

# Resident Evil Weapon/Monster FAQ

by ssj3atrix

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Resident Evil <Biohazard> REmake Weapon/Monster Tactics Guide

For Nintendo GAMECUBE

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== W A R N I N G ==  
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This FAQ should also only be posted on GameFAQS, Neoseeker and NeuronGaming.com as of 5-20-01. If you see it posted anywhere else, contact me.

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== X - P a n d e d I n t r o d u c t i o n ==  
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This is my first FAQ, so don't expect alot. Resident Evil has been apart of my life since Resident Evil 2 entered the scene in 1997. I was but eleven years old then, and the horror movie texture and the satisfaction of decapitating the unknowing zombie by means of the shotgun was enough to get me hooked. Now, down with my superfluous banter. This FAQ as of now is based on the Japanese version of Biohazard, and as of Apr. 30th, 2002, will be applicable to Resident Evil<USA>. Here's the Table of Contents.

Well, the release of Biohazard ㉑ is pretty soon, and alot of us anxiously await its arrival. This is just here to say to people who've read this FAQ and its updates (and appreciated them), that I will be making a Weapon guide for it too, but it will probably not include a monster guide as this was too.

They will infact be separate, more detailed, and hopefully better than this guide has been.

I have already played through the demo of Resident Evil ㉑ (about 50 times) and I will say that is extremely enjoyable and thirst-quenching. I hope that all of you that have read this will look forward to my upcoming FAQs for RE ㉑.

F I N A L

Finally decided that almost after a year, the emails have stopped, and there's nothing more that can be done to the FAQ, so please, enjoy this guide for the rest of GameFAQS history.

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== I. V e r s i o n I n f o r m a t i o n ==

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Ver. 1.0 (4-19-02) First Version of FAQ

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Ver. 1.1 (4-23-02)

Added-

How to obtain the Combat Shotgun

Inventory space information

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Ver. 1.2 (4-27-02)

Added-

Changed names for US version

Corrected Weapon Information

Updated Margins

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Ver. 1.3 (4-30-02)

Added-

Updated Knife/Grenade Launcher/Flamethrower Information

Put in Tactics for Yawn/Zombies/Crimson Heads

=====

Ver. 1.4 (5-6-02)

Added-

ASCII Art

Fixed Spelling Errors

=====  
Ver. 1.5 (5-17-02)

Added-

Queries on Zombies reacting to oil and lighter by turning into V-ACTS  
(Crimson Heads) FAQ Section

Changed my words in the Intro

Tactics for Plant 42

Barry's Magnum

Shots to kill for Chimera  
=====

Ver. 1.6 (5-20-02)

Added-

Tactics for Premature Tyrant/Heliport Tyrant

Recommended Weapons for bosses

Location for Magnum/Lighter and Fuel Canteen

New Q+A  
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Ver. 1.7 (5-29-02)

Added-

Revised Some of the shots to kill section.

Self Defense Gun and .44 Magnum to StK section  
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Ver. 1.8 (6-10-02)

Added-

After being informed that I should outline my version histories to make it the  
FAQ look cleaner, I decided to put these equal signs between all the version  
histories.

Knife locations

Blact Tiger Spider Boss Info  
=====

Ver 1.9-2.0 (9-7-02)

Added-

Expanded the intro, cleaned up some margins, and all around updated some stuff.  
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Ver. 2.1 (9-8-02)

Upon looking at my margins as they appeared on GameFaqs, i went back and  
cleaned up a whole lot again.  
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Ver. 2.3 (11-15-02)

Standard upkeep, added a small bit to the FAQ.  
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Ver. 2.4 (12-29-02)

Updated several things, special thanks to InfinitusOmega.  
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Final-July 1998 .....errr a lil RE Humor (3-30-03)

Finally decided that almost after a year, the emails have stopped, and there's  
nothing more that can be done to the FAQ, so please, enjoy this guide for the  
rest of GameFAQS history.

-ssj3atrix (Wendell Martin)

geocities.com/awkwardsilencedotcom/firstpage

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== II. S t a n d a r d   W e a p o n r y ==

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1. The Survival Knife/Bowie Knife

Description:

Survival Knife: Appears to be a standard Military Issue Knife.

Bowie Knife: A broad hunting knife.

Inventory Space taken: 1 slot

Type of Ammunition required: None except a little elbow grease.

