go to the bookshelf and take the white book. Now put in the red book, the other shelf will move away, showing a secret door. Note: It would be good to have the Shotgun ready and loaded for the next part, and some healing items as well. Saving the game might also help. When you are ready, go through the door.

Inside is one extremely large plant, this is the Plant 42 that you have read about.

Scene:

The plant will pick Chris up. Chris will start yelling, and Rebecca hears this. She comes and sees Chris. He chucks her the file to make V-Jolt. Now Rebecca leaves.

Now you are controlling Rebecca again. Go over to the door with the keypad and push the following numbers: Either 3,4,5 or 2,1,5,

Now enter the room. Once inside you have to make the V-Jolt. Here's how to:

1 = WATER
2 = UMB NO.2
4 = UMB NO.4

Fill a bottle with 1, and one with 2. Mix to get 3. $1+2=3$
Fill a bottle with 4, and mix with 3 to get 7. $4+3=7$
Fill a bottle with 2, and one with 4. Mix to get 6. $2+4=6$
Mix 7 with 6 to get 13. $7+6=13$
Fill a bottle with 1, and one with 2. Mix to get 3. $1+2=3$
Mix 13 with 3 to make 16 or V-Jolt. $13+3=16$

V-Jolt

Take the V-Jolt to the basement, and use it on the roots. Now leave.

The game will go back to Chris, and the plant will drop him. Now it's up to him to finish it off. Start shooting at it, but don't get too close because it will hit you with it's vines, and don't stay in the same place too long or part of the ceiling will fall on you. When you finish it off go over to the fireplace and take the helmet key, then leave.

Head back to the Guardhouse save room.

Scene:

When you get to the hall, you will hear firing. Chris will run around the corner and find Wesker killing some bees. That will talk and Wesker will tell Chris to go look at the rest of the mansion, then he leaves.

Go to the save room and put away any unnecessary items away and save. Now leave the guardhouse; back out to the garden.

3.1.7 - Crap! The hunters, always with the hunters!

Items In This Area:

Magnum Rounds (x3)
Doom Book 1
Eagle Medal (in Doom Book 1)
Shells (x5)

First Aid Spray
Clip (x2)
Green Herb (x5)
Small Key
Battery
Blue Herb
MoDisk
Ink Ribbon
Red Jewel
Colt Python

Make your way across the garden, the same way you made it to the guardhouse, and into the mansion picking up any herbs you could not take the first time. When you get to the crest hall, where you put the four crests to unlock the door, equip the shotgun.

CGI Video:

When you go inside and get down the hall a bit this video takes place. Something sprints across the yard climbs up the elevator shaft, runs straight through to the door outside the mansion and opens it.

Scene:

You now see what it is.

Shoot the "Hunter" with the shotgun, be careful that it does not jump. If you're still alive after that, well done you just killed one of the toughest common enemies in the game. However there are many more to come. With the Helmet key you now have access to areas that were locked before, and the first one is the only locked door in the hall you are in.

Once inside this dark room, go over to the desk and search it. It will tell you there is a switch, so push it. The room will light up. Grab the Magnum Rounds off the table, and the red book to the right of the door. This is the doom book 1. Go into the options, highlight the book, select it, and go to check, and check it. If you look at the cover it will say "nothing important" but if you check it when you have rotated the book so that the pages are facing the screen, the book will open up and you will find the eagle medal. Now go out of this room.

```
// MODISC #1 \\ _____  
|  
| The 1st MO Disc is located where the Doom Book #1 |  
| normally sits. |  
| _____ |
```

Head to the save room where you got the chemical. Outside, on the wall is a note telling you that there are some items left for you in the save room. Go into it. Inside on the floor are some shells, a first aid spray, and a clip. Take them and get ready for another boss battle. Take the shotgun and shells and one red/green herb or first aid spray, plus the helmet key. Now leave and go upstairs.

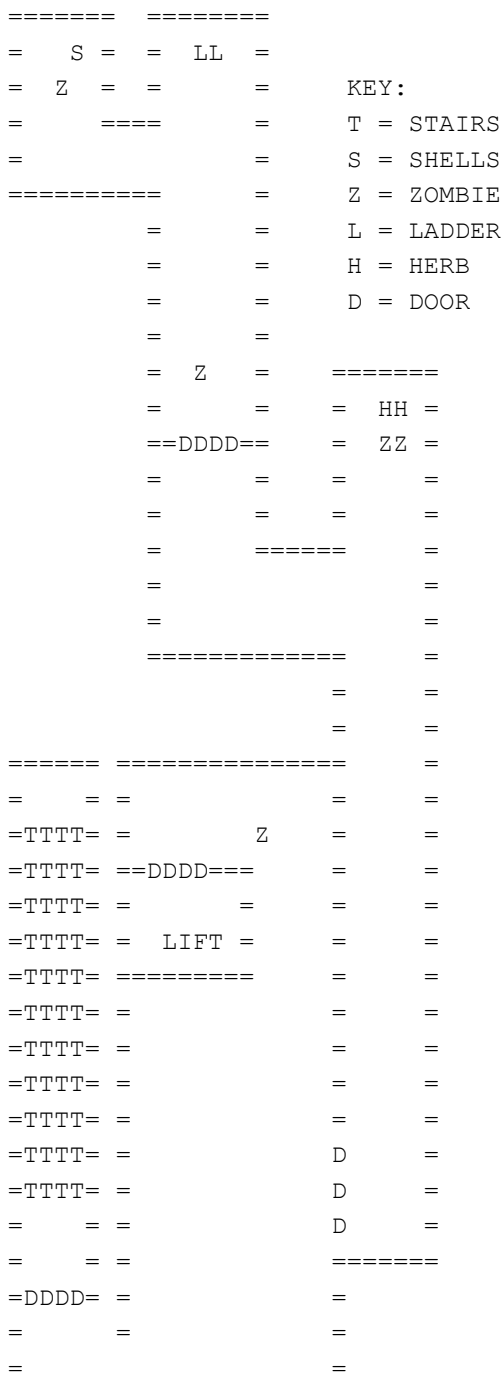
Kill the hunters at the top, and go down the hall and into the room where the fireplace is and where you got the second floor map. Now unlock the single red door with the helmet key. Once inside, go over to the piano and examine it, you will then be attacked.

Scene:

Out of the fireplace comes that darn snake again. He heads for you and tries to eat you. It misses and makes a hole in the floor, now it's time to kill it.

Use the shotgun until it's dead, then go check the hole it made.

Drop down the hole when it asks. When you are at the bottom, check the grave, and press the switch you find. This will move the grave and show a ladder. Climb down it. This next bit may be confusing so I have drawn a map to show you where to go:



=
=
=====

When you get down the ladder, kill the approaching zombie, but instead of going straight for the door, go around the corner and kill the zombie and take the shells, as shown on the map. Now go through the door. Follow the passage round until you find two zombies eating a corpse on the ground, kill them and take the two green herbs behind them. Now go through the other door in this hall and you will find yourself in the kitchen. Go grab the small key on the stove top. Don't go up the stairs shown on the map, go kill the zombie on the floor, and take the lift.

When you arrive at the top kill the zombie to Chris' right, and follow the hallway around, and go into the first door you see. Inside should be a battery and two lots of shells. Now go back out. You can keep going the way you are heading but all that is out the other door is a long hallway with three zombies and two green herbs and a blue herb. Also the door at the end is locked. Go back past the lift and kill the zombie there.

```
// BATTERY #1 \\_____
|
| The Battery is now located in the small hidden room |
| off the library. For more details check the info   |
| in the paragraph after the info on Doom Book #1.   |
|_____
```

In the little nook beside the lift has a green herb. Go into the double blue doors. This is the library. Kill the zombie, and check the draw to the left of Chris. Inside is some magnum rounds. Go to the back of the room and kill the zombie there. Now go to the back single door and go through.

Go between the shelves, using the gap right in front of the door, you will run into a statue. Push it forward until you can move around it. Now push it forward, towards the camera until the angle changes. Push the red button under the bust on the wall to shine a light to show you where to put the statue.

When it's in place a secret part will open up. Search the desk there to get the MODisk.

```
// DOOM BOOK #1 \\_____
|
| Sitting where the 1st MO Disc usually is in the    |
| advanced game is the Doom Book #1. Check it as if |
| you were reading it to find the medal hidden inside.|
|_____
```

Now go back out to the main library. Up from where you got the magnum rounds out of the draw, is a bookshelf by itself, push it to find a secret door. Go through it. Inside will be an ink ribbon on the table, and a clip on the shelf. Go back out and

go to the lift and take it back down. Now back in the kitchen, go around to the door leading to the stairs.

CGI Video:

A thing walking down the stairs and opening the door. What could it be!!!!

Video:

Oh, no it's a, a...zombie. Wow, amazing, yay!

Kill the stupid zombie, and go up the stairs. Follow the hall around to the double doors and unlock them. Go through.

You will be in a hall that looks very familiar. Kill the hunters in here or run past them, and go to the save room where you got the serum from, killing any hunters in the way.

When you get there put away any unnecessary items and only take the helmet key and your shotgun and shells. Go back out and up the stairs. Kill the hunter at the hallway at the top, and use the Helmet key on the door closest to the stairs (The other door has a keypad that you use the code that Barry gave you but it only leads to the Library and lift areas). Now discard the key.

Once inside, you can grab the file on the table and the shells and the magnum rounds on the shelf beside the table. Push the steps forward so that they are underneath the deer head by the fireplace. Now go flick the switch by the door to make the room dark. Go over to the stairs and climb up them, face the deer and examine it. You will get the Red Jewel.

Now head back to the Tiger Statue Room and use it on the statue to get the Colt Python. Time to kick some ass. Note: don't waste all the ammo you get on the hunters. You'll need it for later.

```
// COLT AMMO \\  
| _____ \  
| As mentioned earlier when you received the Colt in | \  
| the advanced game, using the Red Jewel on the     | \  
| statue gives you 3 lots of Colt ammo. Well worth  | \  
| the effort still.                                 | \  
| _____ |
```

Now, head back to the save room where you got the chemical. The best way to do this is to go from the statue room, through the zombie hallway, through the dining room, across the main hall, through the little gallery, down the hall where the dogs went through the windows (there are two spiders in here but if you run they will drop from the ceiling after you go past), along the hall, shooting the hunter with the colt, and go back to the save room.

Take the Colt Python and rounds, the square crank, and the battery with you. Go back outside killing the hunter in the crest path, across to where the small snakes are, and down the

Now you are back where you started. Go down the hallway, and past a Typewriter (you can save if you have an ink ribbon). Now go around the corner and you will find you can't go any farther because there is a hole in the floor. Use the Hex. Crank on the panel in the wall so you can get past and go through the door at the end. Once through grab the Flame-thrower No 2. You need this for later.

Now go around the corner to Chris' left and up to the large boulder that's there. Turn around and run away from it.

Scene:

That bolder starts moving after you. I know I've seen this somewhere before? But where? :p

Keep running until you reach the door where you came in here. The bolder will smash a hole in the wall at the end, instead of crushing you. Go up to where the boulder was. When you do a hunter comes in, kill it and be happy. That was the last one of the game. You can start singing about it now. When you're finished, go pick up the magnum rounds in the little cubbyhole in the wall. Go to the area the boulder made in wall and go through the door with your colt ready.

First there was the snake, then the plant, then the snake again, now it's the huge spider. Shoot it with your colt about six times and it should die. Watch your health carefully. When it's dead exit the room and come back in to get rid of the baby spiders. Grab the combat knife and cut away at the spider web to open the door.

Go up the path to Chris' left and in the door. Great, a save room. Grab the ink ribbon, first aid spray, and the blue herb. Save. Heal. Take the eagle medal/doom book 1, Hex. Crank, and the colt and rounds. Go back out and down to the other end of the pathway, and use the flame-thrower no 2. to get through the door.

You will be in a room with two paths. One has a lift at the end and the other leads to another passage. Take the one that leads to the other passage. Follow it until you can't go any farther because there is a hole in the ground, so use the hex. crank on the panel three times so that the hole is on the left wall. Run up to the boulder and do what you did the last time.

Run into the hole in the left wall that we made by using the crank and wait for the boulder to go past. Go up to where the boulder was to get the map of UNDERGROUND and in the cubbyhole there is the 2nd MoDisk.

```
// DOOM BOOK #2 \\ _____  
|                                                                 |  
| Instead of the 2nd MODisc, you'll find the 2nd Doom |  
| Book in the Advanced game. Check it as if           |  
| you were reading it to find the medal hidden inside.|  
| _____|
```

Inside the hole we made by using the crank is a door. Go

through it. This is Annoying Puzzle No. 2.

Annoying Puzzle No. 2 - Silly Pressure Plate.

```
=====
=
=           S =      KEY
=           + =      S = STATUE
=           + =      C = CRANK HOLE
=           + =      W = MOVING WALL
=           + =      T = PRESSURE PLATE
=           + C      P = PANEL (DB2 INSIDE)
=           + =      D = DOOR
= TT+++++++ WWW    + = PATH TO MOVE STATUE
=
===PP=====DDDD=====
```

Take the statue and move it to where the moving wall is. Now use the hex. crank on the crank hole once to move the statue out, and once again to move the wall back in. Push the statue to the pressure plate to open up the panel to get the Doom Book 2. Do the same thing that you did with the Doom Book 1 to get the Wolf medal.

```
// LAB KEY \\ _____
|
| Instead of the 2nd Doom Book being here (you would |
| have gotten it already), the Lab Key (or P. Room |
| Key will be hidden behind the panel). |
|_____|
```

Now go back to the passage with the lift and take it up to the garden. When you get to the top don't bother about the metal doors to Chris' left. They are welded shut. Go and pick up the two green herbs and the two blue herbs. Now go over to the fountain and use the eagle and wolf medals on the sides of the fountain. The Eagle medal on the left side and the wolf medal on the right side.

CGI Video:

The water empties out and a metal covering opens up while the outside of the fountain separates to make a path.

Walk to the opening and down the steps. Get into the lift and ride it down.

3.1.9 - Gee, no, not a lab. What will they think of next!

Items In This Area:

- Green Herb (x4)
- 3rd MoDisk
- Clip
- Slides

Ink Ribbon (x2)
Pass-code01
Lab Key
Shells
Red Herbs
Magnum Rounds (x2)
Pass-code02
Blue Herb
Pass-code03

Walk around the corner. You can't get through the door yet so go down the ladder. Put away anything in the item box down here. Be sure to take the two MoDisks and your colt with you, then go out the door. There are three zombies and two green herbs here for you to get. Go around the corner away from the stairs, past the locked door and get the 3rd MoDisk off the table.

```
// BIODATA SLIDES \\_____\  
|  
| Instead of the 3rd MODisc, you'll find the data |  
| slides you can use in the Visual Data Room sitting |  
| on the table instead. |  
|_____|
```

Go back to the stairs and go down them. Shoot the zombie there and go into the double doors to Chris' right. Now go into the single door on her left. Turn on the red switch, for some light. Go to the desk and pick up the file. Read it. You have to get the pass-code. So far you have: JOHN and ADA. This is the code in the file:

```
=      =      = =      =      =      =  
==     ==     =  =     ==     ==     ==  
= = = =      = =      = =      = = = =  
=  =  =      =      =      =  =  =  
==     ==     = =      =      =      =  
=      =      =  =      =      =      =
```

This is the code that has to be worked out. On the painting on the other side is similar patterns, they are:

By the Tree:

```
=      = = =      =      =      =  
===     ===     ==     ==     ==     ==  
= = =      =      = = = =      = = = =  
=      =      =  =  =      =  =  =  
=      =      =      =      =      =  
=      =      =      =      =      =
```

By the Apple:

```
=      ===     ==     ===     ==     =      =      =
```



```

= = = = =
= = = = =
= = = = =
= = = = =
= = = = =

```

By the Man:

```

= = = = =
== == == ==
= = = = =
= = = = =
== == = == =
= = = = =

```

By the Woman:

```

== = = = =
= = = = =
= = = = =
= = = = =
== = = = =
= = = = =

```

Now push the shelf aside to find a purple switch. This will change the writing on the painting to what it is. Which is

```

TREE
APPLE
MAN
WOMAN

```

You take the symbols and swap them for letters and you get the final passcode - MOLE.

