

Resident Evil Monsters Guide

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RESIDENT EVIL

----- Monsters Research -

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1. INTRODUCTION |-----RESIDENT EVIL

As a part of my "Monsters Guide" for the "Resident Evil" GC series, this guide is done out of my pure interest and dedication. In this Monsters Guide for the Resident Evil (by Capcom), you can find the details, strategies, fighting tactics, behavior, background and characteristics for all the mosnters that is in the game.

2. BASICS/NOTES |-----RESIDENT EVIL

In the wonderful world of Resident Evil, we are filled with hideous, gross monsters of all varieties. Rotting humans, freaks, you name it, Capcom has it.

The monsters in the game has a certain amount of HP, and have weakness against certain guns. Hence, a gun might inflict more damage when use on a zombie, but lesser damage on a hunter.

Most monsters can be avoided by running out of that area, but in some areas, the zombies will break open the door and stalk you!

Some weapons inflict more damage to certain kind of monsters. Here is a list showing which monsters sustain more damage from which type of wepaons.

Zombie

- Incendiary Grenade(+ Prevent Crimson Head transformation)

Yawn / Hunter

- Acid Grenade

Web-Spinner / Black Tiger / Plant 42

- Incendiary Grenade

Chimera

- Normal Grenade

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3. WEAPONS BRIEFING |-----RESIDENT EVIL

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1 HANDGUN

Ammo Capacity & Type: 15 Handgun Bullets

Description: A S.T.A.R.S custom automatic. Fires 9mm Parabellum rounds.

A standard Handgun that our character starts with. It is useful for the easier monsters, and will probably be the weapon that you will be using very much. It is useful against zombie, crow, bee and cerberus. It fire fast, and should be use to 'soften' a monster up at far range before switching to an even more powerful weapon when close. The ammunition can be found fairly easy in the game. Random head shot can be achieved with this. Also, if you aim down and fire at a zombie at close range, you might be able to break the kneecap of the zombie, thus crippling it.

2 SURVIVAL KNIFE

Ammo Capacity & Type: N/A

Description: A mid-size, lightweight survival knife. Jill's personal protection knife used for close encounters.

A Knife is another weapon that the character starts with. Your basic survival material against the T-virus monsters. It consume no ammunition, and is the only weapon that doesn't require any bullet. In exchange for the infinite use, you can only use this weapon to attack the monster in close range, and due to the fact that it inflict little damage, it makes it that using a Knife is only for the greatest players of this game. Unless you are really good, you are advised to drop this weapon in exchange for another better one. One thing that many people overlook is that you can use it to save tons of ammunition, simply by hacking at the fallen zombie after you have strike him down with a gun.

3 ROCKET LAUNCHER

Ammo Capacity & Type: Infinite

Description: Launches fire-and forget rockets continuously. Extremely destructive.

The Rocket Launcher is the most powerful weapon in the game, capable of killing every monster (with the exception of Lisa, or if Tyrant block your 1st rocket). It can however, knock down Lisa with one rocket though. This weapon is slow, and hence is not recommended for use when facing cerberus or crows. The cerberus tends to get to you before you can kill it, due to the arc of the cerberus and the rocket.

4 SHOTGUN

Ammo Capacity & Type: 6

Description: Fires 12 Gauge Shells. A weapon that is capable of firing wide-range.

A very reliable weapon for Chris Redfield. The Shotgun have a very high chance of getting a decapitation on zombie, especially if you aim up and fire at its head when at close range. It have a cone-shaped radius area, and hence is able to cover a wide range, but lesser damage inflict. As such, it is useful against a flock of crows, bees, snakes and the like. This gun is best used on moderately strong monsters like the Hunter, Crimson Head or the Chimera. Not very effective against Web-Spinner though, but its still the best available weapon on them.

5 DAGGER

Description: By stabbing this dagger you'll be able to protect yourself and escape from hostile situations.

The Dagger can be found in various places, and works differently than the rest of the weapons. This weapon has a slot of its own (collective), and is used only when in emergency. When grappled by a monster, you can use the L button to plant a Dagger at the monster (if you have set your Defense weapon setting to Manual and this weapon, that is...) If you have set to Auto mode though, your character will use it without the L button. This will stun the monster enough time for you to escape. If used onto a zombie and after you decapitate it, you can pick it up and use again. It inflict a damage as much as 2-4 handgun bullets.

6 ASSAULT SHOTGUN

Ammo Capacity & Type: 10

Description: Fires 12 Gauge Shells. A S.T.A.R.S custom arsenal and also Richard's favorite.

This gun holds more ammunition, and is slightly faster than the standard Shotgun, and is obtained while or after the Yawn 1st encounter. A good replacement for the Shotgun, and inflict a slightly (hardly significant enough to see the difference) more damage too.

7 MAGNUM REVOLVER

Ammo Capacity & Type: 6

Description: It's loaded with Magnum rounds.

This weapon is obtained while on the route to Lisa, provided you have the appropriate item. Its hidden in the crypt, and is loaded with 6 bullets. Great against very powerful monsters, and work excellent against Tyrant and the Hunter. Unfortunately, ammunition is very hard to come by, so use it only when in emergency.

8 SELF DEFENSE GUN

Ammo Capacity & Type: 1

Description: A self defense gun that fires .22 Magnum rounds. One round has been fired already.

You will find this special gun in the Residence Room 001. This gun cannot be reloaded, and it contain only 1 bullet. This gun is extremely powerful compared to most weapons, and the damage inflicted is close to around 3~4 rounds from the Magnum Revolver. You shouldn't use it onto Hunter and the like, because that is a very big waste. Once the only shot has been fired, you should leave it in the item box.

9 GRENADE LAUNCHER

Ammo Capacity & Type: 255

Description: Grenades are already loaded.

Description: It's loaded with Incendiary rounds.

Description: It's loaded with Acid rounds.

