

# Resident Evil Item Guide

by CyricZ

Updated to v1.1 on May 12, 2002

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Resident Evil (GCN) Item Guide
An In-Depth FAQ by CyricZ
Version 1.1
E-mail: cyricz42@yahoo.com
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## 1. Introduction

Hey there! Welcome to my Resident Evil Item Guide. I had a notion to craft a guide for Resident Evil, but I wanted to put up something that'd help many people quick. I thought to myself, "Self, what do people need help on a lot?" The answer is ITEMS! The puzzle items are the heart and soul of this game, and you need to know where to find them and what to do with them, so that's what my guide does.

NOTE: This may go without saying, but you will be SPOILED if you look through this. That's okay, though, since you gave up your right to be surprised when you looked this up... :-P

Oh, also, I don't intend on covering Files or maps here, since they're not at all required to complete the game.

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## 2. FAQ

Q: Where's \_\_\_\_\_? What do I use it for?

A: Look in the list. I've organized these in the order you can find them in. I've tried to be as descriptive as possible when covering their locations.

Q: Do the locations of items differ for characters or difficulty?

A: For the most part, no. There are a couple of exceptions, and I'll note them as they come up, but you should be all right for both

characters for most items.

Q: How can I find a specific item in your guide?

A: Type CTRL+F (for Internet Explorer) and type in the box the item you desire. If you spelled it right, you should find it quickly enough. In a general sense, or if you don't know how to spell it, just scroll down in the guide. I list the items pretty much in sequential order.

Q: Where are the weapons?

A: In the guide. If you don't see a weapon in the area you're in, chances are it's not time to get it yet, like say the Magnum...

Q: I don't know what to do with this item!

A: Chances are that more can be learned by Examining it. Do so in the Inventory Screen. You can rotate the item to look at all sides of it. You can also press A to further check it, which will give you a text message describing it, or it may operate something on it.

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### 3. Common Items

These are items that show up repeatedly, some in groups. They're not used for puzzles, but for personal maintenance, whether it be healing yourself, saving your progress, or fending off the nasties... It should be noted that, although you can carry only a set number of different items, you can carry a large amount of Ink Ribbons or ammunition in one item slot. Note that the number of these you can find does change with difficulty...

- E = Found on Easy Difficulty
- N = Found on Normal Difficulty
- H = Found on Hard Difficulty
- C = Found playing as Chris
- J = Found playing as Jill

Also, I know I'm not very descriptive with the location names. Well, you either have a concise list, or a freaking long list. I've given you general locational tags, though, to go with the room names:

- 1W = First floor of the Mansion (west wing)
- 1E = First floor of the Mansion (east wing)
- 2W = Second floor of the Mansion (west wing)
- 2E = Second floor of the Mansion (east wing)
- 3F = Third floor of the Mansion
- B1 = Basement of the Mansion
- CY = Courtyard
- RE = Residence
- TU = Tunnels
- LA = Laboratory

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#### Ink Ribbon

Each canister of Ink Ribbons you pick up has three inside. Find a

typewriter while holding a canister, and you will be allowed to save your progress. It's worth noting that there's no rating system in this game, so feel free to save as often as you like.

#### Locations:

##### Item Box (EN)

(1W) Dining Room near the typewriter (ENH)  
(1E) Living Room (EN)  
(1W) In the Utility Room (ENH)  
(1W) Piano Room (E)  
(2E) Researcher's bedroom (ENH)  
(RE) Storage Room (ENH)  
(RE) Room 003 (E)  
(1E) Science Room (Helmet Key door in main hall) (ENH)  
(TU) Tunnels Entry (ENH)  
(LA) Laboratory entryway (ENH)  
(LA) Laboratory Refueling Room (E)  
(LA) Laboratory Lounge (ENH)  
Totals: E-39 N-30 H-24

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#### Herbs

Green Herb - This herb is used to repair 1/3 of health.

Blue Herb - This herb cures poison.

Red Herb - Useless on its own.

Combining herbs is an essential part of the game. It saves space and makes the Herbs more potent. You can combine herbs as follows:

Green + Green = Repairs 2/3 of health.

Green + Green + Green = Fully restores your health.

Green + Blue = Repairs 1/3 of health and cures poison.

Green + Green + Blue = Repairs 2/3 of health and cures poison.

Green + Red = Fully restores your health.

Green + Red + Blue = Fully restores your health and cures poison.

It's worth noting that herbs don't appear as frequently on higher difficulty levels. The totals account for those Herbs also in First Aid Boxes. Mixes count for the herbs they're composed of. The Auto Uses, however, are not counted.

#### Green Herb:

(1W) Far west stairway (ENH)  
(1W) Far west stairway (EN)  
(2W) Spear Corridor (ENH)  
(2W) Spear Corridor (E)  
(1E) Eastern Stairwell (E)  
(1E) Northeastern Patio (ENH)  
(1E) Northeastern Patio (ENH)  
(2E) Drawing Room (ENH)  
(2E) Drawing Room (E)  
(2W) Western Terrace (ENH) (Auto Use)  
(1W) Conservatory (ENH)  
(1W) Conservatory (ENH)  
(1W) Conservatory (ENH)  
(1W) Conservatory (ENH)  
(1W) Conservatory (ENH)  
(2E) Eastern Terrace (EN)

