

Resident Evil Monsters Guide

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Updated to v1.0 on

Resident Evil

Monster Guide

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V 1.0

Story

Some people might ask, why create a guide to a game everyone's played and beaten a million times? Why? Because the monsters in this game do not get enough credit. Also this is my first FAQ like guide so bear with me.

Zombie- Basic grunt and the most common enemy. They either spit on you or chew your neck but it's just so easy to take them down. Knife doesn't work that well (close range weapon don't cut it on a creature looking to chew that arm off) but everything else makes these ghouls into fodder. Shoot them with the baretta and they fall. Shotgun and Python their heads explode. Messy. But there is a downside. At the beginning Chris has trouble finding enough ammo to take them all out so run around them when possible.

Dogs- Cujo from hell. Nothing like dogs without skin to get you down. Fast, viscous, and skinless, these dogs jump at your throat like it was prime cut. Good thing it only takes a few shots, when shot they fall and take time to get back up. Bad thing, they tend to fight in packs meaning a lot of shooting and reloading.

Crows- Aaaahhhhhh, crows are attacking. If this happens it means you either examined Forest's body or messed up getting the wind crest. Don't do either of these things and the birds won't bother you. If they do use the shotgun because the baretta is just too hard to shoot them with.

Snakes- Small and poisonous, snakes should just be avoided because your legs are longer than their bodies. Never killed one, just walked by.

Plant Root- Not exactly an enemy, but annoying enough. Reaches through the floor and grabs you. If you're playing as Jill, pass it once then push the statue over it. If you're playing as Chris it tickles so just kill big daddy 42.

Big Spider- Large venomous spiders that try to bite you and are deadly even when dead. Shotgun or bazooka, player's choice. Just be afraid of the mini spiders that come out of it if you blow it away.

Mini spiders- Small spiders that skuttle around in insanely large numbers. Good- You can squish them if you run over them. Bad- If you are too slow they can bite you four or more times.

Neptune- Big, big, big shark. Neptune and sons can kill you in no time but vice versa. Just drain the water and they are no longer a threat. But in case you're feeling like being cruel, after you drain the water you can just stab these fish fillets to death.

Hunters (Head Hunters)- Large, skinless creatures that are nothing more than teeth and claws. I call them Head Hunters because they have a tendency to slice that part off. What makes these creatures so annoying is that they can jump over you after you aim to shoot them. If they do release R1 and then hit it again to auto aim them. If you fired before they jumped your in for a gap in your chest. But heres the real downlow of these creatures.

Top 5 reasons (bad to worse) Hunters are the most annoying creatures

5. They laugh off baretta bullets
4. Three shotgun shells
3. Appear at the worst times
2. They jump over you. Frustrating as hell.
1. You can have full power and they can still tear your head off with one slash.

Chimera- Hangs over head and takes swipes at you or jumps on your back and does some heavy damage. Annoying. I just run by these evil monkeys because its too hard to aim up and shoot them. At the very end, when you need to get out of dodge, these creatures become floor bound. If you have the ammo put a smack down with the Python, if not avoid.

Boss

Giant Snake- What's thrity feet long with foot long teeth and poison. I dont know but if you want to beat the game you have to beat this terror. Lunges at you and bites. Take your strongest weapon (shotgun for Chris and Acid Rounds for Jill) and three mixed herbs and prepare for a long battle. The second time you fight he's even harder. Python on a Python, hhhmmmmmmmmmm.

Plant 42- Big weed that want to kill anything it touches. If your Jill just walk in and blast it with fire rounds, but if your Chris you have to mix a serum with Rebecca and then fight him. Be carefull of his swinging vines, his power draing grab, and the acid that drops from the ceiling.

Tarantula- Ok, you get the picture. All the bosses are incredibly large so guess what size daddy long legs here is. Spits on you. Run around it untill it puts its front legs down, then use the flame thrower to make a crispy critter. Ever eat Tarantula. I have and its pretty damn good.

Tyrant- 10 feet tall. Five foot long claws. Kills anything and everything near it. Hard to kill. Yeah, this big daddy of all bosses is a tough one. Use the Python and lure it into your bullets. The second time run around untill he charges and then cut right or left. If you do it correctly he'll swat air and you can aim and shoot. The final blow though has to come from the rocket launcher, so grab it as your running by, equip, and as he charges you just aim and fire. You will know immeiditly if you had a clear shot (dont see why you should'nt, he was most likly charging you). What happens afterward. You can fit Tyrant into a 20 ounce bottle.

Go ahead and use it if you really want to for I have no qualms.

Special Thanx go out to-

Capcom- For making this game, it rules.

Dawn Estep- My girl who, despite the fact that I have beaten this game a million times, forced me to buy it becuae she likes to watch me play it..... go figure.

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