This gun can be reloaded with 3 different types of rounds. Each type of rounds have special effects onto various monsters. The Incendiary rounds are best use onto zombies, burning them at the same time (hence preventing Crimson Head transformation). This gun is also useful in fight against Hunter, Plant 42 or boss fights. Take note that the Grenade is effective when in close range. The Acid rounds are best use onto Web-Spinners and Black Tiger. As this gun is slow, you should carry a fast weapon as a backup.

10 BARRY'S 44 MAGNUM

Ammo Capacity & Type: 6

Description: Fires .44 Magnum rounds. An extremely powerful handgun, not to mention one of Barry's favorites.

Barry's favorite Magnum can only be obtain if you didn't return him his fight during the Lisa's fight. There is no ammo refill for this weapon, but as you obtain it late in the game, there is no much usefulness for this gun too. It can defeat every monster in one shoot (even Tyrant's first encounter) except in the helipad battle. However, it is still a reliable weapon to use if you were to combat the Tyrant at the helipad.

11 HANDGUN

Ammo Capacity & Type: Infinite

(Samurai Edge)

Description: An automatic that fires .40SW rounds.

This gun have infinite ammo, unlock by beating a game in under 5 hours. It works similar to the normal handgun, but it can fire a triple fast shot if you can get the timing well. It has a slightly higher rate of decapitation on zombies too, compare to the standard Handgun. Once unlocked, you can find it in the item box.

12 FLAMETHROWER

Ammo Capacity & Type: 100%

Description: A anti-personnel weapon that sprays a stream of fire.

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4. MONSTERS INFORMATION |-----RESIDENT EVIL

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0 ONE DANGEROUS ZOMBIE

Weak Against: N/A

Bullet Count:

N/A

The One Dangerous Zombie is only in the "Once Again" mode. It is actually Forest Speyer strapped with bombs. Any attack on him will trigger the 'Game Over' result screen, so you cannot attack him. He will move slightly faster than zombies, and appear in several fixed locations of the mansion. He will disappear after you have taken the Helmet Key.

The One Dangerous Zombie move significantly faster than a zombie, and almost as fast as a Crimson Head. For some reason, his attack fail most of the time, and that he attacks by biting at the neck of your character, or by spitting acidic vomit when on stairs.

1 ZOMBIE

Attack Move & Damage:

Bite	500
Acidic Vomit	175
Ankle Bite	400

The zombie is T-virus infected humans. They are the workers that once live in the Spencer Mansion, but have become a rotting walking dead. They are slow, and attack by biting at their victim. You can easily dodge them, but if confrontation is needed, a weak weapon like the Handgun is usually enough to subdue them. Besides biting, they can also pour acid. They will die if they are decapitated. Aiming up at their head and fire using a Shotgun will increase the chance of decapitation (from 25% to 60%). The Handgun have a chance of decapitation too.

If they are not killed by decapitation nor by Grenade Launcher loaded with Incendiary Rounds, they must be burn. Using an Oil Canteen and a Lighter. You need to fill the Oil Canteen with kerosene though, which can be found in various places. If they are not disposed off in those methods, they will be resurrected into the 'Crimson Head'. Not all zombies will turn into a Crimson Head though. Try to pile the dead zombies on top of one another (eg try to finish off a zombie on top of the previous zombie you killed) so you can burn them with just one kerosene useage. Decapitation by Shotguns prevent them from turning into Crimson Head too.

2 CERBERUS

Attack Move & Damage:

Bite	100
Bite 2	25*6+200
Pounce	80
Throat Bite	(Instant Death)

The cerberus are dogs that have been experimented with the T-virus. They are now the living dead of themselves, and now hunger for flesh. They can endure a couple of Handgun bullets and still charge at you, and they attack by biting at the arm of your character.

The 3 cerberus just outside the shed can be passed by without any harm nor conflict if you were to pass by walking.

3 CRIMSON HEAD

Attack Move & Damage:

Bite	500
Bite	200

When not disposed off properly, the zombies will be resurrected into a more faster and ferocious version of their former selfs: The Crimson Head. Scientifically termed "V-Acts" by the Umbrella scientists, these monsters are very stronger. They attack using their sharp nails, and inflict more damage than the zombies. Handgun is too weak for use. A stronger weapon like the Shotgun or a Grenade Launcher (Grenade) will be recommended. In 2 situations, they will appear even if you have burn every zombies possible.

4 CROW

Attack Move & Damage:

Peck 1	30*3
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The crows are influenced by the T-virus. They are a little more aggressive, but they will only attack under extreme condition. As they are fast, hard to hit and always appear in a group, it is advised to run rather than fight. If needed, a fast weapon like the Handgun or a wide radius weapon like the Shotgun will be recommended. They attack by pecking at the head of your character.

Naturally, as they will only attack when offended, most if not all of the time they can be avoided, either by not attacking them, or solving the puzzle correctly.

The areas where the crows will not attack you unless provoked:

- Raven Cage stairs
- Stained glass gallery rooms

The areas where the crows will attack you:

Tombstone In Forest Area

Fountain

5 BEE

Attack Move & Damage:

Sting 25~200 (25% Poison Element)

The bees attack by harassing your character. They are annoying, fast and they appear in a group, so you are advised to avoid them instead. They die under 1 hit from every weapon though, but you might want to use a fast weapon like the Handgun to kill them. However, killing them is a waste of bullets, as there is another method to all of them without using a bullet. It have a 25% of giving the poison status.

6 YAWN

Attack Move & Damage:

Bite 200~300

Knock Down 150

Strangle (Instant Death)

The Yawn is a really gigantic snake that inhabit the attic of the mansion. It can inflict poisonous venom to your character, which can only be cured by the serum found in the Mansion Drug Room. This giant snake will appear twice in the game. You can avoid the fight in the first encounter, but that will mean you have to spend more bullets killing it in the second and final encounter. Yawn will first encircle you before it rises its head and bites you. The damage is huge, so you will have to run around it and attack when you have the chance to do so. In the second, you can trail after its tail and attack from behind as it glides around the bookcase.