JOHN, ADA, MOLE. These are the pass-codes. Before you leave take the green herb by the painting and the clip in the box by the sink.

Head back out to the main room by the stairs, but this time go forward, to the left of the stairs. Run down the hall shooting any zombies in the way and go in the double doors at the end.

```

// MODISC #2 \ \ _____
|
| When you enter this lab in the advanced game, check | \
| the area at the back of the room to find the 2nd   |
| MODisc sitting on the shelf.                       |
| _____ |

```

Once inside grab the slides lying on the floor, then go and use the computer. After all the computer start-up screens, you will be asked for the Login code: JOHN, then the password: ADA.

You will then be asked which floor you would like to unlock,

select B2, then enter the Password when prompted: MOLE.

This will unlock B2. Now select B3 and it will unlock. Now select cancel to get out of the computer. Leave the room and go back to the hall outside John the researcher's room. Go down the hall and enter the only other single metal door. Kill the four zombies and check the boxes under the Excite! 1998 poster for an ink ribbon. Now go over to the desk. On the desk is a pass-code output machine. Use one of the MoDisk's on it to get the Pass-code01. One down, two more to go.

Leave and go upstairs and enter the double doors beside where you got the third MoDisk. Once inside use the slides on the projector to get some info on the monsters and other assorted stuff (Gee, THAT guy looks like Wesker, I wonder why???). Now go over to the panel on the wall, and open it; then press the button. The pillar on the wall will move across, showing a secret shelf. Search the shelf to find the lab key.

```
// MODISC #3 \\ _____ \
|                                     | \
| Instead of the Lab Key being hidden, you'll find | |
| the 3rd and final MODisc here in the Advanced game. | |
|_____ |
```

Go back downstairs, killing any zombies in the way, and go unlock the door with the red biohazard marking on the floor using the lab key, then discard it (the other double doors in this room are locked). Once you are through, go into the double doors on Chris' left. Inside is a medical lab, and this is the location of Annoying Puzzle No 3. Here is how to get past it.

Annoying Puzzle No. 3 - The Box Trip.

This is how the room is when you enter it:

```
=====
=          GG          =          KEY:
=          GG          =          H1 = VENT HOLE 1
=                                     =          H2 = VENT HOLE 2
=                                     =          D = DOOR
= H1          C2C2      =          F = SHELF
V          SSSS C2C2BBBBB =          E = EQUIPMENT
V T          SSSS C1C1BBBBB =          B = BED
=          C1C1BBBBB      =          C1 = CRATE 1
= H2          BBBBB      =          C2 = CRATE 2
=          BBBBB          =          S = STAIRS
= EEEE EEEE          =          T = TRIGGER
= EEEE EEEE          =          G = GRATE
=          FFFF      =          V = VENT SHAFT
=====DDDDDDDD=====
```

1. First grab the shells off the bed and the red herb off the shelf.
2. Move the steps up to where the grate is, but be sure there

- is enough room for you to walk right around it.
3. Now move crate 2 over towards vent hole 1, but push it up once towards the grate then push it over vent hole 1 to make sure you have it over it.
 4. Now push crate 1 up to where crate 2 was, and push it out so that you can move right round it.
 5. Now push crate 1 down to the equipment, and then push it over the vent hole 2.
 6. Push crate 1 up once to make it cover vent hole 2 properly.
 7. Push the stairs back down to the gap where the trigger is. If done correctly the trigger will click, but no gas will come out.
 8. Climb up the steps and go through the vent shaft.

This is what the room should be like after you have moved them around:

```

=====
=          GG          =          KEY:
=          GG          =          H1 = VENT HOLE 1
=                                     =          H2 = VENT HOLE 2
=C2C2          =          D = DOOR
=C2C2          =          F = SHELF
VSSSS          BBBB    =          E = EQUIPMENT
VSSSS          BBBB    =          B = BED
=C1C1          BBBB    =          C1 = CRATE 1
=C1C1          BBBB    =          C2 = CRATE 2
=          BBBB    =          S = STAIRS
=  EEEE  EEEE    =          T = TRIGGER
=  EEEE  EEEE    =          G = GRATE
=          FFFF  =          V = VENT SHAFT
=====DDDDDDDD=====

```

Once you're out the other side, check the shelves to Chris' right for some magnum rounds. Run forward and use another MoDisk to get the pass-code02. Now leave through the double doors.

You will be back out in the main hall bit. Kill the zombies here then go back through the door that you unlocked with the lab key. Run forward, taking out any zombies in your way and go into the single metal door straight ahead. The games last save room. In here to pick up are some magnum rounds, a green herb and a blue herb, and an ink ribbon hidden to the left corner of the white shelf where the flame rounds are.

Take your colt, and the last MoDisk, and a First Aid Spray/Red Green herb mixture. Leave and head down the hall outside. At one end is a lift that has no power, and at the other is the doors to the power room. Head to the power room.

Now this is where it gets tricky. Head down the path to Chris' right, dodging any Chimeras in your way (don't shoot them, it's a waste of ammo). You should come to a power panel. Switch it on to power up all the levels.

| Unlike in the original where you find the Battery |
| needed for the end lift right beside it, the |
| Battery is located in this power room in the |
| advanced game. |
| |
| If you walk around the room here you should find |
| the battery sitting on the floor somewhere near the |
| back. |
|_____|

Now go back past the door where you came in, and go down one of the other paths as they all lead to the other door at the back. In this next room, run forward straight down the path to the last pass-code output machine. Use the last MoDisk on it to get the last pass-code, passcode03. Now head down the other path in this room that you went past and follow it to the next door.

This room is free of monsters. Go to the left side of the machinery, there will be a monitor. This is the power connection switch. Turn it on to turn on the power for the lift. Now go back through all that and go to the lift. Go to the right of the lift and push the switch there to power the lift.

Scene:

Rebecca turns up and they talk about getting out of the mansion.

Ride the lift up.

3.1.10 - Wesker's Savior

Items In This Area:

Master Key

Scene:

When you get to the top, you will come around the corner and be confronted by Wesker. Wesker will point his gun at your head. Wesker is the traitor. After listening to Wesker talk about the bio-weapons tell him that he killed some of the S.T.A.R.S. by his own hand, he shoots Rebecca.

He now plans to show you the Tyrant, and let it kill you. You then go into the lab, and see the Tyrant.

CGI Video:

The Tyrant in all its bio-weapon glory.

Scene:

Wesker frees the tyrant after Chris makes some comments about the Tyrant. He pushes the keys on the panel, and this frees the Tyrant, but instead of him attacking you he attacks and

kills Wesker, then he pursues you. Now it's up to you to stop him, so get to it.

Run around shooting him with the Colt, until he collapses. Try not to get too close though. Go over to Wesker and pick up the Master Key. Go over to the panel, and examine it.

Scene:

Chris flicks the switch to unlock the door.

Go back to the lift.

Scene:

When you're out of the lab, Rebecca is standing!?! Bulletproof vest. You will take the lift and ride it down. Rebecca will run off ahead to blow the place up when you get to the bottom.

Go to the save room and save, then go to the area by the bottom of the stairs on this level, killing anything in the way.

Variation:

If you are going for the Good ending ignore the next part of the guide and join back at the #####. If you are going for the Good+ ending read on.

Go into the double doors beside the stairs, past where John's room, past where you got the first pass-code, and to the double doors at the end with the panel beside it. Use the three pass-codes on the lock. Go through the door, and follow the hallway down to the next door.

Scene:

Chris finds Jill and they talk.

Go back to the main room.

#####

Go up the stairs. Kill the zombies and follow the hall around and through the door. Put away all weapons and items, and take all the first aid sprays/mixed herbs you have left. Fill your inventory with these, except for one slot, then climb up the ladder. Now you can enter the double doors.

3.1.11 - The Ultimate Bio-Faliure

Items In This Area:

Battery
Flare
Rocket Launcher

Follow the hall around.

Scene:

Brad will call on the radio.

Follow the path around and pick up the battery, and use it in the hole to start the lift.

Scene:

A timer for three minutes will count down, and who ever are with you will talk, then you will ride the lift.

Now outside at the heliport, check the box to Chris' right for the flare. Move out to the middle and light the flare. The helicopter will come.

Prepare for the final battle.

Scene:

The tyrant will burst out of the ground and attack.

Dodge the tyrant, by running around. He uses sprints and swipes of his claws. When there is 25-45 seconds left, Brad will drop the Rocket Launcher. Go pick it up, and shoot the Tyrant (be careful there is only four rockets).

When you shoot him, watch him blow up in multi-views.

Congratulations. You just finished Resident Evil.

CGI Video:

Watch the helicopter land.

FMV Video:

You will get one of the endings listed after this walkthrough.

3.1.12 - Endings Conditions

These are the conditions to get the endings:

Good+ = Take Rebecca with you, keep her from danger.
Save Jill by using the three MODisc's.
Good = Take Rebecca with you, keep her from danger.
Bad+ = Don't take Rebecca with you, don't keep her from danger. Follow guide for this below. Save Jill by using the three MODiscs however.
Bad = Only save yourself.

3.1.13 - How To Kill Rebecca

How to: Way #1

1. First, do NOT meet Rebecca in the serum room on the 1st

floor. Instead, get the Armor key first and go to the room where you would normally find Richard dead.

2. You'll see Rebecca treating Richard and she will ask you to get the serum from the serum room. Go down to the serum room.
3. Take the serum, but do NOT take it back to Richard. Instead, put it in the item box.
4. Go about the game as normal for a while and then check to make sure Richard has died. If Rebecca is still there, just do some more stuff to kill time.
5. Continue through the game as normal until you get to the guardhouse.
6. Do NOT read the Plant 42 report on the bed and do NOT look at Plant 42's roots.
7. If done correctly, when you meet up with Plant 42, it should pick you up and just whip you at the ground and you have to kill it alone.
8. Go back to the mansion and after you kill the first the Hunter or escape from it, you will hear Rebecca scream! She is up in the Library room.
9. Go in and you'll see Rebecca being attacked by a Hunter. To save her, just kill the hunter. To kill her off (her head gets chopped off), just leave the room and then go back in.

How to: Way #2

1. When you meet up with her in the serum room where she sprays you, tell her to stay put.
2. Go through the game as normal.
3. Again in the Guardhouse DO NOT pick up the Plant 42 report or see 42's roots.
4. Defeat Plant 42.
5. Kill or escape from the first Hunter and Chris will say, "What are they?! Monsters?! Rebecca! She's still in the house?!"
6. Go through the small hallway (where the door is that leads to the tiger statue) and head to the Serum room
7. You should find Rebecca being attacked by a Hunter (she gets clawed first). To save her, kill the Hunter. To fail, just leave the area.
8. If you killed her off, you should go back (kill the Hunter first) and you'll find her in a corner with her head gone and Chris will give an Oscar performance of mourning.

How to: Way #3

1. When you meet up with her in the serum room where she sprays you, answer her with yes when she asks to go with you.
2. Go through the game as normal.
3. Defeat Plant 42.
4. Go back to the mansion and after you kill the first the Hunter or escape from it, you will hear Rebecca scream! She is up in the Library room.
5. Go in and you'll see Rebecca being attacked by a Hunter. To save her, just kill the hunter. To kill her off (her head gets chopped off), just leave the room and then go back in.

=====

3.2 - Jill's Walkthrough

Here is Jill's Walkthrough. This guide is to get the Good and Good+ Endings. To get the other two follow the instructions at end of the walkthrough.

This is not a speed walkthrough, it's just so people can get the best out of Resident Evil.

This is not a speed walkthrough; it's just so people can get the best out of Resident Evil. There are many rooms, which are not mentioned in this Walkthrough, these contain extra ammo, healing items, and files. Feel free to search these rooms at your choice and collect other items when required.

Also there will be times where you will have to go to save rooms to put items away. When you do this is also up to you.

Other than this, everything for the game is explained, so I'd advise use of this guide only if you are stuck on a certain area, wish to get through the game quickly, and don't care if puzzle answers are given to you exactly.

Excuse my sometimes sarcastic titles for each section. I have no idea what I was thinking when I wrote them, but I liked most of them enough to keep them. :)

If there is any thing important such as a movie of variation it will be marked like this:

What it is:

```
Info  Info  Info  Info
Info  Info  Info  Info
```

Advanced/Arrange alterations will be included in boxes like so:

```
// TITLE \\_____
|                                     |
|  INFO                               |
|           INFO                       |
|_____                              |
```

Well here is the walkthrough.

3.2.1 - The Mansion Surprise

Items In This Area:

Clips (x2)
Lock-pick
Ink Ribbon (x2)

FMV Video:

Once you have selected Jill, you'll be shown a FMV of what happened to get the S.T.A.R.S. in this situation.

Scene:

After the movie style character intro, there will be a short intro. You'll hear a gun shot and Captain Wesker will send you to go find out what it is. Barry will join you.

Once you're in the dining room and Barry has stated that fact run down to the other end of the table.

Scene:

Listen to Barry carry on about the blood the do as he says and look around.

Go in the other door and go to Jill's left and around the corner.

CGI Video:

You hear a ripping of flesh and a pool of blood comes across the floor as a person looks over their shoulder, blood down it's front and in it's teeth. It's a zombie.

Now you can stay and fight and get the Clips (x2) or run. I think it is best to shoot it so it falls over, grab the clips and run.

Go back to Barry in the dining room.

Scene:

Jill will run to Barry. The Zombie will come in and Barry will kill it. Now you have to go see Wesker

Go to the Main Hall.

Scene:

When you arrive in the Hall you will find that Wesker is not there. Barry will tell you to go search around. **Go up to the back wall under the stairs.** Come back and the rest of the video will play. Barry will give you a Lock-pick.

When the video is finished go to the back of the table with the typewriter on it and take the Ink Ribbon. Now go across the hall and enter through the blue double doors.

3.2.2 - The Evil has Arrived... Somewhat

Items In This Area:

Ink Ribbon
Clip
Green Herb
Shotgun

You will find yourself in a hall with a large statue in the middle. You can get the 1st floor map out of it by pushing the steps up to it and then climbing the steps.

You can also push the chest out of they way and follow the hall down. There is a zombie on the floor, which you can kill or run past (Jill's left side) and search the shelves for an ink ribbon.

Go back to the statue room and out the other single door, which you unlock with the lock-pick. Run down the hall until the Dog bursts through the window, kill it then go round the corner and kill the other one that breaks through the window.

When they are dead push the chest in the middle of the second part of the hall to find a clip. Exit into the next room. There is a locked door to Jill's left and a green herb to her right. Follow the hall down, past the first wooden door, all that's behind it is a bathroom that has nothing inside, till you get to two other doors. One double, one single. Go into the single one.

Walk through the room your in and into the other door. Once in the next room grab the shotgun on the wall, and return back to the double doors.

On your way back, in the small room, you will find you can't open the door and that the roof is collapsing. Just stand there until Jill starts to panic.

Scene:

Jill yells about the door not opening, and Barry comes to her rescue.

Now go through the double doors. Kill the two zombies here. There should be three doors. Go in the one closest to the double doors. This should unlock it.