Ammunition Capacity: Infinite

Rate of fire: Slow

Usefulness In battle: 2.5/10

The knife is a weapon that (to me), is only useful for 'killing' a zombie while it lies on the ground, or the bragging rights of saying you beat the game with only the little eight-inch excuse of a blade for a back-up weapon.

How to obtain:

Jill:

Survival Knife: Have in Inventory automatically at the beginning of the game and in the room with the Black Tiger Spider Boss.

Bowie Knife: N/A.

Chris:

Survival Knife: N/A.

Bowie Knife: Have in Inventory automatically at the beginning of the game and in the room with the Black Tiger Spider Boss.

=====  
2. Beretta M92F Custom

Description: The standard Handgun of S.T.A.R.S. Members.

Inventory Space taken: 1 slot

Type of Ammunition required: Handgun Bullets (9 mm. Parabellum rounds)

Ammunition Capacity: 15

Rate of fire: Average

Usefulness In battle: 5/10

The handgun is the primary weapon on your trek through the mansion, so it doesn't completely suck. The handgun will occasionally decapitate a zombie and put it down for good, but on average, this weapon will get you killed if you are cornered.

How to Obtain:

Jill: Have in Inventory automatically at the beginning of the game.

Chris: Find in main hall after investigating Kenneth's body.

=====  
3. Shotgun Rifle

Description: A regular hunting shotgun.

Inventory Space taken: 1 slot

Type of Ammunition required: 12 Gauge Shotgun Shells

Ammunition Capacity: 6

Rate of fire: Slow

Usefulness In battle: 7/10

The shotgun is one of the best weapons in the game to be found. Even for its slow firing rate, the sheer power of the boomstick will usually take standard enemies down in 1-2 hits. Also good for groups of zombies, since its rounds spread.

How to Obtain:

Jill: Easy way: Go into the shotgun room (before you obtain the Grenade Launcher) and exit through the falling roof room. Barry will come to your rescue and get you out before you are squashed.

Hard Way: Get the Grenade Launcher first, and then go get the shotgun.

Barry will not save you and you must find the broken shotgun to put in place of the regular shotgun.

Chris: You must find the broken shotgun to put in place of the regular shotgun.

=====  
4. Self Defense Gun

Description: A small derringer type gun that can only be used once.

Inventory Space taken: 1 slot

Type of Ammunition required: N/A <Cannot be reloaded>

Ammunition Capacity: 1

Rate of fire: N/A <It only has one shot, so I can't give you a good answer>

Usefulness In battle: 1/10

Let's look at the pro's of this weapon: A. It shoots B. The one slug is good enough to kill a zombie in one hit. Now the con's: A. It only has one round. B.Un-reloadable. C.It takes up inventory that you could have something more useful in.

How to Obtain:

Jill: Residence-Room 001

Chris: Residence-Room 001

=====

### 5. Lighter/Fuel Canteen

Description: A small golden Zippo type lighter and a small metal hip flask.

Inventory Space taken:

Lighter: 1 slot

Kerosene Flask: 1 slot

Type of Ammunition required: Gas

Ammunition Capacity: 2

Rate of fire: Slow

Usefulness In battle: 8/10

While not seemingly intimidating at the first glance, the lighter and fluid is one of the best weapons in the game for one reason. Because it can permanently kill a zombie in one hit. This means that if you light a zombie on fire, it will never return as a crimson head. Pretty cool huh?

How to Obtain:

Jill:

Lighter: In room with Dog Whistle.

Fuel Canteen: 1f, east wing item-box.

Chris:

Lighter:Initial Item

Fuel Canteen: 1f, east wing item-box.

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## == III. A d v a n c e d W e a p o n r y ==

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### 1.Grenade Launcher (Bazooka)

Description: A standard revolving cartridge grenade launcher. Looks to be similar to the RGB6.

Inventory Space taken: 1 slot

Type of Ammunition required: Standard (Explosive), Incendiary (Fire), or Acid Rounds.

Ammunition Capacity: 240

Rate of fire: Slow

Usefulness In battle: 8/10

Definitely a great weapon. Very powerful and always puts a zombie down on the first hit, but all zombies not killed with fire rounds will resurrect into crimson heads.

How to Obtain:

Jill: Found with Forest Speyer on the balcony.

Chris: N/A

=====

### 2.Magnum

Description: A Colt Python .357 Revolver Magnum.