(2E) Eastern Terrace (EN)  
(2E) Researcher's Bedroom (ENH)  
(2E) Researcher's Anteroom (E)  
(2E) Attic 1st Corridor (ENH)  
(2E) Attic 1st Corridor (ENH)  
(CY) Outside Cabin (E)  
(CY) Outside Cabin (E)  
(CY) Fountain Area (EN)  
(CY) Waterfall Area (E)  
(RE) Rec Room (ENH)  
(RE) Rec Room (EN)  
(RE) Aqua Ring Corridor (ENH)  
(1E) Mirror Room (ENH)  
(2W) Library Corridor (ENH)  
(2W) Library Corridor (ENH)  
(3F) Library (EN)  
(3F) Library (EN)  
(TU) Tunnels Entry (ENH)  
(TU) Lisa Corridor (ENH)  
(TU) Lisa Corridor (H)  
(TU) Lisa's Room (ENH)  
(LA) B2 Corridor (ENH)  
(LA) B2 Corridor (EN)  
(LA) B2 Corridor (E)  
Totals: E-45 N-36 H-26

Blue Herb:

(CY) Fountain Area (EN)  
(CY) Waterfall Area (E) (Auto Use)  
(RE) Residence Entry (ENH)  
(RE) Residence Entry (EN)  
(RE) Residence Entry (EN)  
(1E) Mirror Room (ENH) (Auto Use)  
(B1) Water-flooded Corridor (ENH)  
(TU) Tunnels Entry (E)  
(TU) South Storage (ENH)  
(TU) South Storage (EN)  
(TU) Lisa's Room (ENH)  
Totals: E-10 N-9 H-5

Red Herb:

(1E) Northeastern Patio (ENH)  
(1E) Northeastern Patio (E)  
(1E) Northeastern Patio (E)  
(2E) Drawing Room (E)  
(2E) Researcher's Anteroom (ENH)  
(CY) Path to Residence (EN)  
(RE) Gallery (E)  
(RE) Gallery (ENH)  
(B1) Water-flooded Corridor (EN)  
(2W) Library Corridor (EN)  
(TU) Lisa Corridor (EN)  
Totals: E-11 N-7 H-3

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First Aid Spray

Spraying this on yourself will completely restore your health (but not cure poison). In other games, using this decreased your rating. With

no rating in this one, you're free to spray to your heart's content.

Locations:

Item Box (ENH)  
(1E) Wesker's/Barry's First Drop (ENH)  
(1E) Wesker's First Drop (E)  
(1E) Garden Shed (ENH)  
(RE) Storage (E)  
(1E) Wesker's/Barry's Second Drop (EN)  
(1E) Wesker's/Barry's Second Drop (E)  
(LA) Projection Room (EN)  
(LA) Lounge (ENH)  
Totals: E-12 N-8 H-5

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First Aid Box

This befuddles several people. All you have to do is Examine it on the top and you'll get a Spray or herbs.

Locations:

(2E) Researcher's Bedroom (EN) (FA Spray)  
(RE) Rec Room (ENH) (Green/Blue)  
(RE) Aqua Ring Control Room (EN) (Green/Green)  
(TU) Rolling Rock Room #2 (ENH) (FA Spray)  
(LA) Computer Room (E) (Green Herb)  
(LA) B3 West Corridor (H) (Green Herb)  
(LA) B3 West Corridor (EN) (Green/Green)  
(LA) Escape Corridor (ENH) (Green Herb)  
(LA) Escape Corridor (E) (FA Spray)

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Ammunition

Your weapons need their yummys to serve you, so be sure to grab them whenever they can. The rounds for the Grenade Launcher are only found when playing as Jill, so don't bother looking. The amount of ammunition packs changes slightly when you to greater difficulty levels.

Handgun Magazine - A clip of 15 9mm parabellum rounds for the Handgun.

In handgun (ENH)  
Item Box (E)  
(1W) Far west stairway (cage) (EN)  
(2W) Spear Corridor (ENH)  
(1E) Southeastern Corridor (EN)  
(1E) Eastern Stairwell Storage (E)  
(2E) Study (ENH)  
(B1) Kitchen (E)  
(1E) Keeper's Bedroom (ENH)  
(1E) Wesker's/Barry's First Drop (EH)  
(1E) Wesker's First Drop (E)  
(2E) Eastern Terrace (E)  
(2E) Servant's Dining Room (ENH)  
(2E) Servant's Dining Room (N)  
(B1) Crypt (after fighting V-ACT) (H)  
(RE) Room 001 (EN)  
(RE) Room 001 (E)

(RE) Gallery (ENH)  
(B1) Water-filled Corridor (EN)  
(2W) Trophy Room (H)  
(TU) Main Lift Room (ENH)  
(TU) Main Lift Room (EN)  
(TU) Rolling Rock Room #1 (H)  
(TU) Transport Room (ENH)  
(LA) B3 Main Corridor (E)  
(LA) Refueling Room (H)  
Totals: E-315 N-210 H-195

Shotgun Shells - A box of 6 12-gauge shells for the Shotgun and Assault Shotgun.

(1E) In Shotgun (ENH)  
(2E or RE) In Assault Shotgun (ENH) (10 Shells)  
(1E) Graveyard (ENH)  
(1W) Tiger Statue Room (ENH)  
(1E) Wesker's First Drop (EN)  
(2E) Servant's Dining Room (E)  
(2E) Attic (E)  
(B1) Crypt (after fighting V-ACT) (EN)  
(1E) Garden Shed (ENH)  
(RE) Aqua Ring Storage (ENC) (NJ)  
(RE) Aqua Ring Storage (EC)  
(1E) Wesker's/Barry's Second Drop (ENHC) (HJ)  
(1E) Spencer Room (ENH)  
(B1) Basement (spider room) (ENH)  
(2W) Library Storage (ENHC) (NHJ)  
(2W) Trophy Room (ENC)  
(TU) Bloodstained Rock Tunnel (EC)  
(TU) Rolling Rock Room #1 (EN)  
(LA) Projection Room (EN)  
(LA) Stores (ENH)  
(LA) Lounge (ENHC) (EJ)  
(LA) B4 Corridor (EN)  
(LA) B4 Corridor (E)  
(LA) Jail Cell (E)  
(LA) Escape Corridor (E)  
Totals: Chris: E-154 N-112 H-70  
Jill: E-118 N-94 H-64

Magnum Rounds - A speedloader of 6 .357 caliber rounds for the Magnum Revolver.