3.2.3 - The Second Floor Is Above

Items In This Area:

Green Herb
Chemical
Acid Rounds
Bazooka

Kill the zombie in the hall, grab the green herb, and go into the room under the stairs. Pick up the chemical, and open the item box. Put away the items you don't need and the chemical. You can also save if you want. Go out and up the stairs.

```
// BROKEN SHOTGUN \\ _____  
|  
| If you arrive in the storeroom in the Advanced Game |  
| you've probably found the Colt, but can't see the  |
```

```
| Broken Shotgun. This is because it's been moved |
| into the save room under the stairs at the |
| northeast wing of the mansion, right near the good |
| shotgun. Of course if you've already gotten the |
| shotgun by letting Barry rescue you then this is |
| pointless. |
|_____|
```

```
// CHEMICAL \\_____ \
|
| Because the shotgun is now where the Chemical was, |
| you need to go outside to find the chemical. Near |
| the bathroom in this wing is a metal door leading |
| outside to a boiler. Sitting right in front of it, |
| is the chemical you're looking for. |
|_____|
```

Once at the top kill the zombies, and follow the corridor to the right side of the top of the stairs. There will be two doors. One won't open so go through the other door. You will unlock the door and you will find yourself in a "U-Shaped" hallway. Kill the zombie then go to Jill's right and past the double green doors, past the brown door, kill the next zombie then go to the door at the end of the hall. Go through it.

Scene:

Barry will be here on the second floor of the main hall. You will talk and Barry will give you the acid rounds then leave.

Now go down the wall of the side of the 2nd floor hall that your on and enter the other door. Follow the hall down to the other door.

You will be on a terrace, follow it until you find Forest Speyer. He's been pecked to death by crows. Take his bazooka and run from the crows like mad back to the main hall.

```
// ARMOR KEY \\_____ \
|
| In the Advanced game, here with Forest you'll find |
| the Armor Key. Getting this key earlier than you |
| would normally means major changes will happen to |
| the games advancement through the mansion. You will |
| do some similar and different events, however they |
| will eventually lead to the same conclusions. |
|_____|
```

Enter through the door where Barry went, on the other side of the hall. You will be on the second floor of the dining room. Kill the zombies then push the statue off the edge of the 2nd floor through the gap. Now exit through the other single door in this hall. Kill the two zombies then go down the stairs.

3.2.4 - Research and the Virus

Items In This Area:

Armor Key
Red Herbs (x2)
Green Herbs (x4)
Clip (x2)
Shells (x2)
Broken Shotgun

Kill the two zombies and enter the nearest door to the left of the stairs. Once inside the save room you can save and put away/take out items. Take the chemical with you. Go back out and follow the hallway right round, killing the zombie in the way. One door is locked the other is unlocked, so go out that one.

A zombie will attack so kill it. Follow the path in the direction the behind the zombie, and enter the door round the corner at the end.

You will find yourself in a greenhouse, with a water pump on. Use the chemical in the water pump to kill the plant. Behind the plant are an armor key and six herbs, two red herbs, and four green herbs. Take what you can, and don't forget to combine.

```
// STAR CREST \\ _____  
|  
| Instead of the Armor Key, which you would already |  
| have, in the Advanced game you'll find the Star |  
| Crest sitting in it's place. |  
| _____ |
```

Go back out to the hall and go back to the save room, put away the herbs and take only your weapon & ammo and the Armor key.

Go to the other door in the hall that is locked and use the Armor key on it. Go inside. Grab the clip, get the shells out of the draw by using the lock-pick. Only pick up the broken shotgun if you haven't got the shotgun by now. Swap it over for the shotgun to stop the ceiling from falling on you. Leave and head back to the hall outside the greenhouse.

```
// COLT PYTHON \\ _____  
|  
| In the small storeroom, you'll find the Colt Python |  
| instead of the Broken Shotgun. These six shots will |  
| help you with a few tricky zombies or other enemy |  
| setups between now and when you return to the |  
| mansion (when you can get more ammo). So try to |  
| make them count. |  
|  
| Later on, when you use the Red Jewel on the Tiger |  
| statue, like how you would get the Colt in the |  
| original game, you'll find three lots of Colt ammo |  
| instead. Still well worth sticking your neck out |  
| for. |
```

Take the opposite hall away from the greenhouse. You can go into the room in the little bit with the zombie in it off the hall. Inside is a tiger statue, but you can't do anything here right now. The door on the opposite wall has a clip, a file paper, and a zombie hiding in the closet with some shells. Unlock and go out the door at the end of the hall.

3.2.5 - The Crests of Death

Items In This Area:

Wooden Crest
Blue Jewel
Wind Crest
Music Notes
Golden Crest
Shield Key

You will find yourself in a familiar looking hall. Go back the zombie hall, down to the door leading to the dining room. Once inside grab the wooden crest off the back wall and the remains of the statue you destroyed, down the side of the dining table for the Blue Jewel.

Go back to the Tiger statue room and use the Blue Jewel on the statue to get the Wind Crest.

```
// WIND CREST \\_____
|
| For the Advanced mode of Resident Evil you'll find |
| the Wind Crest moved to the Art Gallery, replacing |
| the Star Crest's location. Solve the painting      |
| puzzle and you'll be give this crest.             |
|_____
```

```
// BLUE JEWEL \\_____
|
| In the ruins of the statue you pushed over earlier |
| will be the Sun Crest instead of the Blue Jewel in |
| the Advanced mode.                                |
|
| The Blue Jewel is found behind the Clock in the   |
| Dining Room instead, and to access that you have to |
| go Emblem swapping. More on that below.          |
|_____
```

```
// EMBLEM \\_____
|
| A little bit of a change in the advanced game.    |
| Instead the Emblem (Wooden Crest) is located on the |
| 2nd floor in the armor room where the Sun Crest is |
| in the original game. You should already have the |
| Armor Key as noted earlier, so unlocking the room  |
|_____
```

```
| is no problem. Once you have it you can return to |
| the dining room and continue with the puzzle.      |
|_____|
```

Go back to the Zombie hall, and go the far upper end. There will be a wooden double door and a single red door. Use the lock-pick on the red door. You will now be in a Bar. Go around the corner and push the shelf that's in the way of another. Search the back shelf to find the music notes. Take them to the piano and use them on it. Jill will play the "Moonlight Sonata," A lovely piece of music. When she has finished, a secret door will open. Go inside and grab the golden crest, the door will close, replace the place where the golden crest was with the wooden crest to exit out of the room.

Go back to the dining room and put the golden crest where the wooden one was, the clock will chime and then move away showing a secret compartment behind it. Go over there and grab the Shield Key. Yay, no more annoying tick, tick, tick, from the clock. Now go out the main hall.

```
// SHIELD KEY \\\_____
|
| The puzzle remains the same, the pieces are just |
| elsewhere and in a different order. First you need |
| to swap the Wooden Emblem for the Gold one from the |
| Bar's secret room. Then put the Gold one in the |
| dining hall to get the Blue Jewel from behind the |
| clock, and take the Jewel to the Tiger Statue to |
| get the Shield Key from it.                       |
|_____|
```

3.2.6 - A Beast of Enormous Size

narrows eyes I said beast. Geez, some people... ;p

Items In This Area:

Sun Crest
Lighter
Clip (x2)
Red Herb
Ink Ribbon (x2)
Explosive Rounds
Green Herb (x3)
2nd Floor Map
Serum
Acid Rounds
Moon Crest
Shells

Go up the stairs to the second floor. Go to the right of the main hall and into the U-Shaped hall. Go past the wooden door and unlock it with the Armor key, but don't go in. Now go

around to the double green doors and enter them. Once inside the trick here is to cover up the vents with the large statues and then flick the switch, when that is done the case at the end will drop allowing you to get the Sun Crest. Now follow the hall around and go back to the area by the stairs above the save room where you got the chemical. Go past the stairs and unlock the first door on the right-hand wall.

Once inside go to Jill's right, and enter the door there. You will find the lighter on the top of the bookshelf, a clip beside the right bed and right wall, and a red herb between the left bed and the left wall. Go back out and into the other room. In here check the jacket by the door for an ink ribbon, and the table for some notes. Go to the panel on the wall where it's broken and check it. The tank will empty and allow you to push it away from the wardrobe. Now you can push the wardrobe where the tank was and find the secret stash of explosive rounds.

Go back out to the corridor with the stairs, but keep heading the direction you got to the previous rooms, and enter the blue door at the end. Inside will be a locked single red door, a green herb, and a fireplace. Check the fire and it will say: "Wood is put in the stove, A paper is on the wall." Use your lighter on the fire to get the 2nd floor map. Go back to the save room where you got the chemical, and put away everything except the lighter, shield key, and the bazooka with acid rounds (if you feel like it).

Now go back to the U-shaped hall and go into the single wooden door you unlocked earlier. Grab the two green herbs once inside, then go around the corner.

Scene:

Jill comes across Richard Aiken, a member of Bravo Team. A large snake that's also poisonous has injured him. You have to go get the serum from the save room over by the greenhouse.

When you regain control of Jill, after exiting the maps, head to the room, when you're there, search the shelves by the item box to get the serum. SAVE NOW!!!! Now head back to Richard, and give him the serum.

Scene:

You give Richard the serum, and he gives you his radio, and then dies.

Go into the door behind Richard. Move forward and kill the zombie, and follow the hall down behind where he was and enter the door where he was. You should be in a room with a table and two closets. The table has some candles on it, use the lighter on these to light up the room. There is a ink ribbon on the table, and a clip in the back closet by the pictures of planets and the clock. You can push the other closet away to reveal a passage with another closet at the end. Search this for some acid rounds.

Go back to the area where you killed that last zombie, and go up the steps and use the shield key on the door then discard it. Go into the attic.

Run forward once inside and you will be confronted by one huge ass snake. You have two options, get rid of it if you have the bazooka with acid rounds on you, or avoid it. No 1. Is easy to explain, hard to do. No 2. Is hard to explain, even harder to do. "":|

No 1. Stand your ground and shoot it with acid until it runs off.

No 2. Wait until it is halfway round the other side of the post from you and run.

You're going for the hole where it came out from, to get the moon crest. On your way out, grab the shells sitting on some barrels in the middle of the left wall (the side with the exit door).

```
// MOON CREST \\ _____
|
| When you grab the Moon Crest in the advanced game, |
| you'll be in for a bit of a surprise. It's only |
| half of the crest. Instead you'll need to track |
| down the remaining half of the crest in the mansion. |
|
| The other half is hidden in one of the researchers |
| bedrooms on the 2nd floor of the mansion. To get it |
| you'll need to empty a fish tank, and move it and a |
| wardrobe to access a hidden cupboard with the other |
| half of the crest inside. |
|_____|
```

Once you exit and get down the steps something may happen.

Variations:

If you didn't get bitten once, nothing will happen. Go to the save room where you got the chemical, And read the guide from the star (*) onwards.

If you got bitten you will faint, and if you got saved by Barry, then he (I think it's him, it could be Wesker) will turn up, and you will awake in the save room where you got the serum.

If you got bitten, but you got the shotgun yourself, you will have to go get the serum yourself.

Once you have been cured, either all ready there, or having to get the serum yourself, go to the other save room where you got the chemical.

3.2.7 - The Gate of New Life (*)

Items In This Area:

Star Crest

Square Crank
Red Herb (x2)
Green Herb (x5)
Blue Herb (x4)

Leave the save room and head out the door at the end of the hall. Now go to the end of this hall, where the second zombie was and enter the door (You can't enter the other single door in the hall because it's locked).

Once inside, you will hear crows. They wont attack unless you:

- Get a switch wrong in here
- Fire a shot.

Now read the first painting. The title is "Give Me Peaceful Sleep." Now the paintings are in this order:

1. A picture of a tired middle-aged man
2. A picture of a newborn baby
3. A picture of a young man
4. A picture of a infant
5. A picture of a lively boy
6. A picture of a bold-looking old man.

You have to put these in the correct order. That is:

2, 4, 5, 3, 1, 6,

After pressing the last one, go to the last painting which says: "Give me the peace of death, and I'll give you the joy of life" Press the switch and the painting will fall giving you the Star Crest. Now go out of the gallery, and go straight ahead of the door, till you reach a metal door. Go out it.

Shoot the dog in the passageway, and go to the end. There is a metal panel, which says: "When the sun sets in the west and the moon rises in the east, stars will begin to appear in the sky and wind will blow towards the ground. Then the gate of new life will open." Meaning you have got to put the four crests in the plate to open the door. Inside the next room are some steps that you push towards the camera a bit, then push towards the high shelf on the back wall. Climb up the steps and grab the square crank. Climb back down and go out the other door.

You will find yourself outside, shoot the two dogs and get the herbs. There are two red herbs, three green herbs, and two blue herbs. If you hear a beeping sound that is your radio. Go into the status screen and select radio to use it and hear a message from Brad. Go down the left path to find the map of GARDEN, then go down the right path, and through the large rusted metal gate. Follow the path round the water and use the square crank on the box you find this will empty out the water.

Go down the path that was in the water and up the other side. Run along the path, dodging the small snakes and hop on the lift down.

When you get to the bottom kill the two dogs here. You will

find a dead lift, with a hole in the wall for a battery. A waterfall, and another gate, Go through this other gate.

There are two blue herbs and two green herbs but you can't pick them up until you have got rid of the dogs here. Once you have killed the three dogs and picked up the herbs follow the twisting passage until you come to a door.

3.2.8 - Little GuardHouse of Horrors

Items In This Area:

Blue Herbs (x3)
First Aid Spray
Explosive Rounds
Shells (x4)
Red Book
C. Room Key
Clip (x4)
Ink Ribbon (x2)
002 Dormitory Key
Green Herb (x5)
Map of the Guardhouse
003 Dormitory Key
Flame Rounds
Helmet Key

Move around the statue and grab the three blue herbs. Now move the statue down the hall until the next hall that leads off it. Push it up that one and cover the hole.

Now that that is done, go into the single wooden door on the right side (the one without a metal panel above the door). Inside you will find an item box and typewriter, along with a First Aid Spray and some explosive rounds. Leave when you are ready and go across the hall to the other single wooden door.

When inside forget about the door to Jill's left (for now), and kill the two zombies. Open the draw with the lock-pick to get some shells, pick up the red book on the bed. Now go into the other door. Unfill the bath by examining it. You will get the C. Room Key. Now go back out to the main hall.

```
// RED BOOK \\ _____  
|  
| The advanced game moves the Red Book from the bed |  
| here to a table in the Bar/RecRoom at the end of |  
| hallway outside. Not a major change. |  
| _____ |
```

You can go in the double doors at the end. Inside is a bar, with a clip and an Ink ribbon, oh and um, two spiders.

Go up the hall where you put the statue and go through the door. Go up the new hall to the first door.

Go in the door, run across to the other side of the room (all

the doors in here are locked) and beside the bees nest is a table with the 002 Dormitory Key on it.

Take the key then sprint away from the bees. Go back out to the hall and down to the door at the end that you haven't been to (unless you did the Barry thing above). There is a statue you can push and behind it are three green herbs. Now go to the door. This is the 002 door so use the key. There is a door to Jill's left. All that's in there is a zombie and a clip. In the main room, check the draw for some shells, and get the map of the GUARDHOUSE off the wall. Now push the closets aside to find a ladder to the basement.

```
// DORM KEY 003 \\_____
|
| In the Advanced game, in the small bathroom with |
| the zombie and a clip, the clip is replaced with |
| the 003 Dorm Room Key. This greatly alters the game |
| as it means you're heading there first. The |
| remaining item changes are as follows. |
|_____
```

```
// CONTROL ROOM KEY \\_____
|
| Now that you can get into Room 003 and have the Red |
| Book, you can also access the hall where Plant 42 |
| is. When you defeat it you will find the Control |
| Room key in the place where you usually find the |
| Helmet Key, and you can now head downstairs. |
|_____
```

```
// HELMET KEY \\_____
|
| Reversal time here as the Helmet Key is now located |
| in the basement Armory where the Control Room Key |
| is in the normal game. |
|_____
```

Annoying Puzzle 1. Pushing the Crates to make a bridge.

Run past the first crate we'll be back later for it. The first two are very straightforward. Just push them into the water.