7 LISA TREVOR

Attack Move & Damage:

Horizontal Strike 380

Vertical Strike 350

The daughter of George Trevor, Lisa was experimented with various kinds of virus that Umbrella have created. She is now immortal, but in exchange, she has degraded in intelligence. Lisa ripped off the faces of her mother's imitators, and decided to put them onto her so she can return it to her mum when she sees her. She has built an altar for her mother, and will attack anyone who gets near. As such, she has grown increasingly difficult to handle, and she was chained up.

Due to the nature of the virus in her body, she can't be killed. However, she can be knocked down temporarily when she sustains a huge amount of damage. She has several attacks. One is an upward club using the handcuffed fists of her. Another is a slower, downward clubbing fist. Another is a sideways swinging fist. Also, she has a stronger version of the upward clubbing, which inflicts more damage and has a wider range, and has a longer execution time.

8 SNAKE

Attack Move & Damage:

Bite 60 (6% Poison Element for Green Snake)

Jump Bite 60 (6% Poison Element for Green Snake)

The snakes are found in various places, appearing in not less than 4 each time. They are sneaky, glide and attack fast. These garden snakes that lives near the Spencer Mansion can inflict poisonous status to the character. The damage is small, but the ability to inflict poisonous status is what makes them annoying. Running away is what you should do, but one bullet from any gun can kill them easily. A single shot from Handgun can kill more than 1 snake when they are closely packed together.

The red version of the snake has a 100% chance of inflicting poisonous status with its bites.

9 WEB-SPINNER

Attack Move & Damage:

Tackle	150
Acidic Spit	100 (+25% Poison Element)
Death Acid	1 (+25% Poison Element)

The Web-Spinners are large spiders, mutated under the T-virus experimentation. They are able to inflict poisonous status with their acidic spit, and can crawl on wall and ceiling. When close, they attack by moving front and then a small wild smash using their fore tentacles. This monster have a 50% chance of inflicting the poison status.

The weakness of this monster is that they have difficulty turning, so you can run around it to confuse the monster. Handgun with at least 6 bullets will be enough to kill one of them in the game. Take note that when they die, do not stand on their corpse, as the acidic remain from their body can poison you as well.

10 SHARK

Attack Move & Damage:

Bite	300
Bite Leg	90*5
Neptune Bite	(Instant Death)

The Sharks and Neptune exist in the Aqua Ring under the Residence area. They are very strong, and as combat couldn't be done due to the water, they cannot be killed with any weapon. Throughout the game, you will be able to drain the water to stop them. One of them is exceptionally huge, which is termed the "Neptune". In the game, you will have a chance to shock the dying Neptune with an electrical panel.

In the Aqua Ring Pool, the Giant Neptune have a one hit attack that will kill your character off instantly, regardless of your vitality.

11 PLANT 42

Attack Move & Damage:

Acid	100~250
Carry & Throw	300
Pollen	30~60
Neck Strangle	60~200

The Plant 42 is a plant-base T-virus monster that Umbrella have cultivated. Due to its location, the monster was named "Plant 42". The T-Virus has drastically morphed its host's anatomy as well as its size. Looking at its

current state, it's difficult to imagine its original appearance. PLANT 42 has two main sources of acquiring its necessary nutrients. One source is through its root. Somehow it has rooted itself down into the basement.

When the Plant 42 sense prey, it uses the tentacle-like vines to capture its prey. After doing so, suckers on the vine drain the prey of its blood. To defeat it, fire-base weapons or Shotgun will be recommended. Stand on the balcony, and fire when the bulb opens up. The vines will rain poison mist, so be sure to run when you see it rise its vines. If attack by knife, you have to hack all tentacles of the Plant 42 in order to defeat it.

More information on this monster can be found in the file "Plant 42" in the Residence area.

12 HUNTER

Attack Move & Damage:

Claw	200~400
Jump Claw	300
Pounce	(Instant Death, can struggle)
Decapitation	(Instant Death. Only execute when HP below 900)

Hunter Alpha, or "Hunter" in short, is a B.O.W made by Umbrella Inc. Large, green monster with 6 foot claws, with the ability to decapitate its victim, Hunter is not one creature to mess with. Coated with green, scaly reptile skin, Hunter is created when the T-virus contaminates the human DNA, and other genetic information added. Since their lower body muscles have been enhanced, they can jump high and attack their victims with their razor-sharp claws. The code name "Hunter" fit this BOW really well as its main mission is to hunt down any survivors who are immune to the virus and kill them off.

Hunter Alpha have the intelligence to understand the mission, and is entered into the category of "success". Judging from the appearance, it seems that gene of some reptilia or amphibia is added.

In the game, you will also encounter another variation of the green Hunter. The alternate Hunter, also called the "Sweeper" is coated in reddish purple, and it have the ability to inflict poison status. Apparently someone outside of Umbrella have releases these sweepers in the mansion...

13 BLACK TIGER SPIDER

Attack Move & Damage:

Tackle	300
Acidic Spit	200 (+25% Poison Element)
Death Acid	2 (+25% Poison Element)

The Black Tiger is a much bigger version of the Web-Spinner. It can withstand more ammunition, and have longer range attack than the Web-Spinners. Still, the flaw in that it is slow in turning is still there. You can find this monster in its lair with 2 Web-Spinners' assistance. You can avoid it and goes to hack the webbing at the door, but killing it and the Web-Spinners in that room will make your life easier. Like Web-Spinner, it can inflict poisonous status. It is the only monster (along with Web-Spinner) where you can use the Flamethrower on, as Chris. If your character touches the acid which flows out from the Black Tiger moment after it died, your character can get poisoned.

