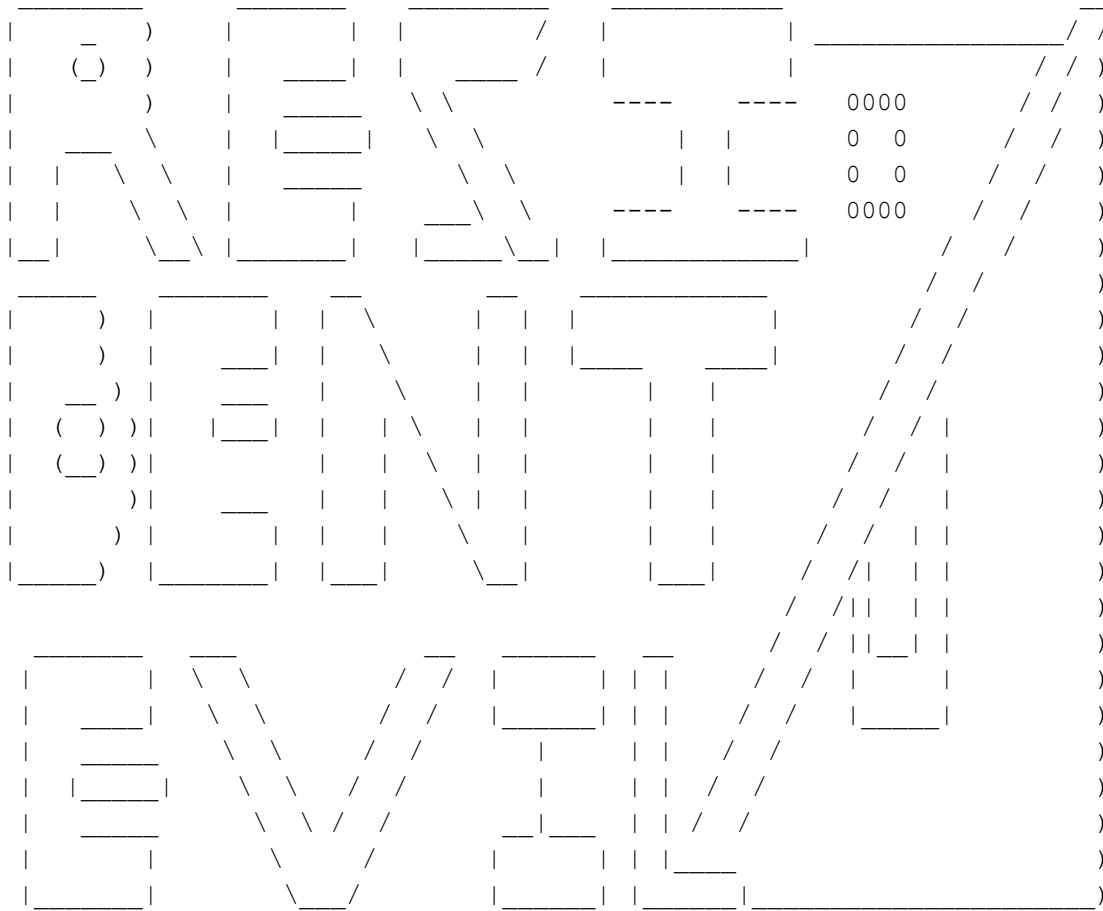


Resident Evil Zero Hard Mode Walkthrough

by thanos rulzs

Updated to v0.4 on Aug 27, 2003



Resident Evil 0

For Hard mode walkthrough

Author: Thanos rulzs

For: Nintendo Gamecube

Date of FAQ birth: 25th Jan 2003

Version 0.5

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Version History

Version 0.1---> 25th Jan 2003

Disc 1 completed, haven't finished the other half.

Version 0.2---> 5th FEB 2003

75 percent complete, up to the tyrant 1st battle, added some enemy to the enemy list. Planning to add all the 29 files to this guide also

Version 0.3---> 6th FEB 2003

Walkthrough have been completed, added the 29 files to the guide. Finally, can have a break. Thinking of writing the leech hunter if I have the time or else this FAQ is done and will unlikely be updated unless there are things to add. One more thing to add, webmasters, do not request this FAQ for to put it in your site, I'm not going to respond to your email. Also updated the enemy guide.

Version 0.4----> 8th Feb 2003

Corrected some spelling mistakes and added some info for the final boss encounter, otherwise it's a pretty small update, don't expect much of an update in the coming days or even weeks.

Version 0.5----> 27th july 2003

Added speed walkthrough to the guide

1. Introduction

Hi, welcome to my hard mode guide. It is an unofficial walkthrough guide as it is not associated with Brady or Prima or Cube solutions guide and I'm not involved with the company Capcom whatsoever and DO NOT email me about things associated with the company. This guide is specially written only for hard mode.

I still consider myself as a noob in writing FAQs so any constructive criticisms would be great and I hope you really enjoy this FAQ. Thank you in advance for reading again. And yeah, I prefer some peace and quiet at my email box, unless if you really need help, then email me. Do read the legal notes if you have any intention of putting on your website. Just skip the legal notes if

you are a reader of the guide.

2. Legal notes

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|Web masters Take note:|
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|Readers take note|
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3. Enemy List

Zombie:

This is the basic enemy you will encounter. Just avoid their outstretch arms. As this is in hard mode, it is best to avoid them or just drop them so to run past them. Don't bother killing is unless it is a MUST as ammo is scarce. There are some special zombies.

- Conductor zombie: This zombie can follow you through doors so it's best to just kill it.
- Naked zombie and Chef zombie (one in the fridge in the train): They are hard to kill, take a lot of ammo just to kill them. But they are just like normal zombies with bascially the same attack.

- Sleepers: They are the zombies faking dead. Kill them if you want as they will only crawl over and try to bite you

Recommended weapons: Handgun, cocktails, knife.

Crows:

They do not damage much, but they hinder your movement by constantly pecking you. But just try to run past them to save ammo and time.

Leeches:

Usually found after you kill a leech zombie, doesn't damage much but just avoid it whenever possible. They will at times stick to you, mostly you will end up squashing them.

Recommended weapons: Do not bother to waste ammo

Hunters:

Extremely powerful, they damage a lot, especially the jump slash. They are also able to dive down, dodging bullets shot at them. So you may want to aim low at times. In hard mode, just use shotgun or hunting gun to drop them and run past them, or just simply run past them. When they slash you, you are stunned for a while before you can react.

Recommended weapons: Acid rounds, hunting gun, shotgun

Cerberus:

These zombie dogs are rather fast and their attacks are pretty straightforward; they will either bite your hand and you will need to mash your controller's buttons to get them off or they will jump at you to hit you.

Recommended weapons: Handgun

Humanoid Leech zombie (leech zombies)

These zombies are tough and troublesome so it's best to run past them or if you plan to kill them, use fire-like weapons to make them dissolve or else they will explode and give some damage to you. Also never let them grab you as they damage a lot as well as using their outstretched arms to damage you.

Recommended weapons: Cocktails

Giant Spiders:

They will either barge at you or spit poison at you to poison your character. But when it dies, there will not be a pool of poison when it dies unlike in RE remake and it thankfully is not as tough as RE:CV as the spiders there can grab and bite the hell out of you. Their barge attack is damaging in the hard mode so be careful. Their acids at times will either poison you or damage you so try not to get hit by it.