(CY) In Magnum (ENH)  
(RE) Aqua Ring Exit Passage (EN)  
(RE) Aqua Ring Storage (H)  
(2W) Library Storage (ENHC) (EHJ)  
(TU) Transport Room (EN)  
(LA) Computer Room (EN)  
(LA) Refueling Room (ENC)  
(LA) Lounge (EC)  
Totals: Chris: E-42 N-36 H-18  
Jill: E-30 N-24 H-18

Grenade Shells - A canister of 6 explosive shells for the Grenade Launcher.

(2E) In Grenade Launcher (ENHJ)  
(RE) Aqua Ring Storage (EJ)  
(1E) Barry's Second Drop (NJ)  
(2W) Trophy Room (ENJ)

(LA) Lounge (ENJ)

Totals: Jill: E-24 N-24 H-6

Acid Shells - A canister of 6 shells for the Grenade Launcher, filled with sulfuric acid.

(1E) Given by Barry in Main Hall after exploration (ENHJ)

(1E) Barry's Second Drop (EJ)

(2W) Library Storage (ENJ)

(TU) Bloodstained Rock Tunnel (EJ)

Totals: Jill: E-24 N-12 H-6

Incendiary Shells - A canister of 6 shells for the Grenade Launcher, filled with ignitable fluids, which will cause flame damage.

(1E) Barry's First Drop (ENJ)

(LA) Lounge (HJ)

(LA) Refueling Room (ENJ)

Totals: Jill: E-12 N-12 H-6

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### Defensive Weapons

These items are used when you get grabbed by a Zombie or a Dog. Hit L if you're on Manual, or you'll automatically use your equipped Defensive Weapon, if on Auto.

Dagger - Both characters can use these. When grabbed, you'll whip out this knife and plant it in your enemy's skull. No, this generally will not kill them, but it's worth some damage. If you end up blowing the enemy's head off, you can retrieve your Dagger.

(2W) Dining Room (EN)

(1E) Back of Art Room (ENH)

(1E) Southeastern Corridor (ENH)

(1E) Bathroom (ENHJ)

(1E) Living Room (ENH)

(B1) Kitchen (EN)

(1W) F-shaped Corridor (E)

(2E) Eastern Terrace (ENH)

(RE) Room 003 Bathroom (E)

(1E) Wesker's/Barry's Second Drop (H)

(1E) Mirror Room (ENH)

(2E) Moving Wall Room (N)

(2W) Trophy Room (ENH)

(B1) Water-filled Corridor (ENH)

(TU) Lisa Room (E)

(LA) B3 Main Corridor (ENH)

Totals: Chris: E-13 N-11 H-9

Jill: E-14 N-12 H-10

Flash Grenade - This is Chris' other Defensive. He'll jam the grenade in the mouth of his enemy. Once that's done, step back some ways and fire. BOOM! Ever seen anything as pretty? Note I said to step back, as the grenade can damage you too.

Stungun - This is Jill's other Defensive. She zaps her enemy with the Stungun, causing major damage, but not necessarily killing it. She needs to find Battery Packs in order to power it.

### Grenade/Battery Packs:

(1W) Utility Closet (ENH)

(1W) Keeper's Bedroom (ENHJ)

(1W) F-shaped Corridor (EN)  
(2E) Attic 2nd Corridor (E)  
(1E) Garden Shed (ENH)  
(RE) Storage (ENH)  
(1E) Wesker's/Barry's Second Drop (EN)  
(2E) Moving Wall Room (E)  
(1E) Spencer Room (ENH)  
(2W) Library Storage (ENH)  
(TU) Transport Room (ENH)  
(LA) Computer Room (ENH)  
(LA) Stores (EN)  
Totals: Chris: E-12 N-10 H-7  
          Jill: E-13 N-11 H-8

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#### 4. The Mansion (before the Courtyard)

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##### Survival Knife

Both characters start with a Knife. This is a very weak weapon and should only be used as an extreme last resort. You can use it to repel dogs (they get knocked back), or to kill snakes before they get too close, but it's not very useful at all otherwise. You'd be wise to dump this at your first opportunity.

You can also find one of these down in the Tunnels in the room of the Big Spider. You'll use it to cut up some webs blocking a door in the same room.

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##### Handgun

This is a S.T.A.R.S. custom semi-automatic that fires 9mm parabellum rounds. Jill starts with this weapon, but Chris only finds it after his first zombie encounter. Once you see your first zombie, hightail it back to the Main Hall. You'll notice the Handgun on the floor.

This weapon is your only one for a while. It takes several shots to take down a Zombie or Dog, one to take down a Crow, Snake, or Bee, and maaaany to take down a Hunter, Chimaera, or major enemy. It holds 15 rounds in its clip.

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##### Lighter

Chris starts with this butane lighter at the beginning of the game. Jill must find it in the Study, which she'll need the Sword Key to get to. The Study is on the second floor, and is accessible by taking the 1F eastern corridors all the way around to the eastern stairwell and making your way to the U-shaped corridor on the second floor. The door to the Study is in the northwest corner of that corridor.

You use the Lighter in three specific places. Only one is required to finish the game. That one is in the Servants' Dining Room on the second floor, which can be reached by taking the southern door in the



aforementioned U-shaped corridor. The other uses are in the Drawing Room on the east side of the 2F to light the fireplace, and in the Rec Room in the Residence on the oil lamps.