14 CHIMERA

Attack Move & Damage:

Claw 120
Ceiling Strangle 200
Pounce (Instant Death. can struggle)

The Chimera is one weird BOW that Umbrella have created. Everything about it is mystery, though speculations have been made that it was created with flies DNA. The monster wasn't classified as an Umbrella product, most probably due to some flaws in it. The Chimera can move from rooms to rooms by the ventilation holes. It have soft bones, and dissolves upon defeated. Blast it with your trusty Shotgun to kill them. When transporting the Fuel Capsule, they can be a big obstacle, so you will want to eliminate them totally before you goes to transport the Fuel Capsule.

15 TYRANT

Attack Move & Damage:

Slap 300
Claw 200, 200
Rush 300

(Super Tyrant)

Attack Move & Damage:

Slap 400
Claw 300, 300
Rushing Claw 500, 10
Head Grab (Instant Death. Can struggle)

The Tyrant is the ultimate Bio-Organic Weapon of Umbrella. The model 'T-002' can resist most weapons, and is deadly. It's huge claws can inflict a great deal of damage to your character. The only thing is that the Tyrant is still prematured, and thus has a flaw in that its heart organ is exposed. Fire with the strongest weapon until it fall is the standard way to kill the monster.

The Tyrant will appear in the helipad under certain circumstances. In that situation, the battle area is much large. The Tyrant can run now, and have several new attacks up its sleeves. Strong weapons like the Rocket Launcher are required to kill this monster.

5. MONSTERS APPEARANCE LIST (JILL) |-----RESIDENT EVIL

(NORMAL MODE)

Note:

The One Dangerous Zombie will be gone as soon as you gets to Lisa's Cabin for the first time.

As soon as you encounter the first Hunter, the Hunters will replace the zombies in some areas in the mansion.

Only certain zombies will turn into a Crimson Head when not disposed off properly.

0 ONE DANGEROUS ZOMBIE

1st Floor Rear Corridor
(after taking Sword Key)

2nd Floor Dining Room Balcony
(after taking Sword Key)

2nd Floor Balcony
(after taking Armor Key)

Sullivan Hallway
(after taking Armor Key. Disappear after Sweeper appear here?)

2nd Floor Dining Room

1st Floor East Wing "L"-Shape Hallway

1 ZOMBIE

Mansion 1st Floor Sullivan Hallway

- 1 (Will disappear anyway after you return to Barry in the Dining Room)
- 1 (after zombie 1st encounter)

Mansion 2nd Floor West Corridor

- 2 (1 in Easy)

Mansion Graveyard

- 2 (Disappear in unknown condition. Not in Easy)

Mansion 1st Floor Art Gallery

- 1 (if you goes into the doorway and take the Dagger at the end)

Mansion 1st Floor East Wing Bathroom

- 1 (If you pull the plug in the bathtub. no killing required.)

East Wing Rear Hallway

- 4 (1 ground. If take Armor Key after taking Acid Rounds from Barry?)

Mansion East Stairs

- 3 (Disappear after taking Helmet Key)

Mansion 2nd Floor East Corridor

- 2

Mansion West Stairs

- 2

Mansion West F-Shaped Hallway

- 2 (After coming out from Plant Cultivation Room. Disappear after the Sweeper have appear in the Sullivan Hallway)

Mansion Keeper's Bedroom

- 2 (if you take the Keeper's Diary)

Mansion Forest Corpse Balcony

- 1 (Not in 'Once Again' mode)

Mansion Hallway to Attic

- 1

Mansion Richard Hallway

- 1 (After defeating Yawn)

Mansion 1st Floor East Wing Rear Passage

- 4 (After defeating Yawn)

Mansion B1 Floor Kitchen

- 1 (After taking Sword Key)
- 1 (After restoring Elevator power)

Path To Cabin

- 1 (After taking Crank)

Residential Room 002 Bathroom

- 1 (After taking Residence Key)

Residential Room 001 Bathroom

- 1 (After taking Control Room Key)

Residential Room 001

- 1 (After going deeper into the Room 001 Bathroom)

Mansion B1 Floor Elevator Power Supply Area

- 2

Mansion 2F Elevator Landing

- 2

Mansion Wardrobe Room

- 1 (Attack again if you reenter)

Tombstone In Forest Area

- 2 (After taking Helmet Key)

Laboratory B2 Floor Stairs

- 3

Laboratory B3 Floor Square Passage

- 2 (Before Tyrant Encounter 1)

Laboratory B3 Fuel Refilling Area

- 1 (Naked)

Laboratory B3 Floor Rear Passage

- 2 (Naked, Normal and Hard only. Disappear after restoring elevator power)

2 CERBERUS

Mansion Main Hall

- 1 (if you open the door leading to outside)

Mansion 2nd Floor West Wing Balcony

- 2 (one is holding the Collar)

Mansion Garden Tools Area

- 2 (After taking Herbicide. In the next visit, 1 will appear to attack. In the next visit again, another 1 will attack. After that, no cerberus will appear here.)