Inventory Space taken: 1 slot

Type of Ammunition: .357 Rounds

Ammunition Capacity: 6

Rate of fire: Slow

Usefulness In battle: 9/10

The Magnum is the most powerful weapon in the game except for the Rocket Launcher and Anti-tank Gun. It will almost always decapitate a zombie, and usually takes out hunters and Chimeras without hesitation.

How to Obtain:

Jill: The Graveyard on the way to Lisa's Cabin.

Chris: The Graveyard on the way to Lisa's Cabin.

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### 3.Flame Thrower

Description: A standard, gas fueled flamethrower.

Inventory Space taken: 1 slot

Type of Ammunition: Gas

Ammunition Capacity: 100%

Rate of fire: Very Fast

Usefulness In battle: 4/10

This weapon might have been a better weapon. It had potential, but sadly, it can only be used in one area of the game. Ammo is another question. If you hold the button down while it had 100%, you would be out of gas in less than 10 seconds. Still though, fun-filled immolation-packed action!

How to Obtain:

Jill: N/A

Chris: The tunnels.

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### 4. Assault Shotgun

Description: A police type shotgun. Complete with a pistol grip.

Inventory Space taken: 1 slot

Type of Ammunition: 12 Gauge Shotgun Shells

Ammunition Capacity: 10

Rate of fire: Average

Usefulness In battle: 8/10

In terms of usefulness, there's not much difference between the combat shotgun and the standard version except for the increased ammo capacity, increased firing rate, and sadly, a smaller spread.

How to Obtain:

Jill: In the first fight with the Yawn, Richard will 'leave' you the combat shotgun.

Chris: If you saved Richard in the mansion, then when he is eaten by a shark drain the room and pick the shotgun up from near the floundering shark.

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### 5. Rocket Launcher

Description: An M66 Rocket Launcher.

Inventory Space taken: 1 slot

Type of Ammunition: Rockets <Unreloadable>

Ammunition Capacity: 4

Rate of fire: Very Slow

Usefulness In battle: 10/10

This is the most powerful weapon you will get in the game. It kills the one thing in the whole game you can use it against, in only one shot, leaving a pile of bloody charred flesh and a pre-emptive 'boom' sound.

How to Obtain:

Jill: Brad throws it down to the heliport at the final battle with the Tyrant.

Chris: Brad throws it down to the heliport at the final battle with the Tyrant.

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## == IV. D e f e n s i v e W e a p o n s ==

### 1. Dagger

Description: Usually a short knife used to get a zombie off of you.

Inventory Space taken: None

Type of Ammunition: N/A

Ammunition Capacity: You can hold an unlimited number, they take up no inventory space.

Rate of fire: Reaction Speed

Usefulness In battle: 7/10

These defensive knives are very useful. If a zombie grabs you, your character will pull the knife out and stab the zombie in the head, he will release you and make him take a step back, giving you enough time to run around the zombie or ready your weapon. Also, decapitating a zombie that you have stabbed will leave you dagger on the floor.

How to Obtain:

Jill: Various locations.

Chris: Various locations.

=====  
2. Stun Gun

Description: A small black device that unleashes 1000's of volts into an unsuspecting creature.

Inventory Space taken: None

Type of Ammunition: N/A

Ammunition Capacity: You can hold an unlimited number, they take up no inventory space.

Rate of fire: Reaction Speed

Usefulness In battle: 7/10

The stun gun is one of the funniest weapons to use in the whole game. It not only gets a zombie off of you, you get to see its body spark and smoke as the electricity pulses through their body.

How to Obtain:

Jill: Various locations.

Chris: N/A.

=====  
3. Flash Grenades

Description: A green canister type grenade with markings on the hull.

Inventory Space taken: None

Type of Ammunition: N/A

Ammunition Capacity: You can hold an unlimited number, they take up no inventory space.

Rate of fire: Reaction Speed

Usefulness In battle: 8/10

This is the coolest weapon I have ever seen used in Resident Evil (biohazard). Chris will shove a grenade into a zombie's mouth and let its head explode!! (After it stands there for almost ten seconds wondering if the round piece of metal in its mouth comes in flesh flavor,) Decapitation at its prime! You can also shoot the grenade while its in the zombie's mouth.

How to Obtain:

Jill: N/A.

Chris: Various Locations.

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== V. R e w a r d W e a p o n s ==

1. Samurai EDGE

Description: A long barreled handgun with S.T.A.R.S and Samurai EDGE engraved into the slide.