The third one though, is a pain. You have to push it away from the water direction, towards the ladder. When it's so far get it half way from the corner and push it to the left wall, now push it all the way down the corridor to the end and then push it in the water. If this is confusing for you, I made this map to show you where to go:

```
=====
=                               == LADDER
= +++++                        ==
= +   + =====
= +   + =
```

```

= + C3 =
= + =
= + =
= + = The C3 Crate needs to
= + = follow the path (+).
= + =
= + =
= + =
= + =
= + =
= + =
= + =
= + =
===== + =
WATER + =
C1 C2 +++++ =
=====

```

Once you have done that there are two green herbs to pick up. Now go through the water and through the door. WARNING: Go to the Jill's right, if you go to the Left it equals instant death.

Run through the water until you get near two doors together.

CGI Video:

Oh no, something in the water and it's moving fast.

Get to the left door before it gets you. You will use the C. Room Key, and discard it. Once inside flick the switch beside the Red flashing light. This will drain the water. Now go over to the switch by the door, this will unlock the door beside this one. Go out into the main room, you don't have to worry about the sharks anymore, they are high n' dry.

Go in the door beside the control room. This is the weapons storage but most of the stuff in here is wet. There are two boxes of shells and two clips and the 003 dormitory key, Leave and go back upstairs and to the large hall with the bees, and use the 003 key on the single door without the keypad. Once inside go into the door on the left of Jill. Inside is another zombie and some flame rounds. Go back to the main room, inside the draw is an ink ribbon.

Go to the bookshelf and take the white book. Now put in the red book, the other shelf will move away, showing a secret door. Note: It would be good to have the Bazooka with flame and explosive rounds for the next part, and some healing items as well. Saving the game might also help. When you are ready, go through the door.

Inside is one extremely large plant, this is the Plant 42 that you have read about. Start shooting at it, but don't get too close because it will hit you with it's vines, and don't stay in the same place too long or part of the ceiling will fall on you.

Scene:

The plant will shrink to the ceiling, and Jill will go inspect it. The plant goes back to normal and picks Jill up. Barry comes in and toasts it with the flame-thrower. Jill thanks him for saving her and Barry questions the plant and the things happening.

Go over to the fireplace and take the helmet key, then leave.

Head back to the Guardhouse save room.

Scene:

When you get to the hall, you will hear firing. Jill will run around the corner and find Wesker killing some bees. That will talk and Wesker will tell Jill to go look at the rest of the mansion, then he leaves.

Go to the save room and put away any unnecessary items away and save. Now leave the guardhouse; back out to the garden.

3.2.9 - The Guards of Destruction

Items In This Area:

Magnum Rounds (x3)
Doom Book 1
Eagle Medal (in Doom Book 1)
Shells (x3)
First Aid Spray
Acid Rounds
Green Herb (x5)
Battery
Explosive Rounds (x2)
Blue Herb
MoDisk
Ink Ribbon
Clip
Red Jewel
Colt Python

Make your way across the garden, the same way you made it to the guardhouse, and into the mansion picking up any herbs you could not take the first time. When you get to the crest hall, where you put the four crests to unlock the door, equip the shotgun.

CGI Video:

When you go inside and get down the hall a bit this video takes place. Something sprints across the yard climbs up the elevator shaft, runs straight through to the door outside the mansion and opens it.

Scene:

You now see what it is.

Shoot the "Hunter" with the shotgun, be careful that it does not jump. If you're still alive after that, well done you just

killed one of the toughest common enemies in the game. However, there are many more to come. With the Helmet key you now have access to areas that were locked before, and the first one is the only locked door in the hall you are in.

Once inside this dark room, go over to the desk and search it. It will tell you there is a switch, so push it. The room will light up. Grab the Magnum Rounds off the table, and the red book to the right of the door. This is the doom book 1. Go into the options, highlight the book, select it, and go to check, and check it. If you look at the cover it will say "nothing important" but if you check it when you have rotated the book so that the pages are facing the screen, the book will open up and you will find the eagle medal. Now go out of this room.

```
// MODISC #1 \ \ _____ \
|
| The 1st MO Disc is located where the Doom Book #1 |
| normally sits. |
| _____ |
```

Head to the save room where you got the chemical. Outside, on the wall is a note telling you that there are some items left for you in the save room. Go into it. Inside on the floor are some shells, a first aid spray, and some acid rounds. Take them and get ready for another boss battle. Take the bazooka with acid rounds, the shotgun and shells and one red/green herb or first aid spray plus the helmet key. Now leave and go upstairs. Kill the hunters at the top, and go down the hall and into the room where the fireplace is and where you got the second floor map.

Now unlock the single red door with the helmet key. Once inside go over to the piano and examine it, you will then be attacked.

Scene:

Out of the fireplace comes that darn snake again. He heads for you and tries to eat you. It misses and makes a hole in the floor, now it's time to kill it.

Use the bazooka and acid rounds until it's dead, then go check the hole it made.

Scene:

Barry will come in and you will talk. He will give you a rope to climb down the hole with. When your at the bottom he drops the rope and goes off to get another.

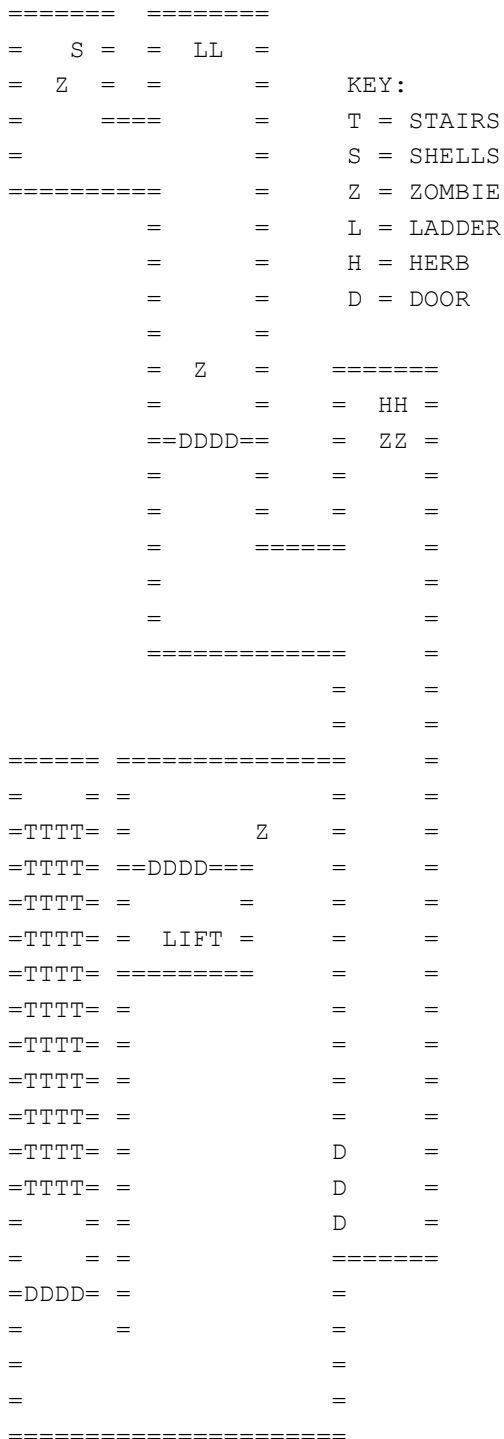
Wait for Barry to go get another rope. (**See other ending notes at the end of this walkthrough to see what to do here for other endings**)

Scene:

Barry will return and pull you back up. You talk and Barry apologizes, and gives you a pass number for something.

You can now go back down the hole (You can also go through the house, but it means having to kill heaps of hunters-so go down the hole instead).

When you are at the bottom, check the grave, and press the switch you find. This will move the grave and show a ladder. Climb down it. This next bit is confusing so I have drawn a map to show you where to go:



When you get down the ladder, kill the approaching zombie, but instead of going straight for the door, go around the corner and kill the zombie and take the shells, as shown on the map.

Now go through the door. Follow the passage round until you find two zombies eating a corpse on the ground, kill them and take the two green herbs behind them. Now go through the other

door in this hall and you will find yourself in the kitchen. Don't go up the stairs shown on the map, go kill the zombie on the floor, and take the lift.

When you arrive at the top kill the zombie to Jill's right, and follow the hallway around, and go into the first door you see. Inside should be a battery and two lots of explosive rounds. Now go back out.

```
// BATTERY #1 \\_____
|
| The Battery is now located in the small hidden room |
| off the library. For more details check the info   |
| in the paragraph after the info on Doom Book #1.   |
|_____|
```

You can keep going the way you are heading but all that is out the other door is a long hallway with three zombies and two green herbs and a blue herb. Also the door at the end is locked. Go back past the lift and kill the zombie there. In the little nook beside the lift has a green herb. Go into the double blue doors.

This is the library. Kill the zombie, and check the draw to the left of Jill. Inside is some magnum rounds. Go to the back of the room and kill the zombie there. Now go to the back single door and go through.

Go between the shelves, using the gap right in front of the door, you will run into a statue. Push it forward until you can move around it. Now push it forward, towards the camera until the angle changes. Push the red button under the bust on the wall to shine a light to show you where to put the statue.

When it's in place a secret part will open up. Search the desk there to get the MoDisk.

```
// DOOM BOOK #1 \\_____
|
| Sitting where the 1st MO Disc usually is in the   |
| advanced game is the Doom Book #1. Check it as if |
| you were reading it to find the medal hidden inside. |
|_____|
```

Now go back out to the main library. Up from where you got the magnum rounds out of the draw, is a bookshelf by itself, push it to find a secret door. Go through it. Inside will be an ink ribbon on the table, and a clip on the shelf. Go back out and go to the lift and take it back down. Now back in the kitchen, go around to the door leading to the stairs.

CGI Video:

A thing walking down the stairs and opening the door. What could it be!!!!

Scene:

Oh, no it's a, a...zombie. Wow, amazing, yay!

Kill the stupid zombie, and go up the stairs. Follow the hall around to the double doors and unlock them. Go through. You will be in a hall that looks very familiar. Kill the hunters in here or run past them, and go to the save room where you got the serum from, killing any hunters in the way.

When you get there put away any unnecessary items and only take the helmet key and your shotgun and shells. Go back out and up the stairs. Kill the hunter at the hallway at the top, and use the Helmet key on the door closest to the stairs (The other door has a keypad that you use the code that Barry gave you but it only leads back to the Library and lift areas). Now discard the key.

Once inside, you can grab the file on the table and the shells and the magnum rounds on the shelf beside the table. Push the steps forward so that they are underneath the deer head by the fireplace. Now go flick the switch by the door to make the room dark. Go over to the stairs and climb up them, face the deer and examine it. You will get the Red Jewel. Now head back to the Tiger Statue Room and use it on the statue to get the Colt Python. Time to kick some ass.

```
// COLT AMMO \\  
| _____ |  
| As mentioned earlier when you received the Colt in |  
| the advanced game, using the Red Jewel on the |  
| statue gives you 3 lots of Colt ammo. Well worth |  
| the effort still. |  
| _____ |
```

Note: don't waste all the ammo you get on the hunters. You're going to need it for other things. Now, head back to the save room where you got the chemical. The best way to do this is to go from the statue room, through the zombie hallway, through the dining room, across the main hall, through the little gallery, down the hall where the dogs went through the windows (there are two spiders in here but if you run they will drop from the ceiling after you go past), along the hall, shooting the hunter with the colt, and go back to the save room.

Take the Colt Python and rounds, the square crank, and the battery with you. Go back outside killing the hunter in the crest path, across to where the small snakes are, and down the lift. Run over to where the other lift is, and put the battery in to use it. Get on the lift and ride it to the top. Once your up at the top, go down the path and go to the pool area where you drained the water. Use the crank on the device that opened the gate, to close it. Now the area will be full of water again. Go back to the lift you used to get here and go back down. You will find when you get to the bottom that the waterfall is gone and that there was a ladder behind it. Go down the ladder.

Items In This Area:

First Aid Spray (x2)
Explosive Rounds
Clip
Hex. Crank
Flame Rounds
Ink Ribbon
Blue Herb (x3)
Map of Underground
2nd MoDisk
Doom Book 2
Wolf Medal (inside Doom Book 2)
Green Herb (x2)

Go into the door on Jill's right.

Scene:

Barry will be standing in the entrance of this part. After talking to him you will be asked: "Will you go with him? Yes/No"

Choose Yes, then he will talk a bit more, then you will be asked:

"Do you want him to go first? Yes/No" choose yes again.

He will talk once more then walk off. Move forward and you will hear gunshots.

Go in the direction Barry went.

Scene:

Barry will kill a Hunter that attacks; then he will talk yet again.

Go over to the machinery to find a First Aid Spray and some explosive rounds. Now go down the little passage that leads off the first room and go into the door there. Run down the hallway round the corner.

Scene:

A voice will call out for Jill. It's Enrico. They will talk, and Enrico will talk about a traitor in S.T.A.R.S. And that it was plotted by Umbrella. Then Enrico will be shot by a mysterious person and die.

You can examine Enrico to get a clip. Go around the corner and pick up the Hex. Crank that is on the ground. Now go out the door. Kill the hunter that is on the screen and head to where it was standing and go out the door. Kill the hunter here and go out the door in the area where Barry was when you met him.

```
| Instead of lying on the ground like in the original,|  
| Enrico will be holding the Hex. Crank instead of   |  
| the clip.                                           |  
|_____|
```

Now you are back where you started. Go down the hallway, and past a Typewriter (you can save if you have an ink ribbon). Now go around the corner and you will find you can't go any farther because there is a hole in the floor. Use the Hex. Crank on the panel in the wall so you can get past and go through the door at the end.

Go around the corner to Jill's left and up to the large boulder that's there. Turn around and run away from it.

Scene:

That bolder starts moving after you. I know I've seen this somewhere before? But where? :)

Keep running until you reach the door where you came in here. The bolder will smash a hole in the wall at the end, instead of crushing you. Go up to where the boulder was. When you do a hunter comes in, kill it and be happy. That was the last one of the game. You can start dancing now if you wish. When you're finished go and pick up the flame rounds in the little cubbyhole in the wall. Go to the area the boulder made in wall and go through the door with your colt ready. First there was the snake, then the plant, then the snake again, now it's the huge spider. Shoot it with your colt about six times and it should die. Watch your health carefully. When it's dead exit the room and come back in to get rid of the baby spiders. Grab the combat knife and cut away at the spider web to open the door.

Go up the path to Jill's left and in the door. Great, a save room. Grab the ink ribbon, first aid spray, and the blue herb. Save. Heal. Take the eagle medal/doom book 1, Hex. Crank, and the colt and rounds. Go back out and down to the other end of the pathway, and through the door. You will be in a room with two paths. One has a lift at the end and the other leads to another passage. Take the one that leads to the other passage.

Follow it until you can't go any farther because there is a hole in the ground, so use the hex. crank on the panel three times so that the hole is on the left wall. Run up to the boulder and do what you did the last time. Run into the hole in the left wall that we made by using the crank and wait for the boulder to go past. Go up to where the boulder was to get the map of UNDERGROUND and in the cubbyhole there is the 2nd MoDisk.

```
// DOOM BOOK #2 \\  
|_____|\  
| Instead of the 2nd MODisc, you'll find the 2nd Doom |  
| Book in the Advanced game. Check it as if         |  
| you were reading it to find the medal hidden inside.|  
|_____|
```

Inside the hole we made by using the crank is a door. Go through it. This is Annoying Puzzle No. 2.

Annoying Puzzle No. 2 - Silly Pressure Plate.

```
=====
=
=           S =      KEY
=           + =      S = STATUE
=           + =      C = CRANK HOLE
=           + =      W = MOVING WALL
=           + =      T = PRESSURE PLATE
=           + C      P = PANEL (DB2 INSIDE)
=           + =      D = DOOR
= TT+++++++ WWW    + = PATH TO MOVE STATUE
=
===PP=====DDDD=====
```

Take the statue and move it to where the moving wall is. Now use the hex. crank on the crank hole once to move the statue out, and once again to move the wall back in. Push the statue to the pressure plate to open up the panel to get the Doom Book 2. Do the same thing that you did with the Doom Book 1 to get the Wolf medal.

```
// LAB KEY \\  
| _____ |  
| Instead of the 2nd Doom Book being here (you would |  
| have gotten it already), the Lab Key (or P. Room |  
| Key will be hidden behind the panel). |  
| _____ |
```

Now go back to the passage with the lift and take it up to the garden. When you get to the top don't bother about the metal doors to Jill's left. They are welded shut. Go and pick up the two green herbs and the two blue herbs. Now go over to the fountain and use the eagle and wolf medals on the sides of the fountain. The Eagle medal on the left side and the wolf medal on the right side.