Mansion Cerberus Hallway

- 2 (If you come here from the Mansion East Wing Rear Hallway side)

Passage To Shed

- 1

Outside Shed

- 3

Fountain

- 2 (After taking Helmet Key)

3 CRIMSON HEAD

Mansion 2nd Floor West Corridor

- 1 (when you run past or try to burn it after taking the Imitation Of A Key)

Crimson Head Preservation Crypt

- 1

4 CROW

Mansion 1st Floor Gallery Room

- 6

Mansion 1st floor Raven Cage Stairs

- 7 (After taking Sword Key)

Tombstone In Forest Area

- 6

Fountain

- 5 (Before taking Helmet Key)

5 BEE

Mansion Bug Specimen Room

- 1 (Prior taking the Wind Crest)

Residence Passage

- 3 (After taking Residence Map)

Residence Gallery

- N/A

6 YAWN

Mansion Attic

- 1

Mansion 2nd Floor West Wing Library

- 1

7 LISA TREVOR

Cabin

- 1

Mining Area B2 Circular Area

- 1

8 SNAKE

Pathway to Residentence

- 9

Guardhouse Bridge

- 12 (After taking Helmet Key)

Tiger Statue Room

- 20+ (If you put the Red Gemstone into the Tiger Statue)

Lisa's Shrine

- 4

9 WEB-SPINNER

Residence Bar

- 2

Mansion B1 Floor Basement

- 3

Black Tiger Lair

- 2

10 SHARK

Aqua Ring Pool

- 2 (Before draining water)

- 1 (Dead, after draining water)

Aqua Ring B2 Water Flow Control Area

- 1 (Neptune)

- 1 (Dead)

11 PLANT 42

Aqua Ring Guard Room

- (Vine Roots only)

Room 003 Plant 42 Lair

- 1

Residence Hallway

- (Vine only, before boss fight. Attack when you didn't use the box to cross)

12 HUNTER

1st Floor East Wing "L"-Shape Hallway

- 1 (Getting pass the turn of this hallway)

Mansion East Stairs

- 2

Mansion East Wing Rear Hallway

- 2 (1 Sweeper)

2nd Floor Dining Room Balcony

- 2

Mansion 2nd Floor West Wing Balcony

- 2 (1 Sweeper)

Mansion West Stairs

- 2 (1 Sweeper) (condition unknown)

Mansion West F-Shaped Hallway

- 2 (condition unknown)

Sullivan Hallway

- 1 (Sweeper, after coming out to this area from Piano Room or Kitchen after reactivating the elevator power)

Mining Area w/ Enrico's Body

- 1 (After taking Hexagon Crank and getting near the exit here)

Minin Area To Enrico

- 2 (After taking Hexagon Crank)

13 BLACK TIGER SPIDER

Black Tiger Lair

- 1 (will spawn mini-spiders)

14 CHIMERA

Laboratory B3 Floor Operating Room

- 2

Laboratory B3 Floor Boiler Room 1

- 3

Laboratory B3 Floor Boiler Room 2

- 3

Laboratory B3 Floor Main Elevator Generator Room

- 3

Laboratory B3 Floor Square Passage

- 2 (After Tyrant Encounter 1 and if you have defeated the zombies here)

15 TYRANT

Laboratory B4 Floor Tyrant Storage Area

- 1

Helipad

- 1 (Certain conditions only)
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6. MONSTERS APPEARANCE LIST (CHRIS) |-----RESIDENT EVIL

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0 ONE DANGEROUS ZOMBIE

1st Floor Rear Corridor

(after taking Sword Key)

2nd Floor Dining Room Balcony

(after taking Sword Key)

2nd Floor Balcony

(after taking Armor Key)

Sullivan Hallway

(after taking Armor Key. Disappear after Sweeper appear here?)

2nd Floor Dining Room

1st Floor East Wing "L"-Shape Hallway

1 ZOMBIE

Mansion 1st Floor Sullivan Hallway

- 1 (will be resurrected if you kill it in the first encounter)

Mansion 2nd Floor West Corridor

- 2 (1 in Easy)

Mansion Graveyard

- 2 (Disppear in unknown condition. Not in Easy)

Mansion 1st Floor Art Gallery

- 1 (if you goes into the doorway and take the Dagger at the end)

Mansion 1st Floor East Wing Bathroom

- 1 (If you pull the plug in the bathtub. Will move to East Wing Rear Hallway and "L"Shaped Hallway if not defeat)

East Wing Rear Hallway

- 4 (1 ground)

Mansion East Stairs

- 3 (Disappear after taking Helmet Key)

Mansion 2nd Floor East Corridor

- 2

Mansion West Stairs

- 2

Mansion West F-Shaped Hallway

- 2 (After coming out from Plant Cultivation Room. Disappear after the Sweeper have appear in the Sullivan Hallway)

Mansion Keeper's Bedroom

- 2 (if you take the Keeper's Diary)

Mansion Forest Corpse Balcony

- 1 (Not in 'Once Again' mode)

Mansion Hallway to Attic

- 1

Mansion Richard Hallway

- 1 (The next visit after you come here with the Serum or if Richard has died)

Mansion 1st Floor East Wing Rear Passage

- 4 (After defeating Yawn)

Mansion B1 Floor Kitchen

- 1 (After taking Sword Key)
- 2 (After restoring Elevator power)

Path To Cabin

- 1 (After taking Crank)

Residential Room 002 Bathroom

- 1 (After taking Residence Key)

Residential Room 001 Bathroom

- 1 (After taking Control Room Key)

Residential Room 001

- 1 (After going deeper into the Room 001 Bathroom)

Mansion B1 Floor Elevator Power Supply Area

- 2

Mansion 2F Elevator Landing

- 2

Mansion Wardrobe Room

- 1 (Attack again if you reenter)

Tombstone In Forest Area

- 2 (After taking Helmet Key)

Laboratory B2 Floor Stairs

- 3

Laboratory B3 Floor Square Passage

- 2 (Before Tyrant Encounter 1)

Laboratory B3 Fuel Refilling Area

- 1 (Naked)

Laboratory B3 Floor Rear Passage

- 2 (Naked, Normal and Hard only. Disappear after restoring elevator power)

2 CERBERUS

Mansion Main Hall

- 1 (if you open the door leading to outside)

Mansion 2nd Floor West Wing Balcony

- 2 (one is holding the Collar)

Mansion Garden Tools Area

- 2 (After taking Herbicide. In the next visit, 1 will appear to attack. In the next visit again, another 1 will attack. After that, no cerberus will appear here.)