Recommended weapons: Grenade rounds, Hunting gun

Insect(Plague crawlers):

their attacks are barging you or pinning you down on to the ground and try to damage you.They also swipe you and it sure can conjure up some decent damage or be careful but it's best to kill or to run pass it.They are quite slow in moving so you can run pass them easily but it at times come in a bunch though.

Recommended weapons: Hunting gun

Frogs(Lurkers):

This enemy will appear in the final part of the game.Quite dangereous by the fact that when it stick up its tongue and grab it's prey and drag it slowly towards.If you fail to stop it,it will swallow you up no matter how fine you condition is.It appears randomly but it will only randomly appear when you reach high flood areas whith plenty of water.Just run pass them,no need to waste ammo in hard mode.Some people say that they are attracted to noise,but it's a rumour I think.

Recommended weapons: Try to run away(avoid confrontation)

Monkeys(Baboons, the one with red ass aka Eliminator): They are as fast as Cerberus and they also have the ability to climb up like the Chimeras in the RE remake. Their attacks are jumping onto you and biting you or hitting you with their arms(very fast attacks if you are trapped).Usually come in bunches and believe very irritating creatures.Usually come in a bunch which can be very dealy because they slash you fast,if you are trap in a corner,it's over for you as theirs slashing attacks are like the hunters,they stunt you for a while before you can attack.

Recommended weapons: Shotgun

Boss List:

Boss: Scorpion

You will need to always damage the head to defeat it.When it covers it's head,run away from it as it prepares to attack as you can't damage the head as it covered it up.Use handgun first to damage it(about 10 ammo).Then change to hunting gun and reloading it in the invertory space until you kill it.If you are hurt badly,use the first aid spray and the green herb you left on the floor.After that grab the panel opener and dump the empty hunting gun and head back to Conductor's room.

Recommended weapons: Handgun,hunting gun

Boss: Hugh insect(Centurion)

It will grab Rebecca,so load up the grenade launcher and pump all rounds at it when it is upright,it should let go of Rebecca temperiory.Let throw two cocktails at it and load up the hunting gun.If Billy is hurt,just grab the micx

herb and cure yourself. When it's crawling, just don't get near it as it's sharp pinches body can hurt you but pump about a few hunting gun ammo, it should be defeated.

Recommended weapons: Hunting gun, grenade rounds, cocktails

Boss: Bat

The boss just fly arounds high, making it a difficult target, it can hurt you like barging at you or grabbing you, lift you up and dropping you. Ouch! Use up your remaining acid rounds first. Then load up your shotgun and shoot run shoot, shoot if you can nail it or you'll be wasting ammo. After a few shots, smaller bats will appear but concentrate on the big one and sooner or later you will kill it. Use the herb if you are injured.

Recommended weapons: Shotgun, acid round

Boss: Tyrant 1st fight

This boss is quite easy, when it intends to attack, it will crouch down and head full speed at you. Just run by it's shorter arm and pump the boss full of shotgun shells. nother trick can be possible is the merry - go - round trick. First pump is once with shotgun, run around it, wait for it to turn, then run round again, then get close to pump or to knife, then wait for it to turn towards you. Then repeat. Very effective method as the tyrant seems to have trouble turning around. But remember always run round at it's weaker hand in case you miscue your timing at running so that you won't get whack. Use the merry go round method, it's easier to take down the tyrant. Use the magnum if you run out of shotgun ammo (you shouldn't be out of ammo, it's enough).

Recommended weapons: Shotgun, magnum (1 or 2 ammo at most)

Boss: Tyrant (2nd fight)

Run towards it and see the door I tell you not to enter. This boss is quite easy, when it intends to attack, it will crouch down and head full speed at you. Just run by it's shorter arm and pump the boss full of shotgun shells. nother trick can be possible is the merry - go - round trick. First pump is once with shotgun, run around it, wait for it to turn, then run round again, then get close to pump or to knife, then wait for it to turn towards you. Then repeat. Very effective method as the tyrant seems to have trouble turning around. But remember always run round at it's weaker hand in case you miscue your timing at running so that you won't get whack. Use the merry go round method, it's easier to take down the tyrant. Use the magnum if you run out of shotgun ammo (you shouldn't be out of ammo, it's enough). Enter the door only if you are hurt (for two green herbs for curing), although the corridor is small, but is still possible to play the merry-go-round tactic. You shotgun should barely have ammo.

Recommended weapons: Shotgun

Boss: Leech infected Marcus

Just damage this creature with all your ammo,run or retreat if needed,don't let it hit you or grab you and you will do fine.If your grenade launcher runs out,use the shotgun with Rebecca,while Billy take care with the magnum,after a while,this boss will lay down defeated and you will see two shining objects:Two Shaft keys. Feel free to explore around to find some magnum ammo and then use the keys on the double doors,remember to put them correctly as these keys have different holes for it to put in.Dump the grenade launcher.Then enter the double doors.The characters might be hurt,so use the curing item for each character.

Recommended weapons: Shotgun,grenade launcher,magnum

Final boss: Leech Queen

Let your characters pump all the ammo at it.If Rebecca get hurt,cure her.Or else just keep pumping the Queen with ammo until you see a cutscene.If Billy run out of magnum,use handgun,if Rebecca runs out of grenade rounds,use shotgun.The first form should be defeated fast.

(Billy)

Rebecca will be turning the valves while Billy uses his err... "Charm" to charm the Queen.Your objective is to protect Rebecca at all costs by pumping the queen with lead.Start with the handgun first to distract it. Keep distracting it with your handgun.It may run you down,as a result,you may not see yourself.After Rebecca turn the first valve,let Rebecca escape first,then lure the queen towards the first turned valve handle,because this allows a free path for Rebecca to move to the 2nd,3rd, and final valve.You may want it to rush attack Billy,which might hurt him by distanting Billy from the queen to force it to rush towards you,but Billy will fly to the ground take some time before he gets up,thus allowing Rebecca enough time to turn the valves(Look out for Billy's health also).If Rebecca is damage badly,go to the inverntory screen,select change,if she has herbs,just use it to cure her.Each time Rebecca turn one of the valve, the queen will turn towards her so use the handgun to distract to gain her attention and try to let the queen tackle attack you for Rebecca to turn the valves.After Rebeecca turn the four valves,sit back and watch the ending and make yourself feel proud as you have completed the hard mode game!!!Hurray!!!!!!Play again to unlock the hidden guns and play the leech hunter mini game to unlock all possible secrets.Remember to save your game clear file or your efforts gonna be wasted.Have a nice day, over and out.:)

Recommended weapons: Shotgun,grenade launcher,magnum,handgun

4. Game walkthrough

Legend:

(Billy and Rebecca)= Mode is set as Team
(Billy) or (Rebecca)= Mode is set as Solo
(O) = Visit if you want

If you are going to follow this walkthrough,you will have to agree on the following:

1. Always use Billy, whenever I say Billy, do not replace whatever I put in bracket.
2. Use Billy for combat, use Rebecca to mix herbs as well as putting some items to her inventory space.
3. This is ONLY for Hard mode beginners, if you are an expert, do not email me "Why do you need to do this or that".
- 4: This is sort of a coward walkthrough, as you need to do it to survive, it is not a speed walkthrough
5. Do not hookshot Billy up in the church in disc 2, I'm not going to reply that question
6. Please read this walkthrough first, get used to the rooms I'm referring to; if you read my general walkthrough, you will know what I'm talking about. If not, try to understand first
7. If you plan to waste ammo and suddenly lack of ammo, that's your problem. I did not tell you to waste unless it is necessary.
8. You have played the game and completed the game, you have get used to the game and know where certain items are.
9. Those rooms I didn't mention, do not visit it.
10. Learn to use cocktails well as they are very useful for hard mode
11. During boss encounters, it's best to have CPU to control Billy, you control as Rebecca, this way, you can watch over Rebecca easily and run away from any damage. Billy as CPU seems to have a faster reaction speed to attack enemies rather than Rebecca.