CGI Video:

The water empties out and a metal covering opens up while the outside of the fountain separates to make a path.

Walk to the opening and down the steps. Get into the lift and ride it down.

3.2.11 - The Rise and Fall of the T-Virus

Items In This Area:

- Green Herb (x4)
3rd MoDisk
Clip

Slides
Ink Ribbon (x2)
Pass-code01
Lab Key
Shells
Red Herbs
Magnum Rounds
Pass-code02
Flame Rounds
Blue Herb
Pass-code03

Walk around the corner. You can't get through the door yet so go down the ladder. Put away anything in the item box down here. Be sure to take the two MoDisks and your colt with you, then go out the door. There are two zombies and two green herbs here for you to get. Go around the corner away from the stairs, past the locked door and get the 3rd MoDisk off the table. Go back to the stairs and go down them.

```
// BIODATA SLIDES \\  
|  
| Instead of the 3rd MODisc, you'll find the data |  
| slides you can use in the Visual Data Room sitting |  
| on the table instead. |  
|
```

Shoot the zombie there and go into the double doors to Jill's right. Now go into the single door on her left. Turn on the red switch, for some light. Go to the desk and pick up the file. Read it. You have to get the pass-code. So far you have: JOHN and ADA. This is the code in the file.

```
=      =      = =      =      =      =  
==     ==     =  =     ==     ==     ==  
= = = =      = =      = =     = = = =  
=  =  =      =      =      =  =  =  
==     ==     = =      =      =      =  
=      =      =  =      =      =      =
```

This is the code that has to be worked out. On the painting on the other side is similar patterns, they are:

By the Tree:

```
=      = = =      =      =      =  
====     ===     ==     ==     ==     ==  
= = =      =      = = = =     = = = =  
=      =      =  =  =     =  =  =  
=      =      =      =      =      =  
=      =      =      =      =      =
```

By the Apple:

```

=      === == === == =      =
= =    = == = == == == ==
= = =  =    =    =    = = = =
= = =  =    =    =    =    =
=      = =  = ==  = ==  =    =
=      = =  === == === == =    =

```

By the Man:

```

=      =      =      =      =
==     ==     = =     = =
= = = =     = = =     ==
= = = =     = = =     = =
==     == =     = = =     =
=      = =     = = =     =

```

By the Woman:

```

==     = = =     =      =      =
= =     = = == ==     = =     = =
= =     = = = = =     = = =     ==
= =     = = = = =     = = =     = =
==     = = == == =     = = =     =
=      = = =     = = =     = = =

```

Now push the shelf aside to find a purple switch. This will change the writing on the painting to what it is. Which is

```

TREE
APPLE
MAN
WOMAN

```

You take the symbols and swap them for letters and you get your final passcode - MOLE.

JOHN, ADA, MOLE. These are the pass-codes. Before you leave take the green herb by the painting and the clip in the box by the sink.

Head back out to the main room by the stairs, but this time go forward, to the left of the stairs. Run down the hall shooting any zombies in the way and go in the double doors at the end.

```

// MODISC #2 \ \ _____ \
|
| When you enter this lab in the advanced game, check |
| the area at the back of the room to find the 2nd   |
| MODisc sitting on the shelf.                       |
| _____ |

```

Once inside grab the slides lying on the floor, then go and use the computer. After all the computer start-up screens, you will be asked for the Login code: JOHN, then the password: ADA.

You will then be asked which floor you would like to unlock, select B2, then enter the Password when prompted: MOLE.

This will unlock B2. Now select B3 and it will unlock. Now select cancel to get out of the computer. Leave the room and go back to the hall outside John the researcher's room. Go down the hall and enter the only other single metal door. Kill the four zombies and check the boxes under the Excite! 1998 poster for an ink ribbon. Now go over to the desk. On the desk is a pass-code output machine. Use one of the MoDisk's on it to get the Pass-code01. One down, two more to go.

Leave and go upstairs and enter the double doors beside where you got the third MoDisk. Once inside use the slides on the projector to get some info on the monsters and other assorted stuff (Gee, THAT guy looks like Wesker, I wonder why???). Now go over to the panel on the wall, and open it; then press the button. The pillar on the wall will move across, showing a secret shelf. Search the shelf to find the lab key.

```
// MODISC #3 \\  
|  
| Instead of the Lab Key being hidden, you'll find |  
| the 3rd and final MODisc here in the Advanced game. |  
|
```

Go back downstairs, killing any zombies in the way, and go unlock the door with the red biohazard marking on the floor using the lab key, then discard it (the other double doors in this room are locked). Once you are through, go into the double doors on Jill's left. Inside is a medical lab, and this is the location of Annoying Puzzle No 3. Here is how to get past it:

Annoying Puzzle No. 3 - The Box Trip.

This is how the room is when you enter it:

```
=====
=          GG          =          KEY:
=          GG          =          H1 = VENT HOLE 1
=                                     =          H2 = VENT HOLE 2
=                                     =          D = DOOR
= H1          C2C2      =          F = SHELF
V          SSSS C2C2BBBBB =          E = EQUIPMENT
V T          SSSS C1C1BBBBB =          B = BED
=          C1C1BBBBBB =          C1 = CRATE 1
= H2          BBBBBB   =          C2 = CRATE 2
=          BBBBBB     =          S = STAIRS
= EEEE  EEEE         =          T = TRIGGER
= EEEE  EEEE         =          G = GRATE
=          FFFF      =          V = VENT SHAFT
=====DDDDDDDD=====
```

1. First grab the shells off the bed and the red herb off the shelf.
2. Move the steps up to where the grate is, but be sure there is enough room for you to walk right around it.
3. Now move crate 2 over towards vent hole 1, but push it up once towards the grate then push it over vent hole 1 to make sure you have it over it.
4. Now push crate 1 up to where crate 2 was, and push it out so that you can move right round it.
5. Now push crate 1 down to the equipment, and then push it over the vent hole 2.
6. Push crate 1 up once to make it cover vent hole 2 properly.
7. Push the stairs back down to the gap where the trigger is. If done correctly the trigger will click, but no gas will come out.
8. Climb up the steps and go through the vent shaft.

This is what the room should be like after you have moved them around:

```

=====
=          GG          =          KEY:
=          GG          =          H1 = VENT HOLE 1
=                                     =          H2 = VENT HOLE 2
=C2C2          =          D = DOOR
=C2C2          =          F = SHELF
VSSSS          BBBB    =          E = EQUIPMENT
VSSSS          BBBB    =          B = BED
=C1C1          BBBB    =          C1 = CRATE 1
=C1C1          BBBB    =          C2 = CRATE 2
=                                     =          S = STAIRS
=          EEEE    EEEE =          T = TRIGGER
=          EEEE    EEEE =          G = GRATE
=                                     =          V = VENT SHAFT
=          FFFF    =
=====DDDDDDDD=====

```

Once you're out the other side, check the shelves to Jill's right for some magnum rounds. Run forward and use another MoDisk to get the pass-code02. Now leave through the double doors. You will be back out in the main hall bit. Kill the zombies here then go back through the door that you unlocked with the lab key. Run forward, taking out any zombies in your way and go into the single metal door straight ahead.

The games last save room. In here to pick up are some flame rounds, a green herb and a blue herb, and an ink ribbon hidden to the left corner of the white shelf where the flame rounds are. Take your colt, and the last MoDisk, and a First Aid Spray/Red Green herb mixture. Leave and head down the hall outside. At one end is a lift that has no power, and at the other is the doors to the power room. Head to the power room.

Now this is where it gets tricky. Head down the path to Jill's right, dodging any of the Chimeras in your way (don't shoot them, it's a waste of ammo). You should come to a power panel. Switch it on to power up all the levels. Now go back past the door where you came in, and go down one of the other paths as they all lead to the other door at the back.

In this next room, run forward straight down the path to the last pass-code output machine. Use the last MoDisk on it to get the last pass-code, passcode03. Now head down the other path in this room that you went past and follow it to the next door. This room is free of monsters. Go to the left side of the machinery, there will be a monitor. This is the power connection switch. Turn it on to turn on the power for the lift.

```
// BATTERY #2 \\ _____
|
| Unlike in the original where you find the Battery |
| needed for the end lift right beside it, the      |
| Battery is located in this power room in the     |
| advanced game.                                   |
|
| If you walk around the room here you should find |
| the battery sitting on the floor somewhere near the |
| back.                                             |
| _____
```

Now go back through all that and go to the lift. Go to the right of the lift and push the switch there to power the lift.

Scene:

Barry turns up and they talk about getting out of the mansion.

Ride the lift up.

3.2.12 - The Tyrant Unleashed

Items In This Area:

Nothing

Scene:

When you get to the top, you will come around the corner and be confronted by Wesker. Barry will hold his gun to your head. Wesker and Barry are the traitors. After listening to Wesker talk about the bio-weapons and that he is using Barry by threatening to kill his family, he plans to show you the tyrant. Barry comes back and knocks Wesker out cold. You then go into the lab, and see the tyrant.

CGI Video:

The Tyrant in all its bio-weapon glory.

Scene:

Barry decides to destroy it. He pushes the keys on the panel, but this frees the Tyrant, and he attacks Barry. Now it's up to you to stop him, so get to it.

Run around shooting him with the colt, until he collapses. Try

not to get to close though. Go over to Barry.

Scene:

Jill finds that Barry is still alive, they talk then decide to leave.

Go back to the lift.

Scene:

When you're out of the lab, Wesker isn't there any more. The alarm will sound and you will run for the lift and ride it down. Barry will run off ahead when you get to the bottom.

Go to the save room and save, then go to the area by the bottom of the stairs on this level, killing anything in the way.

Variation:

If you are going for the Good ending ignore the next part of the guide and join back at the #####. If you are going for the Good+ ending read on.

Go into the double doors beside the stairs, past where John's room, past where you got the first pass-code, and to the double doors at the end with the panel beside it. Use the three pass-codes on the lock. Go through the door, and follow the hallway down to the next door.

Video:

Jill finds Chris and they talk.

Go back to the main room.

#####

Go up the stairs. Kill the zombies and follow the hall around and through the door. Put away all weapons and items, and take all the first aid sprays/mixed herbs you have left. Fill your inventory with these, except for one slot, then climb up the ladder. Now you can enter the double doors.

3.2.13 - The Tyrant's Resurrection

Items In This Area:

Battery

Flare

Rocket Launcher

Follow the hall around.

Video:

Brad will call on the radio.

Follow the path around and pick up the battery, and use it in

the hole to start the lift.

Video:

A timer for three minutes will count down, and who ever are with you will talk, then you will ride the lift.

Now outside at the heliport, check the box to Jill's right for the flare. Move out to the middle and light the flare. The helicopter will come. Prepare for the final battle.

Video:

The tyrant will burst out of the ground and attack.

Dodge the tyrant, by running around. He uses sprints and swipes of his claws. When there is 25-45 seconds left, Brad will drop the Rocket Launcher. Go pick it up, and shoot the Tyrant (be careful there is only four rockets).

When you shoot him, watch him blow up in multi-views. Congratulations. You just finished Resident Evil.

CGI Video:

Watch the helicopter land.

FMV Video:

You will get one of the endings listed after Chris' walkthrough.

3.2.14 - Other Endings

These are the conditions to get the endings:

Good+ = Wait for Barry after he drops the rope.

Save Chris by using the MODisc's.

Good = Wait for Barry after he drops the rope.

Bad+ = Leave after Barry drops the rope.

Save Chris by using the MODisc's.

Bad = Only save yourself.

3.2.15 - How To Kill Barry

To kill Barry is all dependent on your actions in the Underground. However keep in mind this is ONLY the case for killing him outright. To stop him from being killed overall you need to wait for him when he first drops the rope. If you want to kill him, don't wait for him then do the following:

How to: Way #1

1. When he first asks if you want to go with him, say no.
2. Don't agree to stay there either.
3. After he leaves properly, you'll hear shots. Don't follow him. Instead head the opposite direction and go see Enrico.

4. When you arrive back at the entrance you'll find him dead.

How to: Way #2

1. When he first asks if you want to go with him, say yes.
2. Tell him to take the lead.
3. When he leaves and the shots are fired, don't follow, instead go the other direction to Enrico.
4. Continue as normal. When you are near the finish of the game Barry won't return to deal with Wesker, instead he'll be near the Lab B2 Item box near death.

How to: Way #3

1. When he first asks if you want to go with him, say no.
2. Agree to stay there.
3. Barry leaves.
4. Continue as normal. When you are near the finish of the game Barry won't return to deal with Wesker, instead he'll be near the Lab B2 Item box near death.

=====

----- 3.3 - Changes/Comparisons/Scenes -----

For those who don't want to go through the entire guide to find out the differences between the original modes and the advanced one, as well as scene changes in all versions, I present this small guide.

3.3.1. - Costumes -----

In the original Resident Evil, by completing the game with the best ending you were rewarded with the Special Key, which would allow you to unlock a bonus room with costumes (the only room you could possibly leave unlocked in the mansion).

With the Directors Cut edition, not only do your characters start off by wearing alternate costumes in the advanced mode, but the room which requires the Special Key is already unlocked, allowing you to go in and change costume.

3.3.2. - Bonus Items/Secrets Changes -----

Completing the original game on PlayStation in under 3 hours rewarded you with the Rocket Launcher with Unlimited Ammo. Doing the same in the Advanced game will now instead give you the Colt Python with Unlimited ammo.

3.3.3. - Item Location Changes QL -----

A long list of item changes have taken place between the two gameplay modes. Only items that have actually changed location or been altered are included. These are:

// a. Armor Key

Original - Behind the mutant plant in the Greenhouse.
Directors Cut - With Forest Speyer on the outside porch.

// b. Wooden Emblem

Original - In the dining hall wall.
Directors Cut - In the armory room, behind the vent trap.

// c. Moon Crest

Original - In the attic with the snake.
Directors Cut - Now in two pieces, with the snake and hidden in one of the researchers rooms on the 2nd Floor.

// d. Broken Shotgun

Original - On the shelf in the small storeroom.
Directors Cut - On the floor in the northeast save room.

// e. Sword Key

Original - In the medical room with Rebecca.
Directors Cut - Hidden in the small dining room near the attic.

// f. Colt Python

Original - Hidden Behind the Tiger Statue (needs Red Jewel)
Directors Cut - In the storeroom where the broken shotgun was.

// g. Chemical

Original - Floor of the northeast save room.
Directors Cut - Outside by the boiler in the northeast mansion, 1st floor.

// h. Sun Crest

Original - In the armory room, behind the vent trap.
Directors Cut - Behind the mutant plant in the greenhouse.

// i. Star Crest

Original - Behind the last painting in the gallery.
Directors Cut - Being held by the breakable statue on the 2nd floor of the dining room.

// j. Wind Crest

Original - Behind the Tiger Statue when you use the Blue Jewel.

Directors Cut - Behind the last painting in the gallery.

// k. Blue Jewel

Original - Being held by the breakable statue on the
2nd floor of the dining room.

Directors Cut - Behind the clock in the dining room.

// l. Shield Key

Original - Behind the clock in the dining room.

Directors Cut - Behind the tiger statue when you use the
Blue Jewel.

// m. Red Book

Original - On the bed in Dorm Room 001.

Directors Cut - On a table in the Guardhouse bar.

// n. 003 Dorm Key

Original - On a shelf in the Guardhouse Basement
Armory.

Directors Cut - In the bathroom sink in Room 002.

// o. Control Room Key

Original - In the bathroom of Room 001.

