Resident Evil Items Guide

by punishment 01

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https://www.neoseeker.com

http://faqs.ign.com

CONTENTS... 1. FAOs 2. Main areas 3. Weapons 4. Items Guide 5. E-mail Policy (What to do, and what NOT to do.) 6. Credits FAOS... Q: I can't find item 'x'... Where can I find it? A: Look through this FAQ. If you know the item you are looking for, use the Ctrl+F feature, and then type the items name, and search through the FAQ. Q: I picked the item up, but I've lost it! What the hell!? A: You've probably either picked up an item that looks like the one your searching for, or you've dumped the item in a Storage Chest. Q: Why does Jill get a lockpick, while Chris has to look for old keys!? A: It only seems fair, as Jill is weaker. But then Chris has less item space, but he can take many more bites than Jill ... Q: So who should I use? A: Ask someone who wrote a walkthrough for the actually game... But I'd say use Jill if you're a first timer. Q: I've found an error! A: Report it to me via e-mail... Stat! MAIN AREAS... MANSION - The large house where all the ghoulish experiments were carried out. You'll spend most of your item hunting around this area, as 70% of the game is based in the mansion. RESIDENCE - The second area you encounter. This place is very freakish, and probably scarier than the mansion. There is also an underground area of the residence where you'll encounter some 'fishy' enemies.

UNDERGROUND LABS - You'll get to these labs via the Mansion. This is the final area of the game, and you wont have to hunt for many items here - Except if you want a good ending...

RED HERB Found at: Various places Use it to: Boost the effect of a blue or green herb.

GREEN HERB

Found at: Various places Use it to: Restore some health

BLUE HERB Found at: Various places Use it to: Cure poison status.

INK RIBBON Found at: Various places, many save rooms. Use it to: Save your progress on a typewriter.

HANDGUN BULLETS Found at: Various places Use it to: Reload your Beretta.

SHOTGUN SHELLS Found at: Various places Use it to: Reload your Shotgun

MAGNUM ROUNDS Found at: Various places Use it to: Reload your Magnum

GRENADE ROUNDS Found at: Various places Use it to: Reload your Grenade Gun

ACID ROUNDS Found at: Various places Use it to: Reload your Grenade Gun

FLAME ROUNDS Found at: Various places Use it to: Reload your Grenade Gun

FIRST-AID SPRAY
Found at: Various places
Use it to: Restore health fully.

SERUM Found at: On the shelf in the Drug Room (Where you first meet Rebecca) Use it to: Cure snake/spider bites.

MOON CREST Found at: The Attic, where you face the Yawn (Snake). Use it to: Open door to residence area. (1 of 4 crests needed).

STAR CREST Found at: Behind final painting in the Art Room. Use it to: Open door to residence area. (2 of 4 crests needed).

SUN CREST Found at: Inside case in Armour Room. Use it to: Open door to residence area. (3 of 4 crests needed). WIND CREST Found at: Behind tiger statue. Use it to: Open door to residence area. (4 of 4 crests needed). BLUE JEWEL Found at: Push the statue on the balcony over looking the Dinning Room. Then return to the Dinning Room, and you'll see this jewel. Use it to: Reveal Wind Crest on tiger statue. RED JEWEL Found at: Inside Moose Head at the Trophy Room. Use it to: Reveal the Magnum on the tiger statue. CHEMICAL Found at: In Save Room under the 1F right stairs. Use it to: Poison plant in the greenhouse. LIGHTER Found at: Bedroom near Trophy Room. Use it to: Light candles and fire places. MO DISK Found at: 3 MO DISKs are hidden through the game. Use it to: Get the best ending. SHEET MUSIC Found at: Behind a bookcase in the piano room. Use it to: Play the piano, and open a secret passage while doing so. RED BOOK Found at: Room 001 of the residence. Use it to: Replace V-Jolt book in Room 003. DOOM BOOK 1 Found at: In the Study Use it to: Conceals Eagle Medal. DOOM BOOK 2 Found at: Item passage in courtyard. Use it to: Conceals Wolf Medal. EAGLE MEDAL Found at: Inside DOOM BOOK 1. Use it to: Activate secret elevator below fountain. WOLD MEDAL Found at: Inside DOOM BOOK 2. Use it to: Activate secret elevator below fountain. BATTERY Found at: In the large closet. Use it to: Power elevator in courtyard. WOODEN EMBLEM

Found at: Above Dinning Room fire place. Use it to: Replace GOLDEN EMBLEM.

GOLDEN EMBLEM Found at: Wedged into the statue in the secret passage of the piano room. Use it to: Replace WOODEN EMBLEM. ROOM 002 KEY Found at: Giant beehive in residence. Use it to: Unlock Room 002. ROOM 003 KEY Found at: In Arms Storage in the Residence basement. Use it to: Unlock Room 003. ARMOUR KEY Found at: Fountain in Greenhouse Use it to: Unlock various doors with the carved armour symbol. SWORD KEY Found at: On the bed in mansion save room. Use it to: Unlock various doors with the carved sword symbol. SHIELD KEY Found at: Grandfather clock in Dinning Room. Use it to: Unlock various doors with the carved shield symbol. HELMET KEY Found at: Fireplace of Plant42 room. Use it to: Unlock various doors with the carved helmet symbol. SPECIAL KEY Found at: After finishing the game. Use it to: Unlock costume room. CONTROL ROOM KEY Found at: Bathtub in Room 001. Use it to: Open Control Room in water tank room, below the residence. LAB KEY Found at: Compartment in conference room. Use it to: Unlock lab door. SMALL KEY Found at: Various places. Use it to: Unlock simple locks with Chris. HEX CRANK Found at: On the ground in the room where Enrico is shot. Use it to: Open passages in underground area. SQUARE CRANK Found at: Top of shelf in store room. Use it to: Drain water from the dam, near the residence. SLIDES Found at: Floor in the small lab. Use it to: Used on slide machine. FLARE Found at: Crate near heliport door.

Use it to: Signal Brad to pick you up in the helicopter.

E-MAIL POLICY... ******** WHAT TO DO: ********* - E-mail me questions about the game, which are not answered during all sections of this FAQ. - E-mail me suggestion about how to improve my FAQ. - E-mail me compliments about this FAQ, as sometimes I need them. - E-mail me any comments you have about this game. - E-mail me comments about my website, regarding RE. - E-mail me errors that are in the FAQ, but please make sure you copy the complete sentence, and point out where its wrong. - Make sure you have the subject as "RESIDENT EVIL ITEMS GUIDE" if not, it will not be opened. * * * * * * * * * * * * * * * WHAT NOT TO DO: * * * * * * * * * * * * * * * - Do not e-mail me either hate speech or flames. They are quite stupid, and in the end the only person who is laughing is me, with my friends, as we look and pity your stupidity. - Do not send me a virus, because they suck. And quite frankly, I have one of the most updated Virus Scanner out. So, its useless. - Do not send me spam - I don't want my penis enlarged, nor do I want a free mobile. - Do not send me casual e-mails like "Hi! Whats your ASL?" Because they suck. CREDITS... Jeff (CJayC/Ceej/Ceejus) Veasy for putting the guide up on the site. Other webmasters for putting this FAQ on their sites... Other FAQ writers who inspired me. My computer for not freezing up ONCE when writing this FAQ for a change... Sony for such a great game system. Capcom, for creating Resident Evil. My parents for putting up with me. Coffee for keeping me up all night. Speed, for keeping me awake and feeling like doing everything (^ ^) And finally, YOU! For reading this guide! (C) Matthew Stenson (punishment 01) 2003 -EOF-

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