Well, that's about it.

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4.1 Walkthrough
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* Part 1: The Train Encounter *
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Train compartment 1: (Rebecca)
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Turn to the left and enter the door.

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Train compartment 2: (Rebecca)
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It will trigger a FMV. After that, then kill the zombie behind you (about two shots), then kill the zombie in blue uniform, who is the conductor zombie, then go to Train compartment 3.

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Train compartment 3: (Rebecca)
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Go to the 2nd door you see if you want.

Save room(o): (Rebecca)

There's a green here.Then take it or leave it.

Train compartment 3: (Rebecca)

Go to the end,then grab the key.After the FMV,the Cerberus will come out.Stay where you are and kill the dog first,Then grab handgun ammo from Edward,then move on and kill another dog.Both should take about 8 shots.Go to Train compartment 2.

Train compartment 2: (Rebecca)

Run past the zombie and enter Train compartment 1. If they come out,make use of the space and run past them,if you can't and they are going to grab you,run into a seat,then run out as they take some time to position themselves to grab you again.

Train compartment 1: (Rebecca)

Go to the end and use the key and discard it.

Dining area: (Rebecca)

You will have a short FMV with Billy.Then barrel up the stairs and see another FMV.If order not to waste any ammo,just head back to the stairs.The zombie will die itself and have another FMV.Then you will be able to control two characters.Then put them in solo mode.Then control Rebecca and go to the end where the zombie died and head up the ladder.

Train rooftop: (Rebecca)

Move to the end of the train rooftop and fix the cable and after the FMV,Rebecca will fall through the hole.

Small room: (Rebecca)

Grab the handgun ammo and the train key and green herb.Then place the key in the service lift and send it up.Then flip to Billy.

Dining area: (Billy)

Leave the knife and head down the stairs,through the flipping door and grab the conductor's key. Exit to train compartment 1.

Train compartment 1: (Billy)

Run past the zombies fast to Train compartment 2.

Train compartment 2: (Billy)

Run past the zombies fast to Train compartment 3.

Train compartment 3: (Billy)

Go to the conductor's door and use the key.Discard it.

Conductor's room: (Billy)

Grab the green herb.Flip the switch on the wall and head up the stairs.

Pub area: (Billy)

Move to the end,drop the green herb and enter the door.

Upper level train room: (Billy)

Grab the icepick from the cart and move on and enter the another door.

Upper level bedroom: (Billy)

Grab the hunting gun plus ammo in this room and exit and head back to the bar area.Also grab the handgun ammo and the first aid spray and head into the pub area.

Pub area: (Billy)

You will face a boss here.

Boss: Scorpion

You will need to always damage the head to defeat it.When it covers it's head,run away from it as it prepares to attack as you can't damage the head as it covered it up.Use handgun first to damage it(about 10 ammo).Then change to hunting gun and reloading it in the inventory space until you kill it.If you are hurt badly,use the first aid spray and the green herb you left on the

floor.After that grab the panel opener and dump the empty hunting gun and head back to Conductor's room.

Conductor's room: (Billy)

Grab the red herb and grab the bag from the cardboard and Billy should have the following items:

- Handgun
- Handgun ammo
- Red herb
- Icepick
- Panel opener
- Bag

Then exit this room.

Train compartment 3: (Billy)

Go to train compartment 2.

Train compartment 2: (Billy)

Drop the zombies or let the damage you and push them away and go to train compartment 1.

Train compartment 1: (Billy)

Run past the zombies to dining area.

Dining area: (Billy)

Go past the flipping door.Go to the service lift and transport the icepick.Then flip to Rebecca.

Small room: (Rebecca)

Grab the ICE pick in the service lift and use it on the door and exit it.

Dining area: (Rebecca)

You will find yourself at the area where you kill the tough zombie earlier.Run past the burning zombies,down the stairs to unite with Billy.Since billy might be hurt badly,use the red herb and combine with green herb to cure Billy.Use the Panel opener near the door which is lock. Give Billy some handgun ammo and let him only crawl through it.

Pet compartment area: (Billy)

Kill the dogs here and unlock the door.

Dining area: (Rebecca)

Let Rebecca enter the door. The chef zombie should come out and deal with it later.

Pet compartment area: (Billy and Rebecca)

Grab the gold ring and use it in the bag. Grab the GAS and shotgun ammo and enter the door at the end.

Outside the Train: (Billy and Rebecca)

(Billy)

Since, space in inventory space is tight, therefore, let Rebecca get the hookshot. Then have Billy flip on the switch, then flip to Rebecca.

(Rebecca)

Take the hookshot from the lock.

(Billy and Rebecca)

Then exit this place.

Pet compartment area: (Billy and Rebecca)

Let Billy have 15 handgun ammo and fully loaded handgun. Go to the dining area.

Dining area: (Billy)

Kill the chef zombie and then flip to Rebecca to enter the dining area. Grab the bottle and combine it with the GAS for the cocktail.

Billy should have:

- Handgun ammo
- Handgun
- Cocktail
- Shotgun ammo

Rebecca should have:

- Hookshot
- Handgun
- Handgun ammo

- Bag
- Green herb

Let Billy stay and Rebecca to Train compartment 1.

Train compartment 1: (Rebecca)

Run past the zombies(try to run past one and drop the others) or drop them by shooting their legs to make them fall and go to Train compartment 2.

Train compartment 2:(Rebecca)

Use the hookshot to the door you enter near the stairs.

Train roof: (Rebecca)

Move straight and enter the gap you see.

Cabin: (Rebecca)

Kill the zombie and grab the ring jewelry box.Examine it to get the silver ring and use it on the bag to get the blue keycard. Exit.

Upper level train room: (Rebecca)

Turn right since the leech wall is broken,allowing you to access to the full room.Grab the red herb and exit to pub area.Combine the red herb with Green herb you store with Rebecca in the save room.Then go to the conductor's room to go to train compartment 3.Flip to Billy.

Dining area: (Billy)

Go to Train compartment 1.

Train compartment 1: (Billy)

Run past the zombies,getting bite once doesn't matter but drop them if you want.Go to Train compartment 2.

Train compartment 2:(Billy)

Head up the stairs to Upper level train room.

Upper level train room: (Billy)

Do the same as Rebecca and enter pub area and grab the hunting gun and go to the conductor's room to go to train compartment 3.

Train compartment 3: (Billy and Rebecca)

Then go to the end where the dead corpse is and use the keycard on the console and discard the keycard. Then enter the lock door to view a cutscene.

Train hallway: (Billy and Rebecca)

Move past the Umbrella agents corpses and go through the door you see.