Directors Cut - On the fireplace mantle in the hall with
Plant 42.

// p. Helmet Key

Original - On the fireplace mantle in the hall with
Plant 42.

Directors Cut - On a shelf in the Guardhouse Basement
Armory.

// q. MODisc 1

Original - In the secret Library study.

Directors Cut - Near the bookshelf in the small office on
the first floor.

// r. Doom Book 1

Original - Near the bookshelf in the small office on
the first floor.

Directors Cut - In the secret Library study.

// s. Battery for the Courtyard

Original - In the small closet near the library.

Directors Cut - In the small hidden room off the side of the
side of the main library.

// t. Behind the Tiger

Original - Inserting the Red Jewel will give you the
Colt Python.

Directors Cut - Inserting the Red Jewel will give you three

lots of Colt Python ammo.

// u. Hexagonal Crank

Original - On the ground in the tunnel after meeting Enrico.

Directors Cut - In Enrico's hand.

// v. Doom Book 2

Original - Hidden in the pressure plate puzzle room.

Directors Cut - In the compartment behind the second bolder.

// w. Lab Key

Original - Hidden behind the pillar in the Lab's visual data room.

Directors Cut - Hidden in the pressure plate puzzle room.

// x. Slides

Original - Sitting on the floor of the small lab.

Directors Cut - Sitting on the desk outside of the visual data room.

// y. MO Disc 2

Original - In the compartment behind the second bolder.

Directors Cut - Sitting on the back wall of the small lab.

// z. MO Disc 3

Original - Sitting on the desk outside of the visual data room.

Directors Cut - Hidden behind the pillar in the Lab's visual data room.

// aa. Battery #2

Original - Sitting on the ground near the lift you need to use it on.

Directors Cut - Sitting on the ground in the 3rd section of the power room.

3.3.4. - Scene Changes

In Resident Evil, your choices will lead to later scene changes. Some obvious, some not so obvious. Here is a list of the possible alterations you can make. If you can remember one I've managed to overlook, please e-mail me.

// Chris Redfield

1. Returning to Wesker and Jill before investigating the gun shot.
2. Opening the door to the outside in the mansions main hall.
3. i. Avoid going into the save room with Rebecca, instead getting access to the hall where Richard is. You'll find Rebecca here instead.

- ii. Doing this will change later scenes in the Piano Room and other scenes.
- 4. Choosing between letting Rebecca following you or not will change scenes here, as well as open later scenes in the guardhouse and the return to the mansion.
- 5. Telling Rebecca yes/no when she goes to play the Piano.
- 6. Getting (not) poisoned by the snake will change scenes.
- 7. Getting the Radio from Richard earlier or later will add or remove additional scenes.
- 8. Visiting Rebecca while in the Guardhouse will reveal some more of her character as well as some information on the maker of the products in the storeroom.
- 9. Depending on the earlier selections, Rebecca's encounter with the Hunter can take place in one of two different places.
- 10. Staying and killing the hunter, or leaving and returning will have effects on scenes with Rebecca.
- 11. Visiting Jill in the cells after getting all three pass codes but before heading to the B4 lab.
- 12. Rescuing or not rescuing certain characters will reflect on scenes near and in the ending. (ie. the other endings)

// Jill Valentine

- 1. Returning to Wesker before investigating the gunshot.
- 2. Wasting time instead of investigating the other rooms.
- 3. Opening the door to the outside in the mansions main hall.
- 4. Not getting the shotgun early will result in many changes.
 - i. Barry will be out on the balcony of the mansion with Forest and will give you the Bazooka.
 - ii. You'll find Barry destroying file evidence in the Researcher's room.
 - iii. If you get poisoned by the snake you'll have to get the Serum yourself.
 - iv. When you reach the Guardhouse you'll find Barry talking to someone in one of the Room's. He brushes it off as talking to himself in his old age (There is more than this way of getting the scene).
 - v. You'll have to kill Plant 42 yourself.
- 5. Saving the serum for yourself by wasting time will remove later scenes with Richard. This will also change a scene later on where Barry will give you the Radio Richard was supposed to give you.
- 7. Getting poisoned by the Snake or not.
- 8. Using the V-Jolt on Plant 42 before going to fight it.
- 9. Sticking around for Barry or not after he drops the rope.
- 10. Making various choices in the underground with Barry could reflect on your ending and various scene changes.
- 11. Visiting Chris in the cells after getting all three pass codes but before heading to the B4 lab.
- 12. Rescuing or not rescuing certain characters will reflect on scenes near and in the ending. (ie. the other endings)

3.3.5. - Immediate Scene Changes Caused by Advanced Mode

// Chris Redfield

Because of the setup you can get the scene with Rebecca right at the start.

This will also effect the scenes with the Radio.

// Jill Valentine

Somehow I always manage to get the scene with Barry in the Guardhouse in Advanced mode.

=====

4.0 - Sega Saturn Battle Mode

Apart from the minor changes mentioned earlier on, the only thing that really makes the Sega Saturn version different is the Battle Mode within. If there is anything to compare it to of the mass released versions it would be the Battle Mode of Code Veronica (only here you have limited ammo). This doesn't surprise me as the Director of the Saturn edition and the Director of Code Veronica are one and the same.

The Saturn version was the first RE game with a battle mode. To access it you would have to clear the game with a character. A clear game would open the option on the main manu. Of course there was also a cheat you could do with the second controller which would unlock it (you still needed a save file to be on the system though, but it could be a save anywhere in the game).

The cheat is that at the title screen you hold X+Y+Z and press Start on a controller in control port #2.

As I mentioned the battle mode is very similar to the one in Code Veronica except you had no 1st person and limited ammo. You'd start off in one of the games many save rooms with a selection of weapons and ammo in the trunk, along with some First Aid Sprays.

Taking what you would want to use in the game and exiting you would now be 'transported' to a room in the game, with a few enemies in the same room. To exit a room, you had to kill ALL the enemies. You did 4 levels (4 different areas) then you'd be back in the save room to resupply yourself before you had to go back out and fight again.

After you had finished all the rooms in the battle mode, in the last level you were then faced up against a 'special' gold colored Tyrant in the lab, that was really tough to kill. I ended up running out of ammo for all my strong weapons here usually, and would have to use the Handgun. Luckily, you always seem to have WAY too many bullets for the handgun, and you can never run out (unless you really sucked I guess).

You'd get a rank after each game, depending on your ammo you have left, health, time, etc. The mode has been made

infamous because there was also a special Wesker zombie, who was only in the Battle Mode. He was basically the same as a lab zombie (like those found in the room with him), but with Wesker's textures attached. He took like 3-4 colt rounds before going down too... very powerful and there to waste your ammo.

I've been asked many times if I think that the battle mode was a good addition and why the PlayStation never saw it. I think it was nice, but nothing amazing. I have little idea as to why it was never included in either of the two versions of Directors Cut that were released, it would have been worth the addition.

Here for your enjoyment is a mini-guide to the battle mode giving suggestions on the items to take and strategy to use (Sadly this only covers Jill - I've long forgotten how I finished it with Chris). Don't be surprised if it takes you a few times to finish, the battle mode isn't supposed to be easy.

// Save Room 1:

::Take::

/ WEAPONS:

- Knife
- Colt Python
- Shotgun
- Bazooka

/ AMMO

- Magnum Rounds
- Shells
- Acid Rounds

/ HEALTH:

- Fill Remaining Slots with First Aid Sprays.

// Section 1:

For the first area it's best to use the Shotgun on the three zombies in the hall here. Watch out for the one lying on the floor in the little part in the wall which normally leads to the Tiger Statue.

// Section 2:

Probably not the best thing in the world, but you can use the Shotgun on the Dogs. It can be very easily done with 1 shot kills if you have good timing.

// Section 3:

Fire off one shotgun shell (make sure you aim it at the crows to take a couple out with it to make things easier). This will get the rest down. Use the knife to kill them as they try to attack you. The easiest method here.

// Section 4: BOSS 1 - YAWN

Play it like the game, but use your starting point as an advantage. Grab your Bazooka w/Acid Rounds on use it on the snake. If you run out (which may happen if the shots don't connect) then use the Colt. If your good enough, you should be able to stand at the doorway and aim to the lower right and keep him away from biting you until it's dead.

// Save Room 2:

::Take::

/ WEAPONS:

- Colt Python
- Bazooka

/ AMMO:

- Magnum Rounds
- Explosive Rounds
- Flame Rounds

/ HEALTH:

- Fill the rest of the slots with First Aid Sprays

// Section 1:

Straightforward here, just use the Colt on the Spiders. This should be easy.

// Section 2: BOSS 2 - PLANT 42

Use the Bazooka on the Plant 42. Again, just like the game - watch out for its branches, and the ceiling. Use the flame rounds, then the explosive rounds if needed.

// Section 3:

Use the Colt on the Hunters. Make sure you keep them a good distance from them, otherwise you maybe cornered by them. Easy to handle with the right ideas.

// Section 4: BOSS 3 - BLACK TIGER SPIDER

Use the Colt on the Large Spider. Watch out for the poison spit. Shoot it from the side or back if you can, makes the job easier.

// Save Room 3:

::Take::

/ WEAPONS:

- All Remaining Weapons (Including Beretta)

/ AMMO

- All Remaining Ammo (Including Clips)

/ HEALTH:

- Fill what slots are left with First Aid Spray

// Section 1:

Kill all zombies with Colt for a quick clean out. Not very hard, however just remember the Wesker Zombie takes 3-4 Shots and should probably be left for last if possible.

// Section 2:

Kill Lab Monsters with Colt or Shotgun. Let them come close above you, back off facing them, and shoot upwards. Make your you try to keep them in front at all times. Letting them get behind you may lead to your death.

// Section 3:

Again, kill Lab Monsters with Colt or Shotgun. As before let them come close above you, back off facing them, and shoot upwards. Keep them in front.

// Section 4:

Now is the time to kill Super Gold Tyrant with whatever is left (Colt, Shotgun, Beretta). Just constantly circle the room shooting when there is distance, and moving as the Tyrant gets close. It may take a while to drop him, but he'll go eventually.

=====

5.0 - Full Items List/Location Guide

Here is the entire item list, with locations in both the original and advanced modes. Everything is listed here except for weapons (which had their own section before the main walkthrough), ink ribbons, and ammo (as they're all common items).

/ Armor Key

Description: "A carving of armor."

Information: During your various trips all around the mansions rooms, you will require the Armor Mansion Key to get into some new areas you've yet to explore.

Location : Resident Evil - Found in the Greenhouse of the mansion (1F that is) for both Jill and Chris you'll need to get past a plant to use it. Once gained you will have access to a large number of doorways. All doorways accessed will have the Armor etched below the keyhole according to your character.

REDC - The key has been moved to an interesting place, outside with the dead Forest Speyer. Watch out though as when you go to pick it up, Forest will get up and attack. Once he is dead, you can finally go and pick it up.

/ Battery

Description: "Now I can move the elevator."

Information: It's kinda freaky to think that all your adventures till using this item were for doing so. It's true. Everything you do is to get you to where the Battery is held, so this is a very important item in Resident Evil.

Here below is all the details that you will need on finding the two batteries in the game (the second one isn't so much of a problem in the original), and which elevators they need to be used with.

Location : Resident Evil - The first Battery is found in a closet in on the 2nd Floor, near the library along with some ammo. This used in the middle of the courtyard to power the lift. The second is rather easy to locate, as it is sitting on the floor near where it is used, the escape lift to the Heliport.

REDC - In the Directors Cut the first Battery is located near the same location, but has been moved to the hidden room off the Library. Be careful though as getting too close to the window will bring out some crows. The second Battery has been placed elsewhere also, this time in the Lab's Power Room on the B3 level.

/ Blue Jewel

Description: "It's shining beautifully."

Information: The tigers eye. If that doesn't give you a big clue as to where it is used, nothing else will. Unlike the Red Jewel, you'll need this to progress into the game. Here below is all the details that you will need on finding the Blue Jewel in the game, where exactly the Jewel is used, and what you get from using it.

Location : Resident Evil - The blue jewel isn't too hard to find. On the second floor of the dining room you'll find a statue holding the jewel. Push it over the balcony to the 1st floor and it will break, dropping the jewel on the floor. Once downstairs pick up the jewel and take it to the tiger statue room to get another item.

REDC - This time you'll need to do a little

more work to get the jewel. Once you've gained the golden crest put it in it's spot in the dining room. The clock will move aside revealing the space in the wall where you'll find the jewel. It needs to be used in the same place however.

/ Broken Shotgun

Description: "It's too dangerous to fire! Dose it have another use?"

Information: Yes, the typo above is correct. The description is that way. As mentioned in the weapons section, the Broken Shotgun does have another use and that is to stop the trap you can trigger by taking the normal shotgun off the bracket. Below is where you will find the Broken Shotgun so you won't have to worry about setting the trap off.

Location : Resident Evil - Found on a shelf in a small room of the mansions 1st floor (west wing) the broken shotgun will allow you to get the normal shotgun without triggering a trap. This is needed for Chris as it's the only way he can get the shotgun. Jill can do it with or without it.

REDC - This time getting the broken shotgun is a little easier. It's found on the floor in the eastern save room under the stairs to the 2nd floor. You only need to backtrack a few rooms to use it and get the shotgun.

/ Chemical

Description: "A chemical to kill the weeds."

Information: As the description says, this chemical/herbicide (clearly labeled "EARTH") is used to kill weeds. As for where those weeds are, well you'll figure that one out right away.

Location : Resident Evil - The blue jewel isn't too hard to find. On the second floor of the dining room you'll find a statue holding the jewel. Push it over the balcony to the 1st floor and it will break, dropping the jewel on the floor. Once downstairs pick up the jewel and take it to the tiger statue room to get another item.

REDC - This time you'll need to do a little more work to get the jewel. Once you've gained the golden crest put it in it's spot in the dining room. The clock will move aside revealing the space in the wall where you'll find the jewel. It needs to be used in the same

place however.

/ Control Room Key

Description: "A key to enter the control room."

Information: When you get to the Guardhouse of the Mansion grounds you'll find and also need this key to access areas inside. It's located in a kinda of odd place if you look at the details below.

Location : Resident Evil - Draining the bathtub in the bathroom of Dorm 001 of the guardhouse will gain you the control room key. Take this with you to the basement of the guardhouse and you can use it to access the control room.

REDC - A bit of a change this time. You'll need to beat the Plant 42 and then check the fireplace for the Control Room Key.

/ Doom Book 1

Description: "There was a medal in the book."

Information: The info says it all. The main reason why you need the Doom Book 1 is to get the Medal out of it. Just where you will find the Doom Book though? Look below for that info.

Location : Resident Evil - When you return to the mansion from the guardhouse, the first door you'll open will lead to the study (top of the eastern wing, near where you enter/exit the mansion). Near the bookshelf you will find the doom book 1, however you'll need to turn on the light switch from the desk first before you can actually pick it up. To use it, check it in your inventory, move it's pages into the main view as if you were going to open it to read, and click the action button. It should open up and display the medal for you.

REDC - This time the doom book 1 is found in the hidden area at the rear library room on the western wing of the mansions 2nd floor. You need to solve a small puzzle to find it, but getting the medal out of it is the same as above.

/ Doom Book 2

Description: "There was a medal in the book."

Information: The info says it all. The main reason why you need the Doom Book 2 is to get the Medal out of it. Just where you will find the Doom Book though? Look below for that info.

Location : Resident Evil - After searching the underground, you'll come across a room with a small little pressure plate puzzle to open a wall panel. Inside the wall panel is the Doom Book 2. Once you have it, to use it, check it in your inventory, move it's pages into the main view as if you were going to open it to read, and click the action button. It should open up and display the medal for you.

REDC - Not too much of a change. Outside the room mentioned for the original game and behind where the boulder is/was is a small space in the wall where the book will be sitting.

/ Dorm Key 002

Description: "The number 002 is engraved."