Also, you need to have the Lighter in your possession when you want to incinerate Zombies using the Fuel Canteen.

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#### Lockpick

This is Jill's special item. You can immediately use this at any door with a simple locking mechanism. The doors opened with a Lockpick are listed under Old Key, but it's not necessary to know them, since you automatically open it, and can't ditch your Lockpick anyway.

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#### Emblem (wooden)

This shield-like emblem of the Spencer Family isn't used for a while when you find it, so don't bother taking right away. Wait until you find the two pieces of the Moonlight Sonata to grab it. Once you've used the Moonlight Sonata to open the door in the Piano Room, grab the Gold Emblem and use this in its place.

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#### Golden Arrow

You'll find this in the corridor on the second floor that is lined with spears and has several mirrors. Once you get it, Examine it.

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#### Arrowhead

This peridot is what you get when you Examine the Golden Arrow. Go to the Graveyard behind the door on the second floor landing in the Main Hall. Go to the back of the Graveyard and insert it into the grave.

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#### Blue Gemstone

On the 2F of the Dining Room, there is a movable statue, which you can push off an open section of railing and onto the floor below. Inside is the Blue Gemstone. This is not useful until you get the Armor Key. Once you do, you can open the F-shaped corridor in the west wing. In the tiny room in the corridor, you'll find a Tiger Statue. Put the Blue Gemstone in the Tiger and you'll get Shotgun Shells.

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#### Book of Curse

You'll find this at the bottom of the Crypt in the Graveyard, after you open it with the Arrowhead. All you need to do with it is Examine it and look at the back.

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### Sword Key (aka Mansion Key)

This key is on the back of the Book of Curse. It starts off as a Mansion Key, and you need to further examine it to identify it.

This key can open four doors in the game.

- 1: U-shaped corridor, in the northeast corner of the second floor.
- 2: Eastern Corridors, from the Art Room (east of the Main Hall).
- 3: Western stairs, northwest door of the second floor of the Dining Room.
- 4: Kitchen, in a stairwell in the First Zombie Corridor leading down to the basement.

Once you unlock all four doors, you'll be able to toss the key.

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### Old Key

You will only find these little keys as Chris. They're small, and can be carried as a group in one item slot. They can be used once to unlock simple locks.

There are five keys to find:

- 1: Kitchen, which is behind a Sword Key door leading to the basement in the First Zombie Corridor.
- 2: Bathroom, which is in the northeastern corridors.
- 3: Keeper's Bedroom, which is on the western wall of the F-shaped corridor, which you need the Armor Key to access.
- 4: Eastern Storage Room (Save Room), near the Eastern Stairwell.
- 5: Researcher's Bedroom, which is behind an Armor Key door on the 2F eastern stairwell.

These are the doors to use them on:

- 1: Patio, Northeastern 1F corridor, metal door at the northeast corner
- 2: Western Terrace, metal door on the second floor in the Western Stairwell.
- 3: Utility Closet in the west wing, near the Drug (Save) Room.
- 4: Researcher's Study, which is behind an Armor Key door on the 2F eastern stairwell.
- 5: After the Stain Glass Room, a gate leading into the Graveyard.

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### Herbicide (aka Chemical)

This is a bag of plant-killer. You can find it in the northeast corner of the 1st floor, the Patio.

When you get the Armor Key, go to the west wing on the 1st floor, to the F-shaped corridor, and go through the northeast door, to the Conservatory. Toss the Herbicide into the water pump and turn the pump to Red to kill the nasty plant.

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## Shotgun

The boomstick is temptingly placed in the Living Room in the east wing, on a couple of hooks. If you remove it, the hooks will ride up. Going out the to the Anteroom will cause the ceiling to come down and crush you. To avoid this, you need to put the Broken Shotgun on the hooks after you take the normal one.

There is also a way to get out of this if you're Jill. After you get the Sword Key, go straight from the Main Hall to the Living Room. Don't go anywhere in the west wing. Take the Shotgun and head back to the Anteroom. Barry will come by and bail you out.

The Shotgun is a good all-around weapon. It can take out most enemies in one or two shots, with the exception of major enemies. It holds 6 shells in its clip.

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## Fuel Canteen

This canteen is found in the save room in the east wing, the one near the eastern stairwell.

There is only one use for this, and it's not required to complete the game, but it's highly recommended. If you have a Lighter in your possession, use the Fuel Canteen on fallen Zombies to immolate them. If you don't do this, then after doing a certain amount of events in the game and coming back, you'll find the Zombie to have turned red, and become a V-ACT, which are much stronger and faster than standard Zombies.

The canteen has enough room for two draughts of kerosene. You need to fill it up at a jug of kerosene, which has five draughts inside. There are five jugs of kerosene in the game:

- 1: The Eastern Storage Room (you're already there :-P)
- 2: Utility Closet near the Drug Room in the west wing (Old Key Door)
- 3: The northeastern 1F Patio (Old Key Door)
- 4: The Storage Room in the Residence
- 5: The first corridor in the Laboratory

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## Broken Shotgun

This piece of junk is in the Utility Room near the Drug Room in the west wing. It's not servicable, but you can bring it to the Living Room in the East Wing, take the good Shotgun that's there, and replace it with the Broken Shotgun. That'll prevent a major headache as you try to leave.

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## Wooden Mount

You can find this in the U-shaped corridor, near the connecting door to the Eastern Stairwell.

This is a simple plank of wood. It's not essential to your quest, but

you can use it to create a map. Head to the eastern edge of the 2F Eastern Stairwell, you'll find the Drawing Room. Use the Lighter on the fireplace there, then use the Wooden Mount on the frame above the fireplace to burn the map of the Mansion 2F into the wood.

