

Resident Evil: Directors Cut Changes Guide

by ParanoidXE

Updated on Apr 20, 2004

Saturday, January 22, 2000
Author: RedDemon
Email: NemesisEra@hotmail.com

-[RESIDENT EVIL -> RESIDENT EVIL: DIRECTOR'S CUT]-
-[DIFFERENCES GUIDE]-

Disclaimer...

Well there is no disclaimer for the FAQ...I dont care what you do with it! Heck I dont care if its put up on a Porno Site! You can print this and Distrubute it. I really dont care. There is only one rule you cannot try to make money off of selling this (I dont know who would be dumb enough to buy it though)

Why Am I Doing this?

If you are like me, a HUGE RE Fan, you may have Resident Evil 1 already, but you've seen Director's Cut for a really cheap price somewhere and are debating weither to get it or not. This will explain the differences from the original version of Resident Evil.

This may also be used as help. For Example if you already played Resident Evil and know everything, but the little modifications throw you off, this will help you locate some of the changes in the Locations of Items.

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-[ CHANGES IN -> ITEM LOCATIONS ]-  
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Legend:

RE - Orignal Resident Evil
DC - Director's Cut Resident Evil

Broken Shotgun

RE: The Broken Shotgun in the orignal is located in the Vacant Room.
DC: In the Director's Cut Edition, the Broken Shotgun has been moved to the Save Room Under the Stairs.

Wind Crest

RE: Wind Crest is located in the Tiger Statue Room, where you must use the Blue

Jewel to get it.

DC: Wind Crest is located in the Painting Room, after you complete the Painting Puzzle.

Star Crest

RE: The Star Crest is located in the Large Gallery

DC: The Star Crest is located in the Statue that you push off the 2nd floor in the Dining Room.

Armor Key

RE: Armor Key is located in the Greenhouse, where you use the Chemical to destroy the plant.

DC: Armor Key is located at the Terrance where Forest's Zombie is located.

Colt Python

RE: Located in the Tiger Statue Room, after you use the Red Jewel on the Tiger Statue.

DC: Colt Python is located in the Vacant Room On the first floor.

Chemical

RE: Located in the Save Room under the stairs.

DC: Located in the Boiler Room at the end of the hall.

Sun Crest

RE: Located in the Armor Room.

DC: Located in the Greenhouse, on the sheild on the wall.

Emblem

RE: Found above the Fireplace

DC: Found in the Armor Room

Control Room Key

RE: Located in the 001 Bathroom

DC: In Director's Cut it is located under Plant 42's roots.

Helmet Key

RE: Found after defeating Plant 42.

DC: Found in the Storage Room where the Sharks are.

Doom Book I

RE: Located in the Study

DC: Located in the Hidden Library

Lab Key

RE: Found in the Conference Room

DC: Found in In the Rotating Hall.

Jill Uniform

RE: A regular S.T.A.R.S Uniform, with blue shoulder pads, and blue pants, white shirt.

DC: Jill has a sleeve-less white top, black boots, blue pants, and black gloves.

Auto-Aim

RE: In the original this feature doesn't exist, you had to manually Aim for an enemy.

DC: In this version a new very useful feature is added, now with your character the gun will automatically aim at enemies, may make it too easy for people that like challenges.

In Resident Evil: Director's Cut, there is more enemies than the original, perhaps to make it so it isn't too easy to use the Auto-aim feature. You may find new enemies in unexpected locations.

This guide is intended to help you to decide if buying Resident Evil: Director's Cut is exactly worth it or not.

You should buy it if:

- You are a hardcore Resident Evil Fan
- If you do not own the original Resident Evil
- If you think that all the extra features are worth the money
- You find a copy extremely cheap!

You shouldn't buy it if:

- You aren't a fan of the Resident Evil Series
- You do not think all the new features are worth the time
- You already have Resident Evil and dont think this version is worth it.

I honestly would think that Resident Evil: Director's Cut is worth it no matter if you have the Resident Evil 1 CD or not, But it's up to you to decide if it is worth it!

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