Information: To access the Dorm rooms in the mansions Guardhouse you'll need this key. The key only gains you access to the room with the 002 nametag above the door.

Location : Resident Evil/REDC - Found in the same location in both games, in the large room with the hive near a small table the key will be found. Be quick though as wasps will start to come out after a while. The key is then used to open the 002 dorm back out in the hallway.

/ Dorm Key 003

Description: "The number 003 is engraved."

Information: To access the Dorm rooms in the mansions Guardhouse you'll need this key. The key only gains you access to the room with the 003 nametag above the door.

Location : Resident Evil - Once you've accessed the guardhouse armory through the control room next door you'll find ammo along with the 003 dorm key on a shelf on the rear right of the room. Go back upstairs and unlock the 003 dorm room with the key.

REDC - Go into the bathroom of the 002 dorm room and kill any enemies. Check the sink to find the 003 dorm room key.

/ Emblem

Description: "There's a scratch. Someone may have used it."

Information: This should be the first item in the game you actually see (unless your playing the DC

Advanced game), though you won't need it until a little later on.

Location : Resident Evil - On the back wall of the first floor of the mansions dining room you'll find the emblem. By picking it up you need to use it to replace another emblem which in turn will replace this one.

REDC - Same idea except the original location of the first emblem has changed. It's now in the armor gallery on the mansions 2nd floor. You'll need to solve a gas puzzle to drop the gate to grab it.

/ Flare

Description: "I can signal Brad with this."

Information: Finding and using this signal flare shouldn't be too hard to do for most people. Just in case though.... :)

Location : Resident Evil/REDC - The last item of the game is easy to find and easy to use. Sitting in a crate by the lift, grab it, and use it. That's all you need to do.

/ Gold Emblem

Description: "There's a scratch. Someone may have used it."

Information: Switch forth, switch back. The emblems puzzles are standard Capcom stuff. You might want to know more on where the Gold Emblem fits into things by reading below.

Location : Resident Evil/REDC - After opening the secret room in the bar you'll find the gold emblem sitting in a statue. By picking it up you'll be stuck inside, and you'll need to replace it another emblem. Once that is done take the gold emblem and use it in the dining room.

/ Helmet Key

Description: "A carving of a helmet."

Information: During your various trips all around the mansions rooms, you will require the Helmet Mansion Key to get into some new areas you've yet to explore.

Location : Resident Evil - You'll need to beat the Plant 42 in the guardhouse and then check the fireplace for the helmet key. This key unlocks the remaining doors in the mansion.

REDC - Once you've accessed the guardhouse armory through the control room next door you'll find ammo along with the helmet key on a shelf on the rear right of the room.

/ Hex. Crank

Description: "It's end is hex.-shaped."

Information: Needed to explore areas of the Underground, the crank opens paths and secret areas by using it on panels in the walls of the areas underground.

Location : Resident Evil - After the death of Enrico, run along the corridors until the low angle screen shows you the crank sitting on the ground. It's not hard to miss as long as you're taking notice of the screen. This will now allow you to continue through the underground areas.

REDC - Probably changed because a lot of people missed it, Enrico now holds the hex. crank. Check him and you'll be told he is holding something.

/ Lighter

Description: "Some fluid is left."

Information: Using the lighter which you can find can access you an extra area along with getting you a mansion map.

Location : Resident Evil/RE - Same place in both games. In one of the researchers bedrooms on the 2nd floor, the top of a shelf holds the lighter. The main point of having the lighter is to get extra ammo, a key, or the 2nd floor map.

/ Master Key

Description: "It's specially coated and looks important..."

Information: Dependent on your actions, you may or may not get this key. When you do get this key it has a range of real uses in the door opening selection, allowing you to access high security doors and exits.

Location : Resident Evil/REDC - Depending on your choices you might get this key off Wesker. This will allow you to open the cell door (not the passcode one but the door into the actual cell) and the emergency escape door which leads to the heliport.

/ MO Disk

Description: "It seems to be a start-up disk."

Information: The three MO Disk's you can find in Resident Evil have an important part to your ending. These disks allow you to get passwords to open a locked door to rescue your opposite character (for Jill you rescue Chris and for Chris you rescue Jill). This section is long as for each of the 3 disks is 3 password devices, along with this, the location of the disks has changed for the REDC edition. Stick with me on this as I try to show you where to go.

Location : Resident Evil - The three locations of the MO disks in Resident Evil is as follows:

- The hidden area in the rear library on the 2nd floor of the mansion.
- The small storage area behind the 2nd bolder in the underground.
- The desk outside the Visual Data Room, Lab B2.

And the three passcode output machines are found at:

- Small Library, Lab B3.
- Morgue, Lab B3.
- Mid Power Room, Lab B3.

REDC - While the passcode machines haven't moved the MO disks have. Here are the three new locations:

- Book shelf in the Study of the 1st floor of the mansion.
- Hidden shelf in the Visual Data Room, Lab B2.
- Low shelf in the small lab area, Lab B3.

/ Moon Crest

Description: "A carving of the moon."

Information: One of the back door crests that give you access to other areas outside the mansion, the Moon Crest (along with the other 3 crests) is an important item to the start of the game.

To make things worse in the REDC edition, the Moon Crest is found in two halves, which you will need to collect and put together before using.

Location : Resident Evil - When faced with the large snake you need to run to the hole in which it used to enter the attic. On the ground you will find the whole moon crest. This needs to be used to unlock the rear door out to the courtyard.

REDC - There is two pieces of the moon crest to find now. One in the original place, another in a hidden spot in one of the researchers bedrooms on the mansions 2nd floor. You'll need to find a way of accessing the hidden area shown the bottom picture on the right. Once you have both use the combine command to put it together to use.

/ Music Notes

Description: "The title is "Moonlight Sonata."

Information: What would we need with Music Notes in Resident Evil you might ask if you've never played before. Well in the game they are part of a puzzle which you need to solve.

Location : Resident Evil/REDC - Not too hard to find. The music notes are hidden behind a pushable shelf in the bar/lounge room where they need to be used on the piano. They gain access to a hidden area however Chris will require some help from Rebecca before he can get inside.

/ Power Room Key

Description: "A strange mark is carved here."

Information: The Power Room Key (or Lab Key as you will originally know it as) give you access to new areas in the lab along with of course the Power Room.

Location : Resident Evil - The power room key is found in the hidden shelf in the Visual Data Room. You'll need to lower a panel and flick a switch to open the area. The key is used on the B3 level to access the other half of the lab.

REDC - Oddly placed, the key is found in the underground's pressure plate puzzle room. You'll need to solve the puzzle before you can pick up the key.

/ Red Book

Description: "All pages are blank. What's it for...?"

Information: Found in the Guardhouse this red covered blank page book has an odd use of unlocking a door. Can you figure out how?

Location : Resident Evil - The red book is found sitting on the bed in the 001 dorm room of the mansions guardhouse. It needs to be placed in a bookcase in the 003 dorm room.

REDC - A small change in location puts the book on one of the tables in the guardhouses bar/rec. room. Watch out for the spiders though.

/ Red Jewel

Description: "It's shining beautifully."

Information: The tigers eye. If that doesn't give you a big clue as to where it is used, nothing else will. Unlike the Blue Jewel, you'll don't need this to progress into the game, though it's reward for doing so is great.

Location : Resident Evil/REDC - Found in a small sitting room on the west side of the mansions 2nd floor, you'll need to pull it out of one of the stuffed animals after you've turned out the lights. Take it to the tiger statue for a reward. :)

/ Serum

Description: "Only one dose is left."

Information: The serum is used for the snake wounds inflicted upon a character from the large Yawn snake. The question is who will be using it? Your character or someone else? Or will you have to get more?

Location : Resident Evil/REDC - When needed you'll be able to pick up the serum off the shelf in the western save room on the mansions 1st floor. You can either use it for yourself or one of your team mates depending on your actions.

/ Shield Key

Description: "A carving of a shield."

Information: During your various trips all around the mansions rooms, you will require the Shield Mansion Key to get into some new areas you've yet to explore.

Location : Resident Evil - Originally this key is found behind the dining room clock after you use the gold emblem. The shield key allows you to access the attic.

REDC - For the re-release the key has been moved behind the tiger statue. You'll need the blue jewel to access it.

/ Slides

Description: "It seems to be some kind of research report."

Information: Down in the lab you will find this slide cart. What is on it you ask? Well look below to where you will find it and what is on it.

Location : Resident Evil - The slides are found on the floor of the small lab on the B3 level of the lab. To view the slide cartridge take it to the Visual Data Room on the B2 level and use it on the slide machine.

REDC - This time taking the slides to the room isn't such a big task as they are sitting on the desk outside the Visual Data Room.

/ Small Key

Description: "A desk key."

Information: While Jill is lucky to have the ability to pick locks with a lockpick she carries which takes up no space at all, Chris has to pick up and carry keys to unlock desks for ammo. Below you will find out where each of these keys is located and where they are used.

Location : Resident Evil/REDC - I didn't double check this, but as far as I recall the small keys found in the original are in the same places as in the Directors Cut editions (correct me by e-mail if I am wrong about that). Those places are:

- Shelf in passage to outside on the mansion's 2nd floor.
- Bathroom bathtub, mansion 1st floor.
- Barrels in the shed, mansion 1st floor.
- Paper cup in Dorm Room 001, Guardhouse 1st floor.
- Crate in meeting room, guardhouse B1.
- Basement kitchen, Mansion B1.

These keys will access various desks that Jill uses lockpicks for. Most contain shotgun and magnum ammo.

/ Special Key

Description: "There must be a closet somewhere."

Information: When you finish a characters game with the best ending possible you will be rewarded with the Special Closet Key. Just where is this room? It's the only room you couldn't access in the original time through the game.

Location : Resident Evil - By beating the game with the best ending you'll gain this key. The key will access the one area in the mansion you couldn't get into which has changes of clothing for your character. In the advanced game for Resident Evil Directors Cut you don't need this key as the door is already unlocked.

/ Square Crank

Description: "It's end is square-shaped."

Information: Found just before the garden section of the Mansion grounds, the Square Crank allows you to continue your progress of moving through the mansion grounds.

Location : Resident Evil/REDC - Found in the small garden shed before the courtyard you'll need to push the steps up to the high shelf to grab it. You will use it in the courtyard to drain the water out of the path you need to cross.

/ Star Crest

Description: "A carving of the star."

Information: One of the back door crests that give you access to other areas outside the mansion, the Star Crest (along with the other 3 crests) is an important item to the start of the game.

Location : Resident Evil - To get the star crest you'll need to go to the art gallery in the mansions first floor. You'll need to solve a puzzle which will drop the last painting to reveal the crest which can be used on the lock at the back of the mansion.

REDC - The star crest has been moved to the breakable statue on the dining room on the 2nd floor. Push it over the side and collect the crest from off the floor.

/ Sun Crest

Description: "A carving of the sun."

Information: One of the back door crests that give you access to other areas outside the mansion, the Sun Crest (along with the other 3 crests) is an important item to the start of the game.

Location : Resident Evil - The sun crest is found in the armor gallery on the mansions 2nd floor. You'll need to solve a gas puzzle to drop the gate to grab it from his holding place.

REDC - The sun crest is found behind the plant and fountain on the wall mounting. You'll need to get past the plant first to get it however.

/ Sword Key

Description: "A carving of a sword."

Information: During your various trips all around the mansions rooms, you will require the Sword Mansion Key to get into some new areas you've yet to explore. Chris is the only person to receive the key as Jill has the lockpick.

Location : Resident Evil - As mentioned, the only mansion key Chris gets that Jill doesn't (Jill uses her lockpick for Sword Key doors). Found on the bed in the western save room the key unlocks some general doorways.

REDC - In the re-release you'll find the Sword Key upstairs in the small dining room near the attic. You'll need the lighter first though because the room needs to be lit up by the candles and the shelf moved to access the small back room before you can get it.

/ V-Jolt

Description: "Now I can destroy that ivy monster"

Information: This (after all the mixing which is outlined below) is what you need from the various other chemicals found in the store house. From using the Empty Bottles (look at the page for it if you need to know more about how to start making the V-Jolt) you can mix the various chemicals outlined to make this. When your finished take it to the basement and use it on the roots.

Location : You'll find the chemicals and bottles to make the V-Jolt in the chemical room in the Guardhouse. The combination for the lock is 215 for Chris/Rebecca and 345 for Jill.

/ Wind Crest

Description: "It represents wind."

Information: One of the back door crests that give you access to other areas outside the mansion, the Wind Crest (along with the other 3 crests) is an important item to the start of the game.

Location : Resident Evil - The wind crest is found behind the tiger statue. To gain it you will need the blue jewel. Once you do you can use it to unlock the back door and get out to the

courtyard.

REDC - The wind crest now takes the place of the star crest, it is located behind to the last painting in the art gallery. You'll need to solve a small puzzle to gain it.

=====

6.0 - Files

6.1. - Botany Book

~ About Medicinal Herbs ~

As you may know there are many plants that have medical effects. Since ancient times, humans have been healing wounds and diseases using various plants.

In this book, we're going to sample three herbs that grow around the Raccoon Mountains and give examples of those plants with medical properties.

Each herb has a different colour and different effects as medical plants: the green one recovers physical strength, the blue one neutralizes natural toxins while the red herb does not have any effect by itself. The red herb is only effective when it is mixed with the other herbs.

For example, if you mix the red with the green, you will get recovery tripled. By adjusting the amount and experimenting with these three herbs, you can create various kinds of medicines but I'll leave the details to you because that's the best way to acquire knowledge

6.2. - Keeper's Diary

May 9, 1998

At night, I played poker with Scott the guard, Alias, and Steve the Researcher.

Steve was really lucky, but I think he was cheating. What a scumbag.

May 10, 1998

Today, a high-ranking researcher asked me to take care of a new monster. It looks like a gorilla without any skin. They told me to feed them live food. When I threw in a pig they were playing with it... pulling off its legs and pulling out its guts before they actually ate it.

May 11, 1998

Around 5 'o clock this morning, Scott came in and woke me up suddenly. He was wearing a protection suit that looks a space suit.

He told me to put one on as well. I heard that there was an accident in the basement lab. It's no wonder; those researchers never rest even at night.

May 12, 1998

I've been wearing this damn spacesuit since yesterday; my skin grows musty and feels very itchy. By way of revenge, I didn't feed those dogs today. Now I feel better.

May 13, 1998

I went to the medical room because my back is all swollen and itchy. They put a big bandage on my back and told me that I don't have to wear the spacesuit anymore. I guess I can sleep well tonight.

May 14, 1998

When I woke up this morning, I found another blister on my foot. I went to the dog's pen and ended up dragging my foot. They have been quiet since morning, which is unusual. I found that some of them had escaped. I'll be in real trouble if the higher ups find out.

May 15, 1998

Even though I didn't feel well, I decided to go see Nancy. It's my first day off in a long time, but I was stopped by the guard on the way out. They say the company has ordered that no one leave the grounds. I can't even make a phone call what kind of joke is this!?!

May 16, 1998

I heard a researcher that tried to escape was shot last night. My entire body feels burning and itchy at night. When I was scratching the swelling on my arm a lump of rotten flesh dropped off. What the hell is happening to me?

May 19, 1998

Fever gone but itchy.
Hungry and eat doggy food.
Itchy. Itchy. Scott came. Ugly face so killed him.
Tasty.

4.
Itchy.
Tasty.

6.3. - Researchers Will

My dear Alma,

The fact that you have received this letter is both a joy and sadness for me. I could not even talk to you because of that guy in the sunglasses. Alma, be calm and read this.

I think I told you that I moved to a pharmaceutical company's lab. They headhunted me. Last month, there was an accident in the lab and the virus we were studying escaped.

All my colleagues who were infected by the virus are dead. To be accurate; they've become the living dead. They still wonder around. Some of them are knocking at my door desperately right now, but there is no sign of intelligence behind those eyes.

That cursed virus takes away all humanity from the human brain. Love, joy, sorrow, fear, and humor... eternally.