Inventory Space taken: 1 slot

Type of Ammunition: Handgun Bullets (9 mm. Parabellum Rounds)

Ammunition Capacity: Infinite

Rate of fire: Fast

Usefulness In battle: 7/10

This gun is almost the same as the Beretta, except for the fact that it looks a whole lot cooler, and shoots in three round bursts.

How to Obtain:

Jill: Beat the game on Normal under 5 hours. It will take the place of the knife in Once Again mode.

Chris: Beat the game on Normal under 5 hours. It will take the place of the knife in Once Again mode.

=====

## 2. Anti-Tank Gun

Description: A type of rocket launcher.

Inventory Space taken: 1 slot

Type of Ammunition: Rockets

Ammunition Capacity: Infinite

Rate of fire: Slow

Usefulness In battle: 10/10

Coming Soon!

How to Obtain:

Jill: Beat the game on Normal under 3 hours.

Chris: Beat the game on Normal under 3 hours.

=====

## 3. Barry's 44. Magnum (Well, not really a reward.....)

Description: A .44 caliber Magnum Revolver.

Inventory Space taken: 1 slot

Type of Ammunition: .44 Magnum Rounds

Ammunition Capacity: 6

Rate of fire: Slow

Usefulness In battle: 10/10

This is perhaps the strongest weapon obtainable in the regular game, being almost as powerful as the Rocket Launcher. It can take out any enemy in one shot, and can even kill the Tyrant(Lab Battle) in one shot.

How to Obtain:

Jill: Don't give Barry his gun back in the battle with Lisa.

Chris: N/A

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## == VI. Creature Legend ==

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### ====NOTE====

The Samurai Edge shoots in three round bursts. The number beside a creatures name is the amount of how many three round bursts must be fired.

Example:

The zombie takes 3 shots from the Samurai Edge, then falls into V-ACT mutation mode.

The 3 shots I spoke of, means that the zombie was hit with 9 bullets.  
Is that clear?

Also, all numbers are based on normal mode.

## Zombie

The standard monster and icon creature of the Resident Evil series.

Tactics: the best way to engage a zombie is the way that involves using the least bit of ammo. And that way usually involves just dodging them. The best way to do this is to lure it to one side of a hall until the gap between the zombie and the wall is big enough to run by unscathed. If you choose to engage in combat with them though, the best way to dispatch them is to back up about



10 feet, and then begin shooting them with the Beretta.

Shots to Kill:

Survival Knife: 12-15

Beretta: 5-9

Shotgun: 1-2

Self Defense Gun: 1

Lighter and Gas: 1

Grenade Launcher <Bazooka>:

Standard: 1

Incendiary: 1

Acid: 1

Colt Python (Magnum): 1

Flame Thrower: N/A

Combat Shotgun: 1-2

Rocket Launcher:N/A

Samurai EDGE: 2-3

.44 Magnum: 1

Anti-Tank Gun: 1

=====  
Crimson Head Zombie (V-ACT)

This is the result of not decapitating or burning a zombie.

You should feel ashamed of your self for not cutting off this threat at the bud.

Tactics: Crimson Heads are either some of the hardest in the game, or the easiest. Fortunately for most, veterans of the series can easily avoid these running undead. If you choose to fight them, the shotgun is the way is to go. Dodge them, or let them run by you, then turn to them and blast there backsides, or as they run towards you, aim upward with the shotgun and blow their head off.

Shots to Kill:

Survival Knife: 12-15

Beretta: 6-10

Shotgun: 1-2

Self Defense Gun: 1

Lighter and Gas: N/A

Grenade Launcher <Bazooka>:

Standard: 1

Incendiary: 1

Acid: 1

Colt Python (Magnum): 1

Flame Thrower: N/A

Combat Shotgun: 1-2

Rocket Launcher:N/A

Samurai EDGE: 2-3

.44 Magnum: 1

Anti-Tank Gun: 1

=====  
Cerberus

A zombie dog. Spots of skin and fur have decayed and fallen off. Dogs should be avoided altogether, as it is very easy to dodge them. If you choose to engage them though, the best weapon is the Beretta, you should till the dog jumps into the air for you and shoot, then repeat. If there is more than one dog, you should use the shotgun rifle to blast them.