Mansion Cerberus Hallway

- 2 (If you come here from the Mansion East Wing Rear Hallway side)

Passage To Shed

- 1

Outside Shed

- 3

Fountain

- 2 (After taking Helmet Key)

3 CRIMSON HEAD

Mansion 2nd Floor West Corridor

- 1 (when you run past or try to burn it after taking the Imitation Of A Key)

Crimson Head Preservation Crypt

- 1

4 CROW

Mansion 1st Floor Gallery Room

- 6

Mansion 1st floor Raven Cage Stairs

- 7 (After taking Sword Key)

Tombstone In Forest Area

- 6

Fountain

- 5 (Before taking Helmet Key)

5 BEE

Mansion Bug Specimen Room

- 1 (Prior taking the Wind Crest)

Residence Passage

- 3 (After taking Residence Map)

Residence Gallery

- N/A

6 YAWN

Mansion Attic

- 1

Mansion 2nd Floor West Wing Library

- 1

7 LISA TREVOR

Cabin

- 1

Mining Area B2 Circular Area

- 1

8 SNAKE

Pathway to Residentence

- 9 (Disappear after taking Helmet Key)

Guardhouse Bridge

- 12 (After taking Helmet Key)

Tiger Statue Room

- 20+ (If you put the Red Gemstone into the Tiger Statue)

Lisa's Shrine

- 4

9 WEB-SPINNER

Residence Bar

- 2

Mansion B1 Floor Basement

- 3

Black Tiger Lair

- 2

10 SHARK

Aqua Ring Pool

- 2 (Before draining water)

- 1 (Dead, after draining water)

Aqua Ring B2 Water Flow Control Area

- 1 (Neptune)

- 1 (Dead)

11 PLANT 42

Aqua Ring Guard Room

- (Vine Roots only)

Room 003 Plant 42 Lair

- 1

Residence Hallway

- (Vine only, before boss fight. Attack when you didn't use the box to cross)

12 HUNTER

1st Floor East Wing "L"-Shape Hallway

- 1 (Getting pass the turn of this hallway)

Mansion East Stairs

- 2

Mansion East Wing Rear Hallway

- 2 (1 Sweeper)

2nd Floor Dining Room Balcony

- 2

Mansion 2nd Floor West Wing Balcony

- 2 (1 Sweeper)

Mansion West Stairs

- 2 (1 Sweeper) (condition unknown)

Mansion West F-Shaped Hallway

- 2 (condition unknown)

Mansion East Wing 2F Library

- 1 (After entering Spencer's Private Study Room, will kill Rebecca)

Sullivan Hallway

- 1 (Sweeper, after coming out to this area from Piano Room or Kitchen after reactivating the elevator power)

Mining Area w/ Enrico's Body

- 1 (After taking Hexagon Crank and getting near the exit here)

Minin Area To Enrico

- 2 (After taking Hexagon Crank)

13 BLACK TIGER SPIDER

Black Tiger Lair

- 1 (will spawn mini-spiders)

14 CHIMERA

Laboratory B3 Floor Operating Room

- 2

Laboratory B3 Floor Boiler Room 1

- 3

Laboratory B3 Floor Boiler Room 2

- 3

Laboratory B3 Floor Main Elevator Generator Room

- 3

Laboratory B3 Floor Square Passage

- 2 (After Tyrant Encounter 1 and if you have defeated the zombies here)

15 TYRANT

Laboratory B4 Floor Tyrant Storage Area

- 1

Helipad

- 1 (Certain conditions only)

=====

7. MONSTERS APPEARANCE CONDITION |-----RESIDENT EVIL

=====

1.
- In the main hall of the mansion, if you open the entrance door, a cerberus will enter the hall and attack you. After that, you will not be able to open the entrance door.

2.
- In the East Wing Art Gallery of the mansion, if you go to the end and take the Dagger, when you runs back out, a scene will be triggerred, as a zombie will back your character off until he/she falls to the ground.

3.
 - This is in the Cerberus hallway only. If you get here from the East Wing Rear Hallway side, then 2 cerberus will break through the window here and attack. The first will jump out as you gets a couple of steps forward, and the second strikes as you get to the turn. Note that they will not appear as long as you gets here from the Art Gallery side.
4.
 - In the East Wing bathroom, the zombie will strike after you pull the plug in the bathtub. Note that Jill will kill it immediately in the cutscene, but Chris will have to battle it. Continue on 7.
5.
 - In the East Wing Rear Hallway, the zombies will invade from the windows. They most likely emerge either when you get gallery's Death Mask (more likely) or after your first trip in the Garden Tools Area.
6.
 - One cerberus will strike when you visit the Garden Tools area for the 2nd and 3rd time.
7.
 - If Chris didn't kill the zombie in the Bathroom of the Mansion 1st Floor East Wing, and then he return out to the previous hallway (Rear Hallway), and then get through at least 1 door and then return to this area (Rear Hallway) again, the zombie will break open the Bathroom door and chase after Chris. The moment where the zombie will break out of the Bathroom door is when Chris runs past the corner near the door leading to the Bathroom door. If Chris didn't kill it and run to the "L"-shaped hallway, this zombie will also appear after Chris in that area. In the same area "L"-Shaped Hallway, the One Dangerous Zombie will also appear if you get near to the door leading to the Gallery Room (Once Again only though for the One Dangerous Zombie).
8. If you unlock the door at the end of the Sullivan Hallway using the Sword Key and enter the Kitchen, and then attempts to return using that door, a scene where a zombie will approach the Kichen will be triggered. This zombie will open the door, and after the scene ended, you will have to battle it! It is the corpse that was lying in the Raven Cage Stairs.
9. When you come out of the Plant Cultivation Room in the Mansion 1st Floor West Wing after taking the Death Mask, and get to the F Shaped Hallway, 2 zombies will smash through the windows and invade this hallway. If you didn't kill them, the next time you goes to the Sullivan Hallway they will smash through the door and attack you.
10. In the Mansion 2nd Floor West Corridor, the place where you obtain the Golden Arrow, there will be a body on the ground between 2 doors, and a herb near him. After you have taken the Imitation Of A Key and tries to run past or burn it, it will get up as a Crimson Head.
11. (to be up)
12. In the Richard Hallway, after Richard is killed, a zombie will be here idle. Sometimes there's a second zombie in the same room, even after you kill/burn the first one.
13. If you didn't kill the zombie in the Hallway to Attic and then get to the East Wing Dining Room, he will comes to invade this area to attack you.