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#### Dog Whistle

You'll find this high-frequency whistle in the Study on the second floor, which can be reached by entering the U-shaped corridor from the eastern stairwell.

To use it, go to the second floor Western Terrace, which you can reach from the 2F Dining Room, passing through the Sword Key door, then the Old Key metal door. Once you get out on the terrace, use the Whistle and a couple of canines will come running.

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#### Collar

Once you defeat the two dogs on the 2F Western Terrace, you'll find the Collar on one of the bodies. Examine it.

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#### Coin

This pops out of the Collar. Flip it over and Examine it.

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#### Imitation Key

When you Examine the Coin, it'll turn into a key-like object, but it's not strong enough for any door. Take it to the 3F Blade Trap room. Then, take the Armor Key off the plinth and quickly replace it with this to keep from making a mess of yourself.

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#### Armor Key (aka Mansion Key)

The Blade Trap on the 3F has this key on a plinth, but you'll be full of holes if you try to grab it. You need the Imitation Key to replace it.

It works on seven rooms before being tossed:

- 1: Piano Room, which is accessible through the First Zombie Corridor.
- 2: The F-shaped Corridor, which is near the Drug (Save) Room in the west wing.
- 3: 2F Eastern Terrace, which is the southeast door of the 2F Main Hall.
- 4: Attic Area, which is one of the two Armor Key doors in the U-shaped Corridor on the second floor.
- 5: Armory, which is the other of the two Armor Key door in the U-shaped Corridor on the second floor.
- 6: Researcher's Rooms, found on the second floor of the Eastern Stairwell.

7: Stained Glass Gallery, which is in the Eastern Wing on the first floor.

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#### Grenade Launcher

Jill's unique and powerful launcher is on the Eastern Terrace on the second floor, next to poor Forrest's corpse. For such a powerful weapon, it's pretty easy to get...

This is a great weapon. If there's a problem with it, it's that it doesn't have the high range of other guns, and it shoots in an arcing trajectory. Otherwise, it's a great gun, and the different rounds are very useful. Normal Grenade Shells are good for all-purpose killing. Acid Shells can put down Hunters and Chimaeras very well, and Incendiary Shells can burn plants and act as a secondary immolation device for Zombies.

The launcher can hold an indefinite amount of any type of grenade shell.

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#### Lure of a Bee

Fishhook

Bee Specimen

All three of these items are found in the Researcher's Study, which you can get to from the Eastern Stairwell. Take these three items from the cases on the walls. Combine the lure and the hook. Now, place the completed lure on the case you found the bee specimen. Now, place the bee specimen where you found the lure. Press the switch that you're prompted to press. Now, the bee will fly out and attack you! Kill it, and grab the Wind Crest that's in the newly-opened alcove.

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#### Wind Crest

This is found in the Researcher's Study, by playing with Bee Lures and the real thing. See above.

Put this item in storage until you head out to the Courtyard. When you reach the small Graveyard on the outside path (not the one in the Mansion, mind you), you'll see two stones. One has three slots, and the other has one. Place the Wind Crest on the one with one slot, and you'll get the Star, Moon, and Sun Crests.

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#### Serum

When you enter the first Attic Corridor, you'll find Richard poisoned, and you'll be tasked to get Serum from the Drug Room on the first floor. If you want to save Richard, make sure you don't take too many detours getting to the Drug Room on the first floor, which is in Western Stairwell area. Take it back to him quickly, too.

Also, if you're bitten by the Giant Snake, you'll need Serum as well. If you're Jill, you'll have to get it yourself, but if you're Chris, Rebecca will have to get it.

---

Musical, mid-pages (aka Musical Score)

After dealing with Richard and the Serum, you can go past him to the second Attic Corridor and further on to the Servant's Dining Room. Once inside, light the candles using the Lighter, push the shelves out of the way, and you'll find part of a Musical Score behind it, along with a Zombie.

This score is combined with....

---

Missing Music (aka Musical Score)

Behind a stack of shelves in the Piano Room, you'll find part of a score. Combine the two halves to get...

---

Moonlight Sonata (aka Musical Score)

You get this by combining the two halves of the Score. Use it on the piano. If you're Jill, you'll demonstrate your mad piano skillz and open up the passageway. If you're Chris, Rebecca will step in and try. She'll need time to practice, so go do some other things before coming back. Once the song is played, a small passageway will open.

---

Gold Emblem

Once the Moonlight Sonata has been played, you can take the Gold Emblem. Only problem is that removing it will close the door behind you. To solve this, you'll need the Wooden Emblem from the Dining Room. Put that one in the Gold Emblem's place and you're free to go.

Put the Gold Emblem in the Wooden Emblem's place on the fireplace in the Dining Room to open the clock. Adjust the clock's hands to six o' clock and it'll move to nab you the Shield Key.

---

Shield Key (aka Mansion Key)

Complete the Clock puzzle in the Dining Room (above), to get the Shield Key.

It only has one door. In the second Attic Corridor, it's the door with the spider's webs on it and it leads to the Giant Snake.

---

Assault Shotgun

Chris and Jill get this weapon in different places, and you can only get it if you brought the Serum back to Richard in time.

Jill gets it earlier. When fighting the Giant Snake, Richard will come in and help. After hitting the snake enough times, Richard will be eaten and he'll drop the Shotgun.

Chris gets it quite a bit later, in the Aqua Ring of the Residence. When you first enter the flooded Aqua Ring, you'll find Richard, and he'll get eaten up by sharks. Once you drain the water from the Aqua Ring, you'll find the Shotgun on the bottom floor of the Aqua Ring.