Shots to Kill:

Survival Knife: 9-11

Beretta: 4-6

Shotgun: 1-2

Self Defense Gun: 1  
Lighter and Gas: N/A  
Grenade Launcher <Bazooka>:  
Standard: 1  
Incendiary: 1  
Acid: 1  
Colt Python (Magnum): 1  
Flame Thrower: N/A  
Combat Shotgun: 1-2  
Rocket Launcher:N/A  
Samurai EDGE: 2-3  
.44 Magnum: 1  
Anti-Tank Gun: 1

=====  
Hornets

A very temperamental human head sized hornet.The best thing to do about these small pests is just avoid them. Wasting the required ammo to kill such small threats is not a good way to survive the terror.

Shots to kill:  
Survival Knife: 4-6  
Beretta: 2-4  
Shotgun: 1  
Self Defense Gun: 1  
Lighter and Gas: N/A  
Grenade Launcher:  
Standard: 1  
Incendiary: 1  
Acid: 1  
Colt Python (Magnum): 1  
Flame Thrower: N/A  
Combat Shotgun: 1  
Rocket Launcher: 1  
Samurai EDGE: 1  
.44 Magnum: 1  
Anti-Tank Gun: 1

=====  
Crows

An abnormally large crow, infected by the T-Virus.These are really annoying, as they attack at the sound of gun fire, or error in a puzzle, and out of 3 places in the game where thay reside, 2 of them are places where you must spend a moderate amount of time in, so its wise to use the shotgun to eradicate them in big numbers.

Shots to kill:  
Survival Knife: 1-2  
Beretta: 1-2  
Shotgun: 1  
Self Defense Gun: 1  
Lighter and Gas: N/A  
Grenade Launcher:  
Standard: 1  
Incendiary: 1  
Acid: 1  
Colt Python (Magnum): 1  
Flame Thrower: N/A  
Combat Shotgun: 1  
Rocket Launcher: 1  
Samurai EDGE: 1  
.44 Magnum: 1

Anti-Tank Gun: 1

=====

Adder

A T-Virus infected Snake.Run, just run. These small predators will latch onto you, slowly damaging and poisoning you. If you must, a single gunshot will do.

Shots to Kill:

Survival Knife: 1

Beretta: 1

Shotgun: 1

Self Defense Gun: 1

Lighter and Gas: N/A

Grenade Launcher:

Standard: 1

Incendiary: 1

Acid: 1

Colt Python (Magnum): 1

Flame Thrower: N/A

Combat Shotgun: 1

Rocket Launcher: 1

Samurai EDGE: 1

.44 Magnum: 1

Anti-Tank Gun: 1

=====

Hunter

A heavily mutated creature covered in green scales and bearing large claws. Has a tendency to jump at you from behind and put an end to your life...instantly. The best weapon to use for the hunter is the shotgun or the Grenade Launcher. Try to stay at least 10 feet away and blast, because sometimes if you stay at close range and fire one round from a powerful weapon after another, they will dodge the blast.

Shots to Kill:

Survival Knife: 26-30

Beretta: 12-16

Shotgun: 2-4

Self Defense Gun: 1

Lighter and Gas: N/A

Grenade Launcher:

Standard: 2-3

Incendiary: 2-3

Acid: 1-2

Colt Python (Magnum): 1

Flame Thrower: N/A

Combat Shotgun: 1

Rocket Launcher: 1

Samurai EDGE: 3-4

.44 Magnum: 1

Anti-Tank Gun: 1

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Chimera

This is a very weird, ugly, and powerful monster. It bears multiple limbs, and can also maneuver on the ceiling and walls.

Shots to Kill:

Survival Knife: 34-40

Beretta: 10-14

Shotgun: 2-4

Self Defense Gun: 1

Lighter and Gas: N/A

Grenade Launcher <Bazooka>:  
Standard: 1  
Incendiary: 1-2  
Acid: 1-2  
Colt Python (Magnum): 1  
Flame Thrower: N/A  
Combat Shotgun: 1-2  
Rocket Launcher:N/A  
Samurai EDGE: 4-5  
.44 Magnum: 1  
Anti-Tank Gun: 1

=====  
Web Spinner

A huge tarantula-type monster. Has the potential to poison you. Web Spinners are usually spotted on the wall, the first thing you should do (if you can't avoid it completely) is shoot it with the Beretta to make it fall off the wall, then proceed to shoot it with the handgun, staying far away as you do.