14. (to be up)

15. Before you can take the Wind Crest after solving the Bee Specimen/Lure Of A Bee/Fish Hook, the Bee Specimen will come to life and turn into a bee that will attack you.

16. The 2 zombies in the Graveyard (just outside the Crypt where you fight the Crimson Head from the coffin) will disappear halfway through the way (probably after finding all 4 Death Masks)

17. In Room 002 of the Residence Guardhouse, Chris scenario, a zombie will strike if you gets near to the book shelf in the inner part of the room, or he will appear in the Bathroom instead if you take the Residence Key in the Bathroom. For Jill, the zombie will only strike after she take the Residence Key. However, note that moment before the zombie invade this Bathroom, you will hear a door opening noise, which means that the zombie have just entered Room 002. If you exit the Bathroom after that door opening noise and before the zombie gets here, you will find the zombie in the inner part of the room instead. At this case, if you were to go out to the Hallway outside and then reenter, that zombie will have enter the Bathroom.

18. In Room 001 of the Residence Guardhouse, after draining the bathtub water by pulling the plug and after taking the Control Room Key, the corpse on the ground will rise up as a zombie. For Jill's scenario, the suicide corpse outside will drop down and become a zombie too.

19. If you take the Residence Map off the wall at the end of the Residence Hallway, and then peer into the hole, 3 bees will fly out from the beehive at the other side of the hole and attack you.

20. In Mansion West Stairs, 1 Hunter along with 1 Sweeper will strike from the windows after you obtain the MO Disk.

21. After obtaining the Helmet Key, if you arrive at the Sullivan Hallway, either by the Piano Bar Room or the Kitchen and run down the passage towards the direction of Kenneth, a Sweeper will break out from the door of the F-Shaped Hallway. Note that if you comes to the Sullivan Hallway from the Dining Room or the Raven Cage Stairs, the Sweeper will not appear. Also, One Dangerous Zombie here will have disappear...

22. In the Mansion 2nd Floor West Corridor, if this area is deserted, a Hunter will invade from a door.

23. (to be up)

24. In the Tombstone In Forest Area (where you will obtain the Magnum Revolver), 2 zombies will be here once you obtain the Helmet Key.

25. In the Laboratory B3 Floor Rear Passage, 2 Naked zombies here will disappear after you have restore the Elevator Power in the Laboratory B3 Floor Main Elevator Generator Room. (Normal and Hard only)

26. In the Laboratory B3 Floor Square Passage, 2 Chimeras will invade this area by the ventilation holes if you have killed the zombies here before the first Tyrant encounter.

27. You will fight the Tyrant at the helipad under certain conditions.
For Jill's scenario, the condition for Tyrant to appear at the helipad is:
- Give Barry his gun back.
For Chris' scenario, the condition for Tyrant to appear at the helipad is:

- Didn't rescue Rebecca when you hear her scream at the Mansion East Wing 2F Library.

28. As Chris, as you enter the Spencer's Private Study Room, you will hear a scream. Rebecca is being attacked by a Hunter in the Mansion East Wing 2F Library where you get the Dog Whistle. You can go there to kill the Hunter and save Rebecca if you get there before a certain time limit (2 minutes?)

29. The crows will occupy the Raven Cage Stairs after you have obtain the Sword Key. The fallen corpse here will disappear too.

30. The One Dangerous Zombie will appear in the Dining Room 2F Balcony in you have obtained the Sword Key. It will appear in the West Wing Stairs and the Sullivan Hallway if you have obtained the Armor Key.

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8. WEAPON DAMAGE CHART |-----RESIDENT EVIL

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*Numbers after the stroke / indicates the range damage for shotguns.
Near/Medium/Far

**Numbers after the stroke / indicates the impact damage for explosive weapons.

	HP
Zombie	300~2600
C. Head	300~2600
Zombie Dog	400~1230
Crow	100~520
Snake	100~520
Spider	990~1590
Wasp	200~600
Hunter	990~1600
Chimera	800~1220
Yawn	4000
C. Head (Grave)	2300~4600
Lisa	1000
Shark	1000
Shark Neptune	4000
Plant 42	3000~3800
Plant 42 (Weak)	1600~2000
Tentacle	200~550
Black Tiger	4040
Tyrant	800
Super Tyrant	6000

	Combat Knife	Hand Gun	Shot Gun
Zombie	140 (340)	200 (9999)	1000/666/500
C. Head	140 (340)	200 (9999)	1000/666/500
Zombie Dog	180	200 (9999)	750/550/275
Crow	500	260 (9999)	500
Snake	400	350 (9999)	450
Spider	200	252 (1200)	580/580/290
Wasp	250	300 (9999)	600
Hunter	170	180 (9999)	500/500/250
Chimera	120	150 (9999)	500/300/300
Yawn	150	180 (400)	500

C. Head (Grave)	140	200 (200)	1000/666/500
Lisa	80	80 (400)	360/180/180
Shark	150	180 (400)	300/150/150
Shark Neptune	150	180 (400)	300/150/150
Plant 42	-	120 (500)	400/400/200
Plant 42 (Weak)	-	120 (500)	400/400/200
Tentacle	150	-	-
Black Tiger	200	252 (1200)	580
Tyrant	50	40 (160)	100/100/50
Super Tyrant	50	40 (160)	100/100/50