There's little to separate this from a regular Shotgun, except for how cool it looks and the fact that it holds 10 shells in its magazine.

---

Jewelry Box (mask)

This Jewelry Box is found in the Armory, which is the room that the U-shaped corridor brackets. Solve the Knight pushing puzzle by getting all four suits pushed back onto the vents. Once that's done, you'll get the Box. Examine both the front side and the back side (with hearts on it), and the box will open, giving you a Death Mask.

---

Death Masks (w/o eyes, w/o nose, w/o mouth, w/o all)

There are four Death Masks needed to progress in the game. Each is missing parts of the face.

Eyes: Conservatory, kill the plant with Herbicide

Mouth: Stain Glass Gallery, complete the puzzle

Nose: Attic, drive off, or get by the Giant Snake

All: Armory, open the Jewelry Box

Once you have the four Masks, go the Crypt in the Graveyard, and place them on their respective faces. This will release the V-ACT and you'll have to fight him. In his coffin, you'll find a Stone and Metal Object.

---

Stone and Metal Object

You first find this in the coffin in the Crypt after using the four Death Masks.

This is a medallion with both the logo of Umbrella and the emblem of the Spencer family on it. With one of these, you can open the door leading to the Garden Shed at the north end of the mansion. You can also make another one using a Stone Ring, and a Metal Object. When you make the second one, you can take the first one and use both to unlock the Altar underneath the stairs in the Main Hall.

\*\*\*\*\*

5. The Courtyard

=====

Star Crest  
Moon Crest  
Sun Crest

You'll find these three crests in the small Graveyard out in the Courtyard when you place the Wind Crest in the gravestone on the right.

Examine the back of each crest to pop up some lines that you can use to fit them into the gravestone on the left. You can use them in any order. Once all three are in place, you'll be able to take the Magnum Revolver.

---

Magnum Revolver

You'll find this powerful gun in the Graveyard out in the courtyard when you place the Sun, Moon, and Star Crests in the gravestone on the left.

This is a very powerful handgun, and can kill most enemies in one shot. However, its ammo is scarce, so you should save this for hard enemies.

---

Square Crank (aka Crank)

You'll find this in the Cabin at the end of the long outdoor path in the Courtyard. Watch yourself on the way out, though.

You'll use this crank in one place, but you'll use it twice in the game. In the main Courtyard area, you'll find a Pool. Use the Crank to drain the pool and you can continue on to the Residence. Later, you'll come back with a Battery for the lift, and you won't need to have the pool drained, so you'll come back to refill it and the waterfall blocking the Tunnels will stop.

\*\*\*\*\*

## 6. The Residence and Aqua Ring

=====

Unprinted Book (Red Book)

You'll find this blank book in the Rec Room of the Residence (double doors off the entry corridor).

When you make it into Room 003 of the Residence, you'll see a bookcase, with a white book sandwiched between a bunch of red books. Take the white book and replace the Red Book. Now, arrange the red books to complete the painting on the spine to open a bookcase to Plant 42.

---

Key for Room 001 (aka Residence Key)



This key is found in Room 002's Bathroom, on a shelf.

Use this key on Room 001.

---

#### Self-defense Gun

This weapon is found in Room 001. It's a small .22 Magnum and it only has one shot in it, but it packs a VERY powerful punch. Use it when you're in serious trouble.

---

#### Control Room Key

This key is found in Room 001's Bathroom.

Use this key down in the main area of the Aqua Ring. You'll use it to enter the Control Room.

---

#### Gallery Key (aka Residence Key)

This key is found in the bottom of the Aqua Ring after you drain the water, in a small box past a big shark. Once you try to grab it, the shark will knock it into the water. To get it, push the console nearby into the water, then throw on the generator. The shark will be zapped, and you can grab the Key.

Use this key to access the Gallery, which is off the main corridor in the Residence.

---

#### Insecticide Spray

This is found in the Gallery, on a poor sap who got stung one too many times by the bees in this room.

You don't use this in the Gallery itself. Head out to the main corridor and to the very end of it, past door 002. Take the map off the wall, and you'll notice a hole behind it. DON'T look into the hole. Instead, just use the Spray and you'll kill all the bees in the Gallery.

---

#### Key for Room 003 (aka Residence Key)

You find this in the Gallery near the beehive. You'll want to take care of the bees first for obvious reasons.

This is very simply used to unlock Room 003, which is right near the place you find the key.

---

#### Empty Bottle

Water  
UMB 3  
Yellow-6  
NP-004  
UMB 7  
UMB 10  
VP-017  
V-JOLT

These are part of a small sidequest to do some damage to Plant 42. Neither character is required to do this, but the option is open. For Jill, she can make the V-JOLT and bring it down to the Aqua Ring where Plant 42's roots are. When she finds Plant 42, Barry will give her a hand and she won't have to fight it. For Chris, you'll have to do this as Rebecca if Chris gets trapped by the plant. This occurs when you don't save Richard from the snake's poison.

Here's how to make V-JOLT:

Water + UMB 3 = NP-004  
NP-004 + Yellow-6 = UMB 10  
Water + Yellow-6 = UMB 7  
UMB 10 + UMB 7 = VP-017  
VP-017 + UMB 3 = V-JOLT

---

Helmet Key (aka Mansion Key)

This is found in the large hall with Plant 42. Once you kill the Plant, you can grab this Key in the fireplace and head back to the Mansion.

This key opens four doors:

- 1: Science Room, last locked door in the Main Hall 1F
- 2: Crusher Room, 2F on the far side of the Drawing Room in the east wing.
- 3: Trophy Room, 2F in the west wing in the same area as the Drug Room.
- 4: Library, 3F in the Blade Trap Room.