And Alma, even the memories of the days I spent with you... yes, I'm infected. I did everything to delay it, but I could only for a few days. The most frightening thing is I forget more about you by the day.

So I chose a peaceful death, rather than becoming one of the living dead. Within an hour, I will have entered my eternal sleep. I hope you will understand my decision...

Goodbye and forever yours,

Martin Crackhorn

6.4. - Orders

Top Secret July 22, 1998 2:13

To the head of the Security Dept:

"X-Day" is approaching. Complete the following orders within the week.

1. Lure the members of S.T.A.R.S. into the lab and have them fight with the B.O.W. in order to obtain data of battles.
2. Collect two embryo's per B.O.W. type of all species except Tyrant.
3. Destroy the Arkley Lab including all researchers and lab animals in a manner which will seem accidental.

White Umbrella

6.5. - Pass Number

Pass No. 8/083/0

6.6. - Plant 42 Report

Four days have passed since the accident and the plant at point 42 is growing amazingly fast.

It has been affected by the T-Virus differently than other plants have been and shows unique shape in addition to size. Looking at the way it behaves it is difficult to determine what kind of plant it was originally.

There are two ways in which plant 42 gathers nutrition. The first one is through its root that reaches into the basement.

Immediately after the accident, a scientist went mad and broke the water tank in the basement. Now the basement is filled with muddy water. It is easily imaginable that some chemical elements were blended in the water and promotes the incredibly fast growth of plant 42.

Another part of plant 42 from the basement grows through the duct and hangs down like so many bulbs from the ceiling of the first floor. Many vines come out of these bulbs and they are the second source of its nutrition.

Once sensing movement, plant 42 shoots its vines around the prey and holds it. Then it starts sucking blood, using the suckers located at the back of its vine.

It also has some intelligence. It blocks the door by twining its vines around it especially when it captures prey or is sleeping.

Several staff members have already fallen victims to this.

May 21, 1998
Henry Sarton

6.7. - Fax

To: General Manager of Sanitation Division

From: Special Committee on Disasters Raccoon Special Research
Dept.

This memorandum is strictly confidential and must be destroyed

as soon as it is understood.

Regarding the "T-Virus" outbreak, which occurred recently. This committee conducted a field survey. According to the survey results estimates on the amount of damage caused by the accident are considerably greater than reported earlier.

Second, our security system is still in operation. However, our special security guard squad has nearly been destroyed. Because of that research information considered by our company to be Top Secret has been made available to outsiders. Counter-measures should be taken as soon as possible.

Finally, many of the "Subjects" from the experiments have escaped and are out of control. We believe that some researchers were killed by these "Subjects" and their body's mutilated.

By curious coincidence these events are proof of the success of our research. However there is also a very high risk that this news will be leaked to the press if we don't act immediately.

The condition is very serious. Our operation to cover up the situation is difficult to attain, however we hope the problem will be solved quickly. We are especially concerned that the state police and S.T.A.R.S. are intervening to quickly. We need to act on this situation as well.

6.8. - Scrapbook

RACCOON TIMES MAY 27 1998
ANIMAL ATTACK? WOMAN MUTILATED

May 20. Around 10pm a 20-year old woman's body was found by a passer-by on the left bank of the Marble River in the Cider district of Raccoon City.

Raccoon Police assume it to be a grizzly or other animals doing as there are teeth marks along her mutilated arms and left foot that show considerable power. Since she was wearing a hiking boot on her other foot it has been determined that she was attacked in the Arklay Mountains and fell into the river. They are hurrying to identify this woman.

RACCOON WEEKLY JUNE 16, 1998
MONSTERS IN ARKLAY MOUNTAINS?

Some people claim to have seen monsters in the Arklay Mountains. The monsters are supposedly dog size and run in packs like wolves do. This may sound like a pack of ordinary wild dogs, but these are surpassingly fierce and hard to hurt.

They say these dogs wont bother you unless you wake them while they are sleeping. So you smart readers should stay out of the Arklay Mountains for the time being. But if you're looking for adventure, check it out! You wanna try?

RACCOON TIMES JULY 9, 1998
MYSTERY ON ARKLAY MOUNTAINS

-Mountain Road Blocked-

Due to the successive disasters in the Arklay Mountains, the city authorities have decided to block the road leading to the foothills.

At the same time, Raccoon Police intend to search for lost people with the help of S.T.A.R.S. team members. They expect great difficulty because of the vast size of the Arklay Mountains and the primeval forest that covers most of the area. Also people are still reporting sightings of grotesque monsters in the mountains.

6.9. - Security System

BASEMENT LEVEL 1

Helicopter Port

Executives and government officials only on helicopter port. This restriction may not apply in case of an accident.

Passage to Helicopter

No one is allowed to enter unless a Research Consultant or Security Director attends them. All others will be shot on sight.

Elevator

The Elevator stops during emergencies.

BASEMENT LEVEL 2

Visual Data Room

The Visual Data Room is within the control of Special Research Division. Keith Arving, the room manager, is designated to have jurisdiction over room usage.

BASEMENT LEVEL 3

Prison

Sanitation Division controls the usage of the prison. Consultant Researchers (E. Smith, S. Ross, and A. Wesker) must

be present if virus is used.

Triple Lock Door

No one is allowed to enter unless he presents all pass-code documents. The Chief Researcher of each block must create pass-code documents on the specialized output machines.

Power Room

Only headquarter supervisors may enter. This restriction may not apply if the Consultant Researcher has received special instructions.

Pass-code Output Machines

No one is allowed to use the machines but the Chief Researchers.

BASEMENT LEVEL 4

TOP SECRET

Regarding the progress of "Tyrant" after use of the "T-Virus"...

(The remaining document is unreadable)

6.10. - Researchers Letter

June 8, 1998

Dear Ada,

Ada, by the time you read this I'll be something... different.

Today's test turned out to be positive, just as I had expected. I feel crazy when I think about becoming one of them. Ada, your not infected and I hope you never will be. In case you're the only one left, take the material to the Visual Data Room and go to the Power room to operate the Triggering System before you escape.

Make all this public through the media. If everything is in order, all the locks can be opened by the security system. You can access the system if you log in with my name, from the terminal in the small lab and enter the password.

The password is your name.

To unlock the door at 132 where the Visual Data Room is located, you'll need to access with our names first then enter another password.

I've written the code below, I'm sure you'll understand it

easily.

And this is my last hope - if you find me completely changed
please kill me yourself.

```

=      =      = =      =      =      =
==     ==     =  =     ==     ==     ==
= = = =      = =      = =     = = = =
=  =  =      =      =      =  =  =
==     ==     =  =     =      =      =
=      =      =  =     =      =      =

```

Yours, John.

6.11. - "V-Jolt" Report

As I stated in the last report there are some common features found in the cells of the plant infected with the Tyrant Virus. We have also found another interesting fact through some experiments.

We found an element that destroys these plant cells rapidly in "UMB. No. 16" one of the series of Umbrella Chemicals that we used for the experiment.

We named this "UMB. No. 16" as "V-Jolt." In our calculations, it will take less than 5 seconds to destroy plant 42 if we put the "V-Jolt" directly on the root.

You need to mix some of the UMB series chemicals in an order to make the "V-Jolt." But the UMB. Series of chemicals may generate a poisonous gas, which is harmful to the human body. Extreme caution should be taken when handling these chemicals.

Following are the types of UMB. Chemicals and their brief characteristics:

- UMB. No. 2 Red
- NP-003 Purple
- UMB. No. 4 Green
- Yellow-6 Yellow
- UMB. No. 7 White
- UMB. No. 13 Blue (Stimulating Smell)
- UMB. No. 16 Brown "V-Jolt"

6.12. - Pass-Code 01

"I swear by myself," declares the lord, "that because you have done this and not withheld your son, your only son..."

(Genesis 22:16)

6.13. - Pass-Code 02

...I will surely bless you and make your descendants as numerous as the stars in the sky, and the sand on the seashore. Your descendants will take possession of the cities of their enemies...

(Genesis 22:17)

6.14. - Pass-Code 03

...and through your offspring all nations on earth will be blessed, because you obeyed me."

(Genesis 22:18)

6.15. - Barry's Picture

(A picture of Barry, his wife and two daughters, very old looking and in black and white)

Barry's Picture

Something is written on the back of the picture.

"My Dearest Moira and Polly,

I hope you will grow up to be strong and beautiful women and help to cheer up mother.

Your father will be watching you all from heaven.

Dad."

=====

7.0 - Secrets

// PlayStation & Saturn Editions

Rocket Launcher

For unlimited use of the Rocket Launcher finish the game within three hours. After the credits roll you'll see a rocket fly by. Wait for the game to restart, then choose to play on. You'll start the new game with a rocket launcher!

Special Key

Complete the game with the best ending for either character and you'll be rewarded with this key. This allows you to get

access to the dressing room where there are changes in costume for your character. Not required for the advanced mode of REDC as the room is already unlocked.

// Directors Cut Only

Colt Python With Unlimited Ammo

Beat the game in the ADVANCED mode with Chris or Jill and rescue everyone so at the end it says "What a tough guy! You have completely closed the case!" Then it will ask you to save the game. Do it. Then go to load game at the title screen and load the game. Then you will have the Colt Python with unlimited ammo.

Double Ammo

At the title screen choose NEW GAME then go down to ADVANCED but don't choose it. While ADVANCED is highlighted, hold RIGHT on the D-Pad. After about 10 seconds the color of ADVANCED will change. You may now start a game with either character. From now on, whenever you pick up a clip it will have 30 rounds instead of 15 and the ink ribbons will have six saves instead of two.

Alternated Raking Screens

Finish the game in under one and a half hours and the ranking screens for Jill and Chris will be different.

// Sega Saturn Only

Alternate Costumes

To get alternate costumes for both Chris and Jill, hold the L and R triggers on controller 2 at the "July 1998" screen. While holding them down, press START on controller 1.

Battle Game

You need a save file for the game so make one for either character then reset the game. At the title screen simultaneously press and hold X, Y, and Z and press start on controller 2. The screen should flash. Press start on controller 1 and go to options. There should be an option called Battle Game. Pick it and load the data from your saved game. Once you have the game you can play though, but each time you go back to the title screen you will have to enter in the code again.

// PC Only

Ingram MAC-10 and Minimi

Finish the game in under 3 hours and you'll be rewarded with

these bonus machine guns/auto rifles. Jill will received the MAC-10 while Chris will get the Minimi.

// Gameshark/AR/Xplorer Codes

I was going to go add all the Gameshark codes in here but that it just a waste of space. Instead here are some links for code sites.

Gameshark - <http://www.gameshark.com>
- <http://www.cmgsccc.com>
Action Replay - <http://www.codejunkies.com>
Xplorer/Xploder - <http://www.x-plorer.co.uk>
- <http://www.gbparadise.de>

=====

8.0 - FAQ

Umm... well if there is questions. This is where they will appear. Probably won't happen though. I hope.

=====

9.0 - Review

I'm chucking this review in at the end. I don't know why. Just did.

I assume if your an RE fan reading this guide wont be interested in a review on the game that started it all, probably because you've already played it. Well, perhaps not. Although it's common for a lot of newbies to the RE world to have played later games before the original and usually it means they say that RE #X was the best one and that RE1 really sucks. For me the first is the best I still can't get past how much the original impressed me the first time I played it, and the numerous times I played it afterwards also.

Capcom at the time really out did themselves with what they coined as Survival Horror. Although the voice acting wasn't the best it gave the atmosphere that you were playing a shocking B grade horror, which of course makes those sort of things more entertaining.

The general shock value is majorly apparent even to these days, many people explaining the scene with the dogs jumping through the window causing them to have various reactions from jumping out of their seat to shitting themselves with fear (excuse the expletive, but it's probably true). A shock value which many people like indeed.

The thing that got people hooked, and like many games, was the story behind the game. I know it was something which got me interested in completing the game. You weren't just there to

shoot the crap out of stuff, while that was fun in itself, the story was always there to back it up. What was causing the various killings at first and then what was causing the various monsters, and as you worked through the game you'd discover the facts behind the evil within the mansion.

Graphically the game was nice. Compared these days to both later sequels and other games you may cringe to see some parts, but the pre-rendered backgrounds gave high detail while the polygon models gave a high depth. The sound effects and music were a complete difference when compared to the voice acting. High suited scores and independent sound effects made playing the game a treat in the sound department.

Although if there is one thing complained about more often than not its the controls. I've never had any problems with the use of the controls, and after a few minutes practice they became as common to me as any other game. At first it felt weird to be holding one button to lift the gun and one to shoot with, and the controls ended up with me walking or running into or along walls. To this day I can say sometimes I do get caught up on things when running, but all and all no one should have no trouble with it after some practice.

If there is one other thing that I could say about RE's bad side that would be the puzzles. You can get through the game with no trouble in this department at all. Most of them involve you pushing things around which becomes very tedious, and only a couple require any brain work when it comes to creating the answer or having things pushed in the right locations so you can solve the puzzle. I remember having a pen and paper ready for the first time I played it, but they didn't get used.

People tend to ask me if I think Resident Evil has replay value, and I can never give them an answer. I can't say it has anything of value to cause you to do so, but some people like myself, never seem to mind cranking it out again and giving it a shot. Perhaps because you can find some fun to play it again. Sometimes using the Rocket Launcher isn't enough though, and I tend to be reaching for my GameShark to spice things up. Of course should you want to see all 8 endings of the game you have a great excuse to play the game over and over again, and you'll find you may even come across new scenes should you do smoothing differently, and for this I guess you could say it has a small amount of replay value. Even in the hundredth reply sometime in mid 1997 I would come across a new scene I'd never seen before.

When thinking about the game I can go to the fact that your not always going to be happy with some features, such as the easy puzzles and various other niggles. There are points which become beyond funny and make no sense when you get down to it, but I can't take away from the fact that the game is still a great purchase, and worthy of any games collection. It is my favorite of the series and nothing will probably change that, all I can say is if your a fan and yet to play it go out and get it now.

=====

Ahh.... where to start. This guide wouldn't be possible without this web support crew.

- Everyone who's supported my online RE projects
- Rammy (Martin Ramsauer) for being such a cool online buddy and for all the effort he's helped in with Biohazard Cubed
- MvdB for likewise. Here's hoping you get TRE online sometime this year. :p
- Stix (Jason Buckley) for the years of support and the forum hosting. StixFX.com for all your forum hosting needs.
- Roody (Michael Baroody) for giving me so much support with RESitez.com - I don't know if the site would still be around without you.
- Wesker (Jerome) for the years of support also. You da man! Also all of the other Biohazard France team (Ada, Hunk, HCF) who are forever helpful.
- Pure Evil - All of this happened because of you! Sorry for the years of crappy hosting though.
- HellRaiser.... geez where would I be without your media? Probably not needing some sort of wrist support I bet. Man that sounded rather dirty. LOL
- Ice - Years of support. I'm sick of you not being online, get Trillian or something. LOL
- The Euro webmasters (Mantra, DaMaYr, Bricman, Chris, 4th Survivor, Danny, Ro, and anyone else I've forgotten)
- Satine for the ever interesting chats - I hope that webmaster is no longer bugging you.
- Solidus - Geez.... what to say. :p
- Mort for the TM2PC challenge. TMAlliance.com RULES!
- CrankShaft - Where the hell are you man!
- TRENT - The mysterious poster. Hope to see you again soon my friend.
- Punisher for my first crack at this guide.
- LB & Jase for getting me into this game wayback in 1996. 100% 'ld skool resevil.
- CJayC for hosting my guides on GameFAQ's (as if I couldn't put this somewhere).
- And finally, my forum members at New Blood who are an ever exisiting source of fun, information, and everything else. This guide is for you.

Websites:

Resident Evil: A New Blood
www.new-blood.com / www.anewblood.com - one of them will work

RESitez.com
www.resitez.com

Biohazard Cubed
cubed.biohazardextreme.com

Hope you've enjoyed the ride...

...the end...

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