	A. Shot Gun	Explosive Grenade	Acid Grenade
Zombie	1300/866/650	2000/1000	2000/1000
C. Head	1300/866/650	2000/1000	2000/1000
Zombie Dog	850/650/325	2000/550	1350/550
Crow	600	2000/600	600/600
Snake	550	9999/350	9999/350
Spider	680	1000/1000	1000/1000
Wasp	750	9999/300	9999/300
Hunter	600	700/1200	1400/1200
Chimera	600/400/400	2000/200	700/200
Yawn	550	800/400	1300/400
C. Head (Grave)	1300/866/650	1100/1100	1100/1100
Lisa	400/200/200	180/180	180/180
Shark	350	500/400	500/400
Shark Neptune	350	500/400	500/400
Plant 42	450/450/250	500	400
Plant 42 (Weak)	450/450/250	500	400
Tentacle	-	-	-
Black Tiger	680	1000/1000	1000
Tyrant	120	140/140	200/140
Super Tyrant	120	140/140	200/140

	Incendiary Grenade	Magnum	S. Defense Gun
Zombie	2000/1000	2500	2500
C. Head	2000/1000	2500	2500
Zombie Dog	1350/550	1300	9999
Crow	600/600	9999	9999
Snake	9999/350	9999	9999
Spider	2050/1000	1200	1200
Wasp	9999/300	9999	9999
Hunter	700/1200	1300	9999
Chimera	700/200	1150	9999
Yawn	500/400	400	1000
C. Head (Grave)	1100/1100	-	-
Lisa	180/180	400	400
Shark	500/400	400	9999
Shark Neptune	500/400	400	9999
Plant 42	1500	700	1000
Plant 42 (Weak)	1500	700	1000
Tentacle	-	-	-
Black Tiger	2050/1000	1200	1200
Tyrant	140/140	160	300
Super Tyrant	140/140	160	300

	Magnum (Barry)	Rocket Launcher	FlameThrower
Zombie	9999	9999/1000	-
C. Head	9999	9999/1000	-
Zombie Dog	9999	9999/550	-
Crow	9999	9999/600	-
Snake	9999	9999/350	-
Spider	9999	9999/1000	380
Wasp	9999	9999/300	-
Hunter	9999	9999/1200	300
Chimera	9999	9999/200	-
Yawn	9999	9999/400	-
C. Head (Grave)	-	9999/1100	-
Lisa	500	9999/180	-
Shark	9999	9999/400	-
Shark Neptune	9999	9999/400	-
Plant 42	9999	9999	-
Plant 42 (Weak)	9999	9999	-
Tentacle	-	-	-
Black Tiger	9999	9999/1000	380
Tyrant	9999	9999	-
Super Tyrant	9999	9999	-

	Dagger	Flash Grenade	Stun Gun
Zombie	50%+1	9999/1000	70%~90%
C. Head	50%+1	9999/1000	70%~90%
Zombie Dog	50%+1	9999/550	80%
Crow	-	-	-
Snake	-	-	-
Spider	-	-	-
Wasp	-	-	-
Hunter	50%+1	9999/1200	80%
Chimera	50%+1	9999/200	70%~90%
Yawn	-	-	-
C. Head (Grave)	50%+1	9999	70%~90%
Lisa	-	-	-
Shark	-	-	-
Shark Neptune	-	-	-
Plant 42	-	-	-
Plant 42 (Weak)	-	-	-
Tentacle	-	-	-
Black Tiger	-	-	-
Tyrant	0	0	0
Super Tyrant	0	0	0

(Miscellaneous Note)

Zombie	Incendiary Grenade, Flash Grenade, decapitation by Shotguns prevent C. Head.
C. Head	Decapitation by Shotguns possible.
Zombie Dog	Decapitation by Shotguns possible.
Crow	
Snake	
Spider	
Wasp	
Hunter	
Chimera	

Yawn	Damage reduce by 1/2 if not hit on head.
C. Head	Decapitation by Shotguns possible.
Lisa	
Shark	
Shark Neptune	
Plant 42	Damage reduce to 1/6~1/12 when bulb is closed.
Plant 42 (Weak)	Damage reduce to 1/6~1/12 when bulb is closed.
Tentacle	
Black Tiger	
Tyrant	
Super Tyrant	

(Those with commas are ranked by the damage from biggest to smallest.)

	Grenade Type Weakness
Zombie	(all)
C. Head	(all)
Zombie Dog	Explosive
Crow	Explosive
Snake	(all)
Spider	Incendiary
Wasp	(all)
Hunter	Acid
Chimera	Explosive
Yawn	Acid, Explosive, Incendiary
C. Head	(all)
Lisa	(all)
Shark	(all)
Shark Neptune	(all)
Plant 42	Incendiary, Explosive, Acid
Plant 42 (Weak)	Incendiary, Explosive, Acid
Tentacle	-
Black Tiger	Incendiary, Explosive, Acid
Tyrant	Acid
Super Tyrant	Acid

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9. VERSION UPDATE |-----RESIDENT EVIL

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12 July 2004 - version 0.2

- Finished up the Monsters Appearance List. Some stuffs will need confirmation though.

13 July 2004 - version 0.3

- Finished the Guns section

14 July 2004 - version 0.4

- Updated the Guide, listing the monsters which have appearance condition.

16 July 2004 - version 0.5

- Added more to the appearance list, and did up a bullet count for some

18 July 2004 - version 0.6

- Added more, especially the knife count for most.

04 Aug 2005 - version 0.7

- Completed Weapon Damage Chart

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Update: 25 Feb

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<<http://www.gamefaqs.com>>

- CJayC, who is in charge of the web site and for hosting this FAQ.

<<http://www.capcom.com>>

- The guys who created this game. Mainly the producers & directors

<<http://www.urban.ne.jp/home/norichi/>>

- Credit to Norichi for the wonderful site =)

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