\*\*\*\*\*

7. The Mansion (before the Tunnels)

=====

Red Gemstone  
Yellow Gemstone

These stones are both in the Trophy Room on the second floor. If you shut off the lights in the room, you'll notice the gems in the eyes of the two trophies on the wall. You'll also notice the eagle statue following your movements. When the eagle statue draws level with one of the trophies, the gem is held in place. What you need to do is push the chests of drawers into the far corners of the room, on either side of the eagle. Now, draw the eagle's attention over to one end of the room, then run UNDER it. It can't track you when you're under it. Now, climb up the opposite chest and snag the gem. Do the same for the other one.

Now, the Red Gemstone is combined with a Jewelry Box (below) which will end up giving you a Brooch.

The Yellow Gemstone is placed in the tiger's head on the first floor's dark F-shaped corridor. It will give you an MO Disk.

---

#### Jewelry Box (Brooch)

This second Jewelry Box is found in the Mirror Room, which can be reached by going through the Science Room which is behind the last locked door in the Main Hall. To open it, you need the Red Gemstone (above). Once that's inserted, you need to solve a small shape puzzle to open it. Thankfully, I don't need to describe it in ASCII, I'll just give you this URL:

[http://db.gamefaqs.com/console/gamecube/file/resident\\_evil\\_jewel\\_box.gif](http://db.gamefaqs.com/console/gamecube/file/resident_evil_jewel_box.gif)

This is the solution and the gif file was created by DEngel. Very nice on his part...

Anyway, open the box and the Brooch will be yours.

---

#### Brooch

You get this by opening the Jewelry Box that has it. Examine it and it will turn into the Spencer Key.

---

#### Emblem Key

This is what the Brooch turns into.

Go to the first floor corridor near the Save Room (the one that leads out back to the Courtyard. You'll see a door with the Spencer Family Emblem. That's the door.

---

#### Metal Object

This is inside the "Spencer Room". This is half of a "Stone and Metal Object". You won't need it for a while, so deposit it until you find a Stone Ring, then you can combine the two.

---

#### MO Disk

This is a floppy disk designed to unlock a security system in the Laboratory. There are three in the game:

- 1: Tiger statue on the 1st Floor, west wing
- 2: Laboratory B2, in the main hall outside of the projection room
- 3: Laboratory B2, in the projection room

Use these in three very familiar-looking disk readers in the Lab:

- 1: Refueling room in Lab B3
- 2: Stores in B3, but you have to climb through vents and get to the surgery room to get to the reader.
- 3: In the second furnace room on the way to the main elevator switch.

Once you scan all three disks in, you can unlock the door in the west end of the Lab B3 and go meet your captured partner.

---

Last Book, vol. 1

You find this in a small dug out area past the Crusher room in the 2F east wing. Open it up by looking at the pages.

---

Medal of Eagle

You get this medal from the Last Book, vol. 1. Use it after you escape from the Altar in the circular pool.

---

Battery

After going through the basement passages, you can ride a lift up to the second floor near the library. There's a closet in this area with the Battery.

To use it, go out to the Courtyard, past the drained pool, and to the waterfall area. Put it in the slot next to the non-working elevator. With that done, you can use the Square Crank to refill the pool and stop the waterfall, allowing you access to the Tunnels.

---

Last Book, vol. 2

This book is in the Library, which you can enter from the third floor Blade Trap Room. Once you destroy the Giant Snake, it'll knock the book off in its death throes. Open the book by looking at the pages.

---

Medal of Wolf

You get this medal from the Last Book, vol. 2. Use it after you escape from the Altar in the circular pool.

\*\*\*\*\*

8. The Tunnels

NOTE: This area is NOT those small passages beneath the mansion. You access this place from the waterfall out in the courtyard. Look up several lines if you haven't the slightest idea what I'm on about.

=====

### Shaft

John Shaft... You'll find this in the large Main Lift area in the Tunnels (proceeding east from the entry shaft). I suggest not taking it as it's already in the place you need to use it. Once you find the Cylinder, combine it to make the Cylinder Shaft (shut yo mouth)...

---

### Hexagon Crank (aka Crank)

When you go as far east as you can in the Tunnels, you'll come upon Enrico. He has the Hexagon Crank.

There are three places to use the Crank. The first one is right in the first tunnel area (with the Item Box), and you'll use it to rotate a passage so that you can pass. The second time is past the Giant Spider, where you need to rotate the passage three times to move on (mind the falling rocks). The third time is in the next room after that, where you rotate it to push a statue away from the wall.

---

### Flamethrower

Only Chris can find and use this weapon. Unfortunately, it's relatively useless and only usable on the Giant Spider. It's flame stream is limited and it's used up quick. What the Flamethrower is REALLY used for is weighing down a set of hooks that unlock the door that lets you back out, so once it's time to leave, you have to put it back...

---

### Cylinder

This small gray cylinder is found in the furthest southwest area of the Tunnels. You need to move the statue over to the discolored brown wall, use the Hex Crank to push it out, then push it on the middle circle twice to rotate it, then shove it into place next to the other one.

Combine this with the Shaft found in the Main Left area.

---

### Cylinder Shaft

You can rotate the cylinder on the shaft and line up the symbols to see "IV II III I". You don't need to, though. Just put it where you found the Shaft and push the buttons in that order: 4, 2, 3, 1.

---

### Broken Flamethrower

Once you make it down to the lower tunnels, you'll find a crate that

you can push onto a transport mechanism. Send the transporter down to the garbage compactor area and push it under the compactor. Once you smash it, you'll find this inside.

This seemingly useless weapon is used to weigh down two hooks in a circular in the corridor where you found "the monster" wandering around. First, you have to pull a switch in that room which moves the hooks out, then hightail it over to the hooks and drop the Flamethrower on it.