Train control room: (Billy and Rebecca)

View a cutscene and elect Billy because he can take damage from zombies to go to the end of the train. Grab the magnetic card and exit this room.

Train hallway: (Billy)

Run past the Umbrella zombies that rise up and go back to the Train compartment 3.

Train compartment 3: (Billy)

You will see that the corpse and Edward's corpse are gone. Then enter conductor's room.

Conductor's room: (Billy)

Go up the stairs and to pub area.

Pub area: (Billy)

Go to the Upper level train room.

Upper level train room: (Billy)

Follow the corridor and head down the stairs.

Train compartment 2: (Billy)

Go to train compartment 1.

Train compartment 1: (Billy)

Stay where you are, drop the Edward zombie and run past and enter dining area before a corpse gets up.

Dining area: (Billy)

Go past the flipping door and enter pet compartment room.

Pet compartment area: (Billy)

Once you do that, then go outside the train where you got the hookshot.

Outside the Train: (Billy)

Use the key card to the left where you got the hookshot and use the magnetic card and prepare to solve the puzzle.

If there no. is 81, input 9,9,9,9,9,9,9,9,5,4.

If the no. is 67, input 9,9,9,9,9,9,9,2,1,1

If the no. is 36, input 4,4,4,4,4,4,4,4,2,2.

After the puzzle is solve, you will control as Rebecca.

Train control room: (Rebecca)

You will have to solve the same puzzle as Rebecca again so enter the numbers as follow:

If there no. is 81, input 9,9,9,9,9,9,9,9,5,4.

If the no. is 67, input 9,9,9,9,9,9,9,2,1,1

If the no. is 36, input 4,4,4,4,4,4,4,4,2,2.

Then view a cutscene.

Trainwreck: (Billy and Rebecca)

Since Billy and Rebecca has pick up the things they need (hunting gun etc.), just run past the zombies and enter the door to the water tunnel.

Water tunnel: (Billy and Rebecca)

Follow the path and eventually you will need head up a ladder.

* Part 2: Military Training Facility *

Mansion main room: (Billy and Rebecca)

Head down the stairs, travel to the left and see a typewriter, let Billy have the handgun ammo and Rebecca drop the mix herb she got from the train earlier and combine another green and red herb on the floor near the type writer and also leave the hookshot here as well. Then have Billy head up the stairs, turn left and head up another stairs and follow the path and enter the door.

Dark room: (Billy)

Grab the crank handle and get the hell out of here. Don't mess around with the crows.

Mansion main room: (Billy and Rebecca)

Enter the double doors near the statue.

Speech room: (Billy and Rebecca)

Head right and have Billy grab shotgun ammo near the type writer and head left and enter the door. Let Rebecca stay here first.

Hallway: (Billy)

Let Billy kill all the zombies then have Rebecca enter here. Then both move along and enter the double doors.

Book room: (Billy and Rebecca)

(Rebecca)

Let Rebecca be near the lift.

(Billy)

Use the handle on the small gap and Rebecca will travel up to the top.

Clock room: (Rebecca)

Run past the insects that fall down and grab the handgun ammo and head up the small steps and enter the door.

Crow yard: (Rebecca)

Run past the crows, grab the green herb and go to the end and enter the door.

Chain room: (Rebecca)

Run straight and turn left when you see a flight of steps and head down the stairs and enter the door near the stairs.

By this time Rebecca should have:

- Handgun
- Handgun ammo
- One mix herb
- one green herb

Chain room: (Rebecca)

Run straight and turn left when you see a flight of steps and head down the stairs and move on and unlock a door and flip to Billy.

Book room: (Billy)

Exit this room.

Hallway: (Billy)

Kill the zombie and head back to the speech room.

Speech room: (Billy)

Leave this place and back to the mansion main room.

Mansion main room: (Billy)

Turn right and enter the door Rebecca has unlock for you.

Chain room: (Rebecca and Billy)

Let Billy the door you have not enter yet.Equip him with Hunting gun.

Mess room: (Rebecca)

Kill the insects with the hunting gun.Let Rebecca enter here.

Let Rebecca have:

- Handgun
- Handgun(Billy's)
- All handgun ammo
- one green herb
- White statue
- Mix herb

Let Billy have:

- Hunting gun
- Shotgun ammo
- Cocktail
- Grenade launcher

Then exit this room.

Cage room: (Billy and Rebecca)

Go up the stairs.

(Billy)

Let Billy unwind the chain at the chain machine you see.

(Rebecca)

Drop the mix herb here.Go down the ladder and grab the fire key.

Boss: Hugh insect(Centurion)

It will grab Rebecca,so load up the grenade launcher and pump all rounds at it when it is upright,it should let go of Rebecca temperiory.Let throw two cocktails at it and load up the hunting gun.If Billy is hurt,just grab the micx herb and cure yourself.When it's crawling,just don't get near it as it's sharp pinches body can hurt you but pump about a few hunting gun ammo,it should be defeated.Use the green herb to Rebecca if she's hurt.

Then head back to mansion main room.

Mansion main room: (Billy and Rebecca)

Let Rebecca stay here while Billy head down the stairs,move left at the typewriter.Leave the hunting gun and shotgun shells here.Leave grenade launcher here.

Let Billy have:

- His handgun
- Handgun ammo
- Fire key
- cocktail

Dining room: (Billy)

Kill the zombies and there's also a Red door here,enter it.

Kitchen: (Billy)

Here,grab the lighter fuel and combine it with the lighter,grab the empty bottle and go back to the mansion main room.

Mansion main room: (Billy and Rebecca)

Enter speech room.

Speech room: (Billy and Rebecca)

Go to the hallway.

Hallway: (Billy and Rebecca)

Enter the double doors.

Book room: (Billy and Rebecca)

Leave her here,let Billy light up the candle and enter the door.

Small library: (Billy)

Use the last cocktail you have and pump handgun to kill all the zombies.Grab the Grenade rounds and head up a small platform and see a bookcase that need to be push,push it to the right to get the book of good and examine it to get a pair of wings.Then head back to the book room.When you examine it,rotate the book till you can see pages:

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| |

Book room: (Billy and Rebecca)

Let Rebecca take the Microfilm and let her have the white wings and combine them and also the grenade rounds.Exit to the hallway.

Hallway: (Billy and Rebecca)

Go to the end,use the fire key and discard it.

Fire key room 1: (Billy and Rebecca)

You will see a crate here,just push the crate to the deer head which the top has a shining iron needle and grab the iron needle.Light up the place by flipping the red switch on.Let Billy take the iron needle.Go to mansion main room.So grab the handgun ammo on the desk.

Mansion main room: (Billy and Rebecca)

Let Rebecca place the white statue in the scale.Leave her here.Let Billy go to the clock room.

Clock room: (Billy)

Quickly run to the big chains,use the iron needle and input 8:15,all clock doors should be unlock and do a 180 degree flip and get out of here before the insects hit you and go to the mansion main room.

Mansion main room: (Billy and Rebecca)

Once Billy is in the mansion main room,enter the white door next to you.

Clock room 1: (Billy)

Head to the other direction(not straight),drop a zombie,grab the microfilm and get out of here.

Mansion main room: (Billy and Rebecca)

Rebecca should have:

- Two microfilms

- Handgun
- Handgun ammo
- Grenade rounds

Billy should have:

- Bottle
- Handgun
- Handgun ammo

Let Rebecca and Billy be at the bottom floor. Then have Billy go to the dining room.