Shots to Kill:

Survival Knife: 12-15

Beretta: 5-9

Shotgun: 1-3

Self Defense Gun: 1

Lighter and Gas: 1

Grenade Launcher <Bazooka>:

Standard: 1-2

Incendiary: 1

Acid: 1

Colt Python (Magnum): 1

Flame Thrower: N/A

Combat Shotgun: 1-2

Rocket Launcher:N/A

Samurai EDGE: 2-3

.44 Magnum: 1

Anti-Tank Gun: 1

=====  
Neptune (Shark)

Usually appears to be a great white shark with patches of decaying flesh. Don't even bother to kill them, as long as you keep running, you won't get hit, but you should always keep running, so you won't be eaten by the mother shark.

Shots to Kill:

Survival Knife: 17-20

Beretta: 5-9

Shotgun: 1-3

Self Defense Gun: 1

Lighter and Gas: 1

Grenade Launcher <Bazooka>:

Standard: 2-3

Incendiary: 1-2

Acid: 1-2

Colt Python (Magnum): 1

Flame Thrower: N/A

Combat Shotgun: 2-3

Rocket Launcher:N/A

Samurai EDGE: 1-2

.44 Magnum: 1

Anti-Tank Gun: 1

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== B o s s e s ==

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Yawn

A huge mutated snake at least 30 ft. long, and as wide as a platter.

Strategy:

As soon as you enter the room, the Yawn will make its appearance. The top priority in this battle is not to get bit, a bite will get you poisoned after the battle. If you choose to fight the snake, you should use the shotgun, and bring at least 15 shells. Just keep running, only stopping long enough to fire maybe 1-2 rounds. If you don't want to fight, or don't have the ammo, you can just run into the room, around the snake, and grab the mask.

Recommended Weapon:

Jill- Shotgun Rifle/Assault Shotgun<Later in the battle>

Chris- Shotgun Rifle

=====  
Lisa (First 2 Encounters)

Strategy:

Lisa Trevor is a very strong woman, and she is one bad monkey!! The first two times you see her (in her cabin and the tunnels) you can't kill her, no matter how many grenade rounds or Magnum slugs you pump into her, she will always get back up, so just don't bother wasting a single bullet, just run and you'll be alright. But be warned, if she does hit you, it will hurt.

=====  
Yawn (Library Encounter)

Strategy:

The best way to fight the snake this time is to bring along either the grenade launcher with acid shells, or the Magnum. All you should do is plug away at the beast while trying to avoid getting eaten. After several shots, the colossal serpent will fall and land you a medal thing.

Recommended Weapon:

Jill- Grenade Launcher<Loaded with Acid Rounds>

Chris- Assault Shotgun

=====  
Black Tiger Spider

Strategy:

This spider is a little bit bigger than the ones I find in my house, and he's a little bit tougher too (I never had to pull out a shotgun to turn a spider in my house into a pile of green ooze. That's why you should run in and run around in circles around it, taking out the two spiders that accompany it on your way around, after a few rotations the huge arachnid will stop for a moment. Lay waste to it with the shotgun this time.

Rinse, and repeat.

Recommended Weapon: Shotgun or Assault Shotgun

=====  
Lisa (Fight)

Strategy:

Lisa is extraordinarily strong, and she can always knock you off. If someone is helping you in the fight, try to keep Lisa away from them, as she can easily kill them to, your best bet is to use your strongest weapon (Grenade Launcher/Magnum) and shoot at her until she falls over the edge, and if she's still holding on, aim at her hands and make her fall off....or just push all the stones off, she'll go all suicidal.

Recommended Weapon: Colt Python

=====  
Tyrant (Premature)

Strategy:

The tyrant at this time is not to bad, as long as you keep your distance and don't back into a dead end, this fight will end quickly. You should always bring first aid for this battle though, even though this Tyrantis 'premature' as Wesker put it, it can kill you in a heart beat.

Recommended Weapon: Colt Python

=====  
Tyrant (Heliport)

This time around, the tyrant isn't playing. The best way to put an end to this monstrosity. If you have any rescued people with you, keep Tyrant away from them, or he can very well kill them. Just run around him and fire if he nears your partner. This will make him come back for you. After you wait long enough, or inflict enough damage, use the weapon Brad drops out the chopper and take aim. Enjoy the ending.....providing you don't miss 4 times.

Recommended Weapon: Colt Python <To...errrr..distract Him, because you aren't doing much else with that pea shooter>

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== VII. F r e q u e n t l y A s k e d Q u e s t i o n s ==

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Q: What is a 'Crimson Head'?