---

#### Jewelry Box (Ring)

This Jewelry Box is found in the candlelit area after you pass "the monster" and the flamethrower door. Fortunately, there's no puzzle tied to it, and you can just Examine it.

---

#### Stone Ring

This is found in the above Jewelry Box. Combine this with the Metal Object you find in the Spencer Room to make your second Stone and Metal Object. Now, you can collect the first one and use them both on the gate below the stairs in the Main Hall to get to the Altar.

\*\*\*\*\*

### 9. The Altar

=====

#### Barry's 44 Magnum

If you're playing as Jill, and you refuse to give Barry's gun back to him, you have the option of keeping it. It has six bullets in it, but you cannot reload it, as the standard Magnum Rounds don't fit with the .44 caliber. This is a very powerful gun, though.

\*\*\*\*\*

### 10. The Laboratory

=====

#### X-Ray

There are two of these X-Rays in the X-Ray room on B3 Lab, one belonging to a guy with the initials C.D., and the other to a girl named G.H. In the X-Ray room, place the CD one on the left open space, and GH one on the right open space. Hit the switch to turn on the red light, then you can see the highlighted areas in each x-ray. The organs are as follows: Colon, Esophagus, Liver, Lungs... CELL. That's the third password, along with JOHN and ADA, that you need to use in the Computer Room.

---

#### Slide Filter

You'll find this in the Refueling Room in B3 Lab (west end), which you unlock through the computer. To use it, go to the Projection Room on the B2 floor and put it in the slide projector. This blanks out some of the last slide and you'll see the code 8462 to open the wall to the video room when punched in the code panel.

---

#### Power Room Key (aka Laboratory Key)

This key is found in the Projection Room in the small video side room once you punch the code into the panel. This key unlocks two doors on Lab B3: the one leading to the Stores, and the one leading to the east part of the Lab B3.

---

#### Fuel Supply Capsule

You find this cartridge in the first furnace room south of the East Lab corridor. Bring it back to the Refueling Room to fill it up, but make sure you clear out all enemies in the way.

---

#### Fuel Supply Capsule (filled)

A capsule full of nitro is very unstable, so you'll have to walk all the way back to the fuel injector where you found the capsule originally, and you can't get hit or shoot either. Putting this in the injector will power up the console at the far south end of the furnace rooms, allowing you to turn on the Main Elevator leading to the lowest laboratory.

---

#### Master Key (aka Laboratory Key)

If Barry or Rebecca were killed before you fight the Tyrant, you'll find this on Wesker's body, which you can use to open the Emergency Exit on B1 Lab, and the jail cell in the far west B3 if you've unlocked the triple security door with the MO Disks. If they survived, the self-destruct will be activated and those doors will unlock automatically.

---

#### Fuse Unit

While you make your escape to the surface elevator, you'll notice the Fuse Unit is missing. Fortunately, it's right behind you about fifty feet back along the passage on the floor. Snag it and stuff it in the socket.

---

#### Signal Rockets

These are right on the helipad. Once you pick them up, go right ahead

and use them to signal Brad.

---

#### Rocket Launcher

If the self-destruct mechanism was activated, you'll have to fight the Tyrant one last time. Once thirty seconds are left, or you cause enough damage, Brad will drop the Rocket Launcher to use. Grab it, take aim, and blow the Tyrant to kingdom come. You have four shots to try to kill the Tyrant.

\*\*\*\*\*

#### 11. Anything Else?

There are a couple of secret items you can get as a reward for beating the game.

=====

#### Closet Key

Beat the game with anyone on any difficulty and you'll get this key, which is found in the Item Box. Use this key in the Art Room on the first floor (just east of the Main Hall). Go to the back passage of the Art Room and use the Key on the painting of a mansion. This will allow you into the Cloakroom where you can change costumes. You get another one for beating the game again in that game, which will give you the 2nd costume.

---

#### Samurai Edge Gun (Handgun)

You get this for beating Normal difficulty in under five hours. It's another S.T.A.R.S. custom that uses S&W .40 bullets. Where do you find those, you ask? Ha! You don't need them! It has infinite shots! It also fires three bullets relatively fast before needing to recover. The gun is placed in the Item Box for you to grab when you start your Once Again game.

---

#### Rocket Launcher (single barrel)

You get this for beating Normal difficulty in under three hours. It replaces your knife when you start. Good replacement, if you ask me. It fires rockets that will floor pretty much anything in one shot, and they won't harm you if you fire too close. Probably the only downfall is that they don't completely destroy Zombies, so you'll still have to burn them, or suffer the wrath of the V-ACTs...

\*\*\*\*\*

#### 12. Standard Guide Stuff

This FAQ was made 100% by me, and is Copyright 2002 Scott "CyricZ" Zdankiewicz. You may not take it in whole or in part and claim it as your own.



Currently, the following sites have permission to post my FAQ:

www.gamefaqs.com  
www.gamewinners.com

These will be the only sites permitted to carry this FAQ, as it's a very specific In-Depth guide.

If you wish to e-mail me, be sure to follow these guidelines...

- Make ABSOLUTELY sure I haven't already answered your question in the guide.
- Try to make sure it has something to do with the Items in the game. I'll answer other questions to a degree, but don't rely on me...
- Spell correctly and use proper grammar, please. If I can't understand your e-mail, it'll go to the junk pile...

Version 1.1 - 5/12/02 - Ammo and other item counts up. Yay! ^\_^

Version 1.0 - 5/5/02 - This is most of it. I may later add the ammo counts and locations of defense items, herbs, and sprays for each of the difficulties, but don't rely on me in that respect...

Good luck and happy zombie hunting!

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