Dining room: (Billy)

Let Billy enter the door where the corpse is sitting.

Two way corridor: (Billy)

To the left is the steam room, go right and enter the door.

Dark room: (Billy)

Kill all the zombies, combine gas and bottle to form cocktail, leave the gas here, grab the shotgun and the black statue. Flip to Rebecca.

Mansion main room: (Rebecca)

Let Rebecca head left and enter the door.

Z shape hallway: (Rebecca)

Ignore the first door you see and go to the end and enter the door with clock engrave with it.

Clock room 2: (Rebecca)

Then quickly go to the computer, place the two microfilms and take the MO disk and get out of here.

Z shape hallway: (Rebecca)

Run past the leech zombie and to mansion main room. Flip to Billy and let him come to the mansion main room and let both of them go to the speech room.

Speech room: (Billy and Rebecca)

Speech room: (Billy and Rebecca)

Go to the end where you see a console and use the MO disk and it will give a
some numbers or alphabet like '2D','0A' etc.

Then have one character go to the desk of the give numbers. Take note if the
number let say is 2D, press desk number 2 which the desk computer will light up
and quickly flip to another character and press the desk which have D resulting
both computer lighting up together and the swords of the knights will move up
allowing you to enter.

Billy should have:

- Handgun
- Handgun ammo
- cocktail
- Shotgun ammo

Rebecca should have:

- Handgun
- Handgun ammo
- Black statue
- Grenade rounds
- shotgun

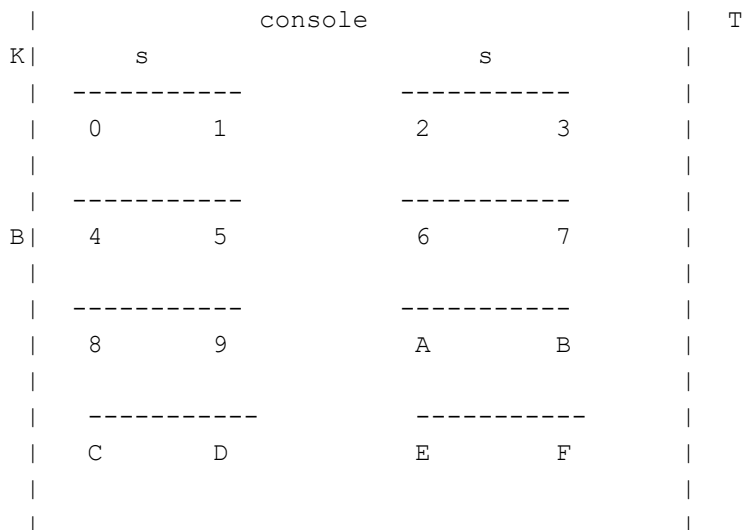
Let Rebecca stay here while Billy enter the knight's door here.

Legend: T = typewriter

K = the double doors where the knight's sword blocking it.

B = The door leading to the book room

s = Stairs



L shape hallway: (Billy)

Kill the zombies and enter the double doors.

Chess room: (Billy and Rebecca)

Just push the white king chess down till you can push it to the left corner, then push up to flush against another white chess piece. Whatever you do, do NOT push the other chesses which will allow poisonous gas to come and poison you instantly. If done right, you should get the book of evil and Marcus diary part 1 and also grab the flame rounds. Exit this room. In case you can't indentify the king's chess, look for the white chess pieces, and push the chess which is the odd one out. Then go back to speech room.

| B| | | | W|
|-----|
| | | | W|WK|
|-----|
| | | | B| |
|-----|
| | | | | |
|-----|
| | | | | |
|-----|

Legend:

B = Black chess piece
W = White chess piece
WK= White chess king piece

Speech room: (Billy and Rebecca)

View the book of evil and combine the wing with black statue. Then go to mansion main room.

Mansion main room: (Billy and Rebecca)

Place the black statue in the scale, the painting should rise. Load up the grenade launcher with Billy and enter the painting.

Rebecca should have:

- Handgun
- Handgun ammo
- shotgun
- Flame rounds
- Shotgun shells

Billy should have:

- Handgun
- Handgun ammo
- cocktail
- Grenade launcher with grenade rounds
- A mix herb you left behind the typewriter earlier

Corridor: (Billy)

Kill all the spiders you encounter. After that, let Rebecca come here. Then go to the end of the corridor and enter the wooden door. You will see a metal door on the way, but you can't enter it yet.

Dark save room: (Billy and Rebecca)

There's a blue herb here and green herb also. Let Rebecca grab the herb. Load up grenade launcher with flame rounds. Enter the door.

Chain room: (Billy and Rebecca)

Boost Rebecca up the gap on the top.

Torture room: (Rebecca)

Flip to Billy.

Chain room: (Billy)

Exit this room.

Dark save room: (Billy)

Run past the baboon and back to the corridor.

Corridor: (Billy)

Head to the dining room.

Dining room: (Billy)

Go to the door which leads 2 way corridor, a zombie will rise up.

2 way corridor: (Billy)

Go to the steam room. Flip to Rebecca

Torture room: (Rebecca)

Solve the voltage puzzle by pressing up, up, down, up, up. Then view the cutscene.

2 way corridor: (Billy)

Since you are at the steam room,move to the end and enter the door.

Statues room: (Billy)

Run past the babbons to the end till you see a door,but turn left and enter the other door.

Wreck room: (Billy)

Billy will save Rebecca and give her his history lesson.Then exit the room.Exchange grenade launcher and cocktail(to Rebecca) and shotgun shell and shotgun(to Billy).Let Only Billy exit this room.

Statues room: (Billy and Rebecca)

Kill all the babbons and let Rebecca enter here and light up the staues in the following order:

Light up the statues in order:

- deer (I stand tall on the earth with horns proudly displayed)
- wolf(My sharp wits allow me to bring down even the greatest horn beast)
- horse(No amount of cunning can match the speed of my supple limbs)
- tiger(I am taking of all I survey:No creature can escape my grasp)
- snake(I crept up on my victims in my legless silence and I conquer even the mightest of kings with my poison)
- eagle(I dance freely through the air,capturing a legless prey)

Go into the door nearest to you as the gate rises.

Bedroom: (Billy and Rebecca)

Grab the Unity Tablet at the fireplace and exit this room.

Statues room: (Billy and Rebecca)

Then go through the opposite door you went through to save Rebecca earlier.Unequip weapons from both of them.

Spider hallway: (Billy and Rebecca)

Go to the end of the hallway(running past the spiders) and enter the door.

Gate room: (Billy and Rebecca)

Go up the flight of steps.Grab shotgun shells here and give Billy the grenade launcher as Billy leaves behind the shotgun shells and shotgun.

(Billy)

Head down and equip the grenade launcher and go to the gate area.

(Rebecca)

Let her press the console left first.

(Billy)

Let Billy take the acid rounds and load it up with grenade launcher,freeing the flame rounds.

Then Let Rebecca press center twice,each time let Billy move to the gate that rises.Then Billy press the red switch and kill the hunters with acid shells and grab the water key ,take the shotgun and shotgun shells and head to the mansion main room.Grab the two green herbs and combine them with Rebecca along the way and leave the flame round at the steam room.