A: A Crimson Head is a zombie that you think you killed. But unless you decapitated it, or burned it to death, it will return with a blood soaked head, and will now have grown claws. Oh yeah , did I mention they now make loud shrieking noise and can run. They can run FAST.

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Q: What is 'Real Survival' Mode?

A: Real Survival Mode is basically the same as a normal game except the item boxes are no longer linked together, and now you must always manually aim your weapon.

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Q: What is 'One Dangerous Zombie' Mode?

A: This is a version of the game in which at certain points, a bomb vested Forest Speyer will chase you. If you do so much as touch him, shoot him, or stab him, he will explode...and take you with him...always.

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Q: What is 'Invisible Mode'?

A: In this mode, all enemies are invisible...and that's all.

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Q: Where can you refill your oil flask?

A: Out of a several kerosene cans throughout the game.

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Q: Is it true that some zombies will react to the oil and lighter by immediately turning into crimson head zombies?

A: (That's not true. Or at least I've never had it happen.)-Original answer.

A:<2> Well, people have emailed me telling me that I was wrong, and one person gave me an example. The example was: Go to the 2nd floor at the

beginning of the game where the zombie is lying, (A fat zombie also resides here. He said that if I came here and tried to burn the zombie, it would go into a Crimson Head immediately, but the first time I went through the game, all i did was run right by him, and upon this he got up in V-ACT mode. It still remains unsolven.....

A:<3> I talked to this person again, and it seems a bunch of us have misunderstood the question, including me. The answer is no. 'Killing' a zombie (making a pool of blood appear) and then approaching it to burn it (not leaving the room or standing there for an hour) will not make it immediately get up and attack.

InfinitusOmega emailed me today and he enlightened me his theory: My theory is that about halfway through the time required to rise as a Crimson Head, applying a lighter will finish the process automatically. Basically, if you can get fuel on a "dead" zombie within about two minutes, it probably will not rise as a Crimson Head. However, after that it's kind of dicey.

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Q: Can you go out the front door of the mansion?

A: Opening the front door to the mansion will allow you to see the doggies on the porch. One will kindly jump in, and enter the main hall, after killing the dog, you will not be able to pen the front door again

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Q: Are their any new moves? Or enhanced dodging moves?

A: Unfortunately, you can only dodge by running around a zombie, unlike Resident Evil 3. But if you tap the C-stick, you will do a 180-degree turn.

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Q: Can you blow off zombie limbs other than their head?

A: Yes, with the shotgun, you can blow their legs off.

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Q: How many times can you fill up the kerosene flask from a can?

A: You can fill the flask up twice from each can, that means 1 kerosene can cremate 4 zombies.

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Q: After you use all the kerosene in the game, is there any other way to put a permanent end to a zombie without decapitating it?

A: Use Incendiary rounds for the Grenade Launcher, or decapitate zombies with the shotgun, or by chance the beretta.

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==== VIII. R u m o r s ====  
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The Samurai Sword (Katana)

This weapon is not a real weapon. Some people began to think it was obtainable by beating the game after some guys faked some screens, and set the guidelines to obtain it. I feel sorry for the lot of people think they're going to be chopping zombies in half. Sorry to disappoint all the Onimusha fans.

It is possible to kill the One Dangerous Zombie  
Yes, a mere rumor, it is quite impossible to kill Forest, doing anything to him will result in gameover.

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== IX. T h a n k s ==  
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-Thank you CAPCOM, for such a great game. All of us are looking forward to Resident Evil 0 and 4.

-CVXFREAK, since this is my first FAQ, your FAQs provided good guidelines for this. Despite him being EXTREMELY rude towards me. And then getting more rude on the message boards

-My good friend Risa Yoshito in Nagoya, if it wasn't for her and her kind heart, I would have had to wait two months to play this game.

-All the people who play Biohazard and enjoy the series. You are the sole reason I decided to invest my time in writing this.

-Tym Zero, for some great questions that gave me a run for my money!

-Vegita, for teaching me how to submit my FAQ correctly and also encouraging me to write more FAQs.

-GameFAQS, for providing lots of fun and information. And for posting this FAQ.

-Neuron Gaming, for also providing a place for this FAQ to be viewed and used.

-Neoseeker.com, the newest place this FAQ will be posted.

-InfinitusOmega@aol.com, helping me clear up a few matters.