Mansion main room: (Billy and Rebecca)

Rebecca should have:

- Handgun
- All handgun ammo
- Unity tablet
- Triple green Herb
- Grenade launcher with remaining acid rounds

Billy should have:

- Handgun
- Shotgun
- Shotgun shells
- cocktail
- water key

Let Billy go to the mess room.Rebecca stays.

Mess room: (Billy)

Use the water key at the blue door and discard and enter.

Leech hallway: (Billy)

Enter the door next to you.

Computer room: (Billy)

Make full use of Leech zombie breaking it's skin and grab the vise handle and get out of here unharmed.

Leech hallway: (Billy)

Move on and kill the leech zombie with well placed cocktail. So it is assume you will have no more cocktails left. Go to the end and enter the door.

Leech hallway2: (Billy)

Turn left and enter the door.

Technical room: (Billy)

Use the vise handle on the equipment to get obedience tablet. Exit back to the Leech hallway.

Leech hallway: (Billy)

Flip to Rebecca and let her enter here. Play the piano and let Rebecca leave grenade launcher and herb behind to free up some space. Let Rebecca Grab battery, magnum rounds. Play piano again with Billy and Rebecca should be free. Leave behind the magnum ammo.

Rebecca should have:

- Handgun
- All handgun ammo
- Unity tablet
- Triple green Herb
- Grenade launcher with remaining acid rounds

Billy should have:

- Handgun
- Shotgun
- Shotgun shells
- battery
- obedience tablet

Exit and to the cage room.

Cage room: (Billy and Rebecca)

Go up the stairs. Enter the double knights.

Hugh telescope room: (Billy)

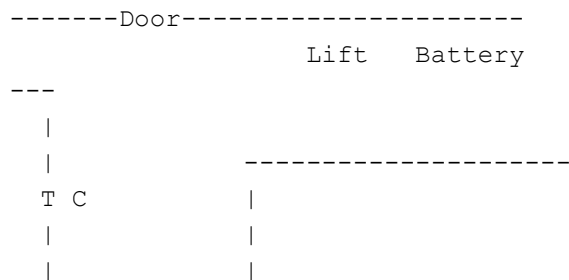
Place two tablets and have Billy dump all his items except battery and handgun. Then go back piano room and grab the magnum rounds and bottle. Head to mansion main room.

Mansion main room: (Billy)

Go into the knight double doors.

Outside the mansion: (Billy)

Turn left and use the battery and the lift which has the crate will come down. Push the crate where the shining object is and climb on the crate to grab discipline tablet. Exit this place. Grab the Hookshot and grab flame rounds from steam room. Then head to mansion main room.



Legend:

T = Tablet
C = Crate

Mansion main room: (Billy)

Move down the painting, go through metal door which is locked earlier. Leave the bottle here.

Billy should have:

- Handgun
- Hookshot
- magnum round
- Shotgun shells
- Flame round

Dark area: (o)

Drop the zombies, and grab shotgun ammo. Go back to Hugh telescope room. Dump all the stuff except tablet with Billy. Billy should go back and grab the bottle and combine the GAS at the Very dark room and combine them and head back to the Hugh telescope room.

Hugh telescope room: (Billy and Rebecca)

Place the last tablet in and switch to disc two.

_____+++_____+_____+++_____

 D I S C 2:

_____++_____++_____++_____+_____

Part 3: Church

Hugh telescope room: (Billy and Rebecca)

Go back up the ladder. Leave the cocktail and magnum round behind first.

Billy should have:

- Shotgun
- Shotgun shells
- Grenade launcher
- Triple green Herb

Rebecca should have:

- Hookshot
- Handgun
- All handgun ammo
- Flame rounds

Church coutryard: (Billy and Rebecca)

Run all the way to the end till you see a church. Then turn right into the small shelter.

(Rebecca)

Let her step at any corner of the tiles.

(Billy)

Enter the double doors of the church which is now unlocked.

Church: (Billy)

Move on and enter the door at the end.

Save room: (Billy)

Grab the shotgun shells.Exit.

Church: (Billy)

Prepare to face a boss fight.

Boss: Bat

The boss just fly arounds high,making it a difficult target,it can hurt you like barging at you or grabbing you,lift you up and dropping you.Ouch!Use up your remaining acid rounds first.Then load up your shotgun and shoot run shoot,shoot if you can nail it or you'll be wasting ammo.After a few shots,smaller bats will appear but concentrate on the big one and sooner or later you will kill it.Use the herb if you are injured.Then flip to Rebecca.

Church coutryard: (Rebecca)

Head into the church.

Church: (Rebecca)

Give Billy the flame rounds to load it up in the grenade launcher.Let Rebecca go back and take the magnum rounds and cocktails from the hugh telescope room and come back here.Use the hookshot to bring yourself up.

Church roof: (Rebecca)

Move on and climb down the ladder.

Church backyard: (Rebecca)

Flip the switch near you on so that the lift works.Then unlock the gate and exit.Flip to Billy.

Church: (Billy)

Exit to the church courtyard.

Church courtyard: (Billy)

Turn left and meet up with Rebecca and head up the lift.

Church corridor: (Billy and Rebecca)

Enter the door you see near the wreck walls.

Library: (Billy and Rebecca)

Split them up.

(Billy)

Move on and turn right and you will see a service lift. Note that you can transport anything to the the lift, but it can't be more than two inventory spaces.

(Rebecca)

Rebecca should have grenade launcher, handgun (fully loaded) plus some ammo about 30, hookshot. Then turn right and see another gap on the top. Use the hookshot.

Billy should have:

- Grenade launcher with flame rounds
- Handgun (fully loaded)
- Shotgun rounds
- Magnum rounds
- Handgun ammo

Rebecca should have:

- Handgun (fully loaded)
- Cocktail
- Hookshot
- Shotgun

Lab 1: (Rebecca)

Kill the leech zombie with the three cocktails and enter where the leech zombie is and grab the leech capsule. Also create a cocktail here, bottle at the shelf and the GAS on the floor. Leave the hookshot here for the time being. Then move on and exit the door.

Church hallway: (Rebecca)

Have Rebecca flip on the nearby switch.

Library: (Billy)

Go out of the library.

Corridor: (Billy)

Kill the leech zombie with the flame rounds. Drop the grenade launcher, shotgun, magnum rounds. Take the lift down.

Church courtyard: (Billy)

Pass through the gate Rebecca unlock and grab the red herb. Then go back up the lift.

Corridor: (Billy)

Flip to Rebecca.

Church hallway: (Rebecca)

Go to the end and enter the door.

Lab 2: (Rebecca)

Kill the zombie lying dead and explore around as you see a corpse sitting dead and a switch near it. Flip to Billy.

Corridor: (Billy)

Go into the library.

Library: (Billy)

Kill the zombie with handgun and send all the handgun ammo to Rebecca.

Lab 2: (Rebecca)

Go into further and take the Red chemical and enter the door beside the door you enter to this lab.

Medic room: (Rebecca)

Kill all the zombies with the cocktails and the remaining handgun ammo and see a service lift behind you and take all the handgun ammo. Go and take the green chemical to form the stripping agent. Use the agent on the capsule to get the blue leech and send it Billy, Also grab the first aid spray here. Flip to Billy.

Library: (Billy)

Take the Blue leech charm and get out of the library.

Corridor: (Billy)

Use the blue leech charm on the blue door and enter.

Study room: (Billy)

Grab the input reg coil and a photograph for a short cutscene and enter the door near the shelf and also grab handgun ammo on the drawer.

Statue room: (Billy)

Stay where you are and kill a zombie. Once you move, another zombie will rise, kill it and grab the green leech charm. Get back to the library.

Library: (Billy)

Sent the green leech charm up to Rebecca. Flip to her.

Medic room: (Rebecca)

Take the green leech charm and use it on the green door. Enter.

Death people room: (Rebecca)

Kill all the sleepers here and grab the sterilizing agent and head to lab 2.

Lab 2: (Rebecca)

Use the sterilizing agent near the dead corpse and then you should be able to enter the small chamber. Then get out of the chamber and kill the two zombies as you will have more space to maneuver yourself. Then go and grab the breeding key and go to the church hallway.

Church hallway: (Rebecca)

Use the key on the metal grill door and discard it and enter. Load up your grenade launcher.

Storage room: (Rebecca)

Load up your shotgun and move near the dial as two hunter appear. See this pic? Shoot once to drop the hunter. Although you can't see much, but you will drop it. Then run to the left in a circle mode pass another hunter in the arrow and grab the dial and run back the same where you get the dial. You will make the hunter look like a fool and run back and exit the door and out of the room with the hunters trying to hit you.

```
-----Right
                ^ Dial
Rebecca Hunter Hunter |
-----
-----Left
```

```
-----
Church hallway: (Rebecca)
-----
```

Go to lab 2.

```
-----
Lab 2: (Rebecca)
-----
```

Go to medic room.

```
-----
Medic room: (Rebecca)
-----
```

Sent the dial to Billy. Flip to him.

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-----
Library: (Billy)
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```

Take the dial and go to the corridor.

```
-----
Corridor: (Billy)
-----
```

Use the dial on the door near the Red chemical tank and enter 4863 and enter. There some herbs to grab if you want. You want to know why is 4863, go read the leech records file and just figure it out, it's quite easy. Flip to Rebecca. There's a green herb and red herb here, let Rebecca create the mix herb.

```
-----
Train room: (Billy)
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```

Flip the switch at the wall which will trigger a cutscene. Explore around and get the outer reg coil. Flip the Rebecca.

```
-----
Medic room: (Rebecca)
-----
```

Exit back to the church hallway and go and take the hookshot. Then enter the door near the metal grill door.

Train room: (Rebecca)

Go and create a cocktail. Head down the ladder and take the input and output coil.

Use the hookshot on the gap on the top you see.

Control room: (Rebecca)

Leave the hookshot here and grab some shotgun ammo and use the coils in the control panel.

Train room: (Rebecca and Billy)

Then unlock the door and meet back up with Billy. Dump the STARS handgun. Now transport all the items you left in the library plus putting a red chemical in Rebecca's container for the corridor and set the inventory as follow:

Billy

- Handgun
- Handgun ammo
- Cocktail
- Mix herb
- Grenade launcher with remaining flame rounds

Rebecca

- Shotgun
- Shotgun ammo
- Red herb (the one with Billy)
- Magnum rounds

Then enter the train for a cutscene. Power will be down and you be able to control as Rebecca only. Hug the wall to run pass the leech zombie and head up the ladder and to the control room.

Control room: (Rebecca)

Put the Out reg coil back to power up the train and go back to the train room.

Train room: (Rebecca)

Head down the ladder and hug the train wall and enter the train so that the leech zombie can't touch you.

Train: (Rebecca)

Grab the magnum and switch on the control switch for a cutscene.

* Part 4: Factory *

Train stop: (Rebecca)

Take one of the green herb and mix with the red herb to get the mix herb. Then head up the stairs, then enter the door.

Transportation room: (Rebecca)

Leave the magnum here for now and over to the big gap area and use the lift to go down. Then follow the corridor till you see a door and enter it.

Computer room: (Rebecca)

Go further into the room and take the factory key near computers, if you bother to check, you will see a screen that reveals a tyrant in a chamber. As you try to leave, two hunters will come. Run at the arrow direction to make hunters look like dummies. You may not see the hunter coming due to the camera angle but this way, you can escape easily.

```
-----
Door<----- | |
           H   | | |Key
----- H   | ----
           |   |
           |   |
           |   |
-----
```

Transportation room: (Rebecca)

Move back up the lift and go in the door where you haven't enter.

Train save room: (*Rebecca*)

Use the key in the gap of the control panel and then exit.

Transportation room: (Rebecca)

Grab the magnum and go into the turntable elevator that rises up and flip the switch to go down.

Lobby area: (Rebecca)

Drop the magnum round near the elevator that need a key and move on to the left to have a cutscene with Enrico. Grab the elevator key near the lift near you and use the key on the gap near the elevator. Load up your shotgun for a boss fight.

Boss: Tyrant

This boss is quite easy, when it intends to attack, it will crouch down and head full speed at you. Just run by it's shorter arm and pump the boss full of shotgun shells. Another trick that can be possible is the merry-go-round trick. First pump once with shotgun, run around it, wait for it to turn, then run round again, then get close to pump or to knife, then wait for it to turn towards you. Then repeat. Very effective method as the tyrant seems to have trouble turning around. But remember always run round at it's weaker hand in case you miscue your timing at running so that you won't get whacked. Use the merry-go-round method, it's easier to take down the tyrant. Use the magnum if you run out of shotgun ammo (you shouldn't be out of ammo, it's enough). Use the mix herb if you are hurt. Then go into the lift.

Lift (Rebecca)

Go to the 4th floor.

Dam catwalk: (Rebecca)

After a short cutscene, enter the door ahead of you.

Dam power control room: (*Rebecca*)

Run past the lift to the control room. Here, save if you want, then grab the handgun ammo but you will need to solve a puzzle here to power up the whole entire place. Then go in the lift into the dark room.

You should have:

- Shotgun
- magnum
- magnum rounds
- Handgun ammo

Legend:

O = the power source Leds

B = the power source Leds you'll have to activate

```
| | | | |
|   O   O   |
| | | | |
| O   B   O   O   |
| | | | |
| O   O   O   O   |
```

```

|
|
|
|
|      0      0
|
|
|  0      B      B      0
|
|
|  0      0      0      0
|
|
|  0
|

```

Dark room: (Rebecca)

Run past all the zombies, quickly combine the green and red herb to become the mix herb, then enter the door near you.

Walkway: (Rebecca)

Then hug the left wall as the leech zombie appears, the reason leaving the leech zombie alive so that zombies won't take over here later on. But anyway, go to the end and enter the door.

Play room: (Rebecca)

Run past the zombie, down the stairs.

Tractor room: (Rebecca)

Head down the stairs, and enter the door.

Crate room: (Rebecca)

Move on to the end and enter the door.

Small corridor: (Rebecca)

Head down the stairs and up another flight of stairs and enter the door.

L shaped room: (Rebecca)

Meet up with Billy and go back to the crate room.

Crate room: (Billy and Rebecca)

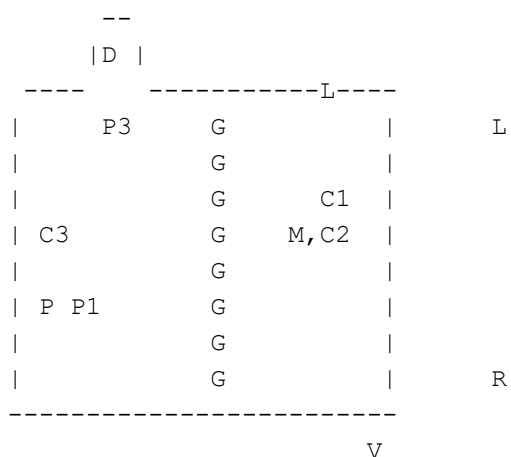
Grab the shotgun ammo here. Leave the cocktail here for now.

(Rebecca)

Have a head up the stairs and to the drain water/gate controls. She will control the gate rotation and the draining the water. Grab the shotgun ammo if you want here.

(Billy)

Have him head down the flight of stairs and see crates here.



Legend:

- V = valve handle
- D = drain
- C1,2,3 = crate
- M = metal crate
- L = direction to the left
- R = direction to the right
- P, P1, P3 = position

To solve puzzle:

- 1: Push the metal crate to the right to the end(Billy)
- 2: Rotate the gate right(Rebecca)
- 3: Push C1 next to the drain at P3(Billy)
- 4: Push C2 where C1 is earlier(Billy)
- 5: Push the metal crate towards the end(Billy)
- 6: Rotate the gate to the left(Rebecca)
- 7: Push C1 to P1.(Billy)
- 8: Rotate the gate to the left.(Rebecca)
- 9: Push the C1 to P.(Billy)
- 10: Push C2 above C3 to form a crate bridge.(Billy)
- 11: Drain it(Rebecca)

(Billy)

Head back up the stairs. Go through the bridge and and grab the valve handle. Let Billy go to the playroom.

Billy should have:

- Mix herb
- Grenade launcher
- Handgun
- All handgun ammo
- Valve handle

Rebecca should have:

- Shotgun
- Shotgun ammo
- Mix herb
- magnum rounds
- Magnum

Play room: (Billy)

Run past the zombie and go back to walkway.

Walkway: (Billy)

Quickly run towards the valve handle door,use it for a cutscene and enter it.

Steam room: (Billy)

Kill the zombies in front of you.Then kill the zombies over the other side.Move in and kill the sleeper and grab more handgun ammo.Flip to Rebecca.

Crate room:(Rebecca)

Head to the play room.

Play room:(Rebecca)

Then run pass the zombie to the walkway.

Walkway:(Rebecca)

Run quickly and enter the valve handle door.

Steam room: (Billy and Rebecca)

Enter the door beside the ladder.Load up the shotgun with Rebecca.

Steam room pathway: (Rebecca and Billy)

Drop the hunters and head to the end and enter the door.

Sleep room save room: (Rebecca and Billy)

Leave Rebecca here and grab flame rounds, load it up to the grenade launcher. Also grab handgun ammo. Let Billy leave behind the mix herb he got. Exchange the shotgun plus ammo with Rebecca with grenade launcher. There's a first aid spray and green and red herb here.

Billy should have:

- Shotgun
- Shotgun shells
- Handgun
- Handgun ammo

Enter the door at the end.

Flood room: (Billy)

Head down the stairs and move on and enter the door.

Sewer catwalk: (Billy)

Run to the end of the catwalk and enter the door. There might be a frog ambushing you.

Transportation room: (Rebecca and Billy)

Grab the shotgun shells here and turn back to run pass all the zombies and head into the lift.

Tyrant room: (Rebecca and Billy)

Move on straight after that you will see a cutscene and deal with the tyrant. You will see a door here but ignore it for now. Load up your shotgun.

Boss: Tyrant (again)

Run towards it and see the door I tell you not to enter. This boss is quite easy, when it intends to attack, it will crouch down and head full speed at you. Just run by its shorter arm and pump the boss full of shotgun shells. Another trick that can be possible is the merry-go-round trick. First pump is once with shotgun, run around it, wait for it to turn, then run round again, then get close to pump or to knife, then wait for it to turn towards you. Then repeat. Very effective method as the tyrant seems to have trouble turning around. But remember always run round at its weaker hand in case you miscue your timing at running so that you won't get whacked. Use the merry-go-round method, it's easier to take down the tyrant. Use the magnum if you run out of shotgun ammo (you shouldn't be out of ammo, it's enough). Enter the door only

if you are hurt (for two green herbs for curing), although the corridor is small, but is still possible to play the merry-go-round tactic. Your shotgun should barely have ammo. Flip to Rebecca.

Sleep room save room: (Rebecca and Billy)

Mix the herbs, leave the two mix herbs and first aid spray here first then go meet up with Billy.

Tyrant room: (Rebecca and Billy)

Let Rebecca drop at least 3 inventory and go back and grab the three curing items back in the Sleep room save room. Leave the first aid spray here for now. Let Rebecca flip the switch at the end to have a ladder and head up. Leave Billy here.

Billy should have:

- Shotgun
- Mix herb
- Mix herb
- Handgun
- Handgun ammo

Rebecca should have:

- Grenade launcher with Flame rounds
- Mix herb
- Magnum rounds
- Magnum

Upper Tyrant room: (Rebecca)

Grab the motherboard and head back to Transportation room.

Transportation room: (Rebecca)

Use the motherboard on the computer and the gondola will come and Rebecca will squeeze in. Make sure Rebecca have one free inventory space. If you are fast enough, the zombies can't even touch you.

Dam control room: (Rebecca)

Move straight and turn on the lever so that the water which floods the bridge will be lowered. Grab the acid round and load it up. Then go back near the gondola and enter the door near it.

Pc room: (Rebecca)

Kill the insect here with acid rounds and go to the end near a door, grab the

blue chemical.Mix it with the red chemical to make sulphuric acid.Then grab the industrial water to form a battery fluid.Then head back and enter down the stairs.Leave the flame round here for now.

Tyrant room: (Billy)

Enter the door I say ignore earlier but you may have grab all the green herb to cure yourself in the tyrant battle.

Bridge: (Billy)

There are two green herbs here,head down the stairs and run all the way as the frog will splash from the water.If you keep running,you shouldn't get caught by it,head up the stairs and enter the door.Whatever you do,don't bother to attack it.

Power room: (Billy)

Kill the zombies here,ignore the shotgun ammo for now,move on and unlock a door,grab the handgun ammo and enter.

Insect chamber room: (Rebecca and Billy)

Go to the object which is shining near the stairs,boost Rebecca to get the battery and combine it with the battery fluid to form a working battery.Insects will crash out(as I anticipated),run pass them and head back up the stairs.

Pc room: (Rebecca and Billy)

Go through the door near the tank where you get the blue chemical.

L shaped room: (Rebecca and Billy)

Go to the small corridor.

Small corridor: (Rebecca and Billy)

Go to the crate room.

Crate room: (Rebecca and Billy)

Go to the tractor room.

Tractor room: (Rebecca and Billy)

Put the battery in the tractor, have either Billy or Rebecca move up the crate, while the other activate the switch to move the forklift handle up and get the keycard. There might be a frog here also. But go to the crate room.

Crate room: (Rebecca and Billy)

Go to the small corridor.

Small corridor: (Rebecca and Billy)

Go to the L shaped room.

L shaped room: (Rebecca and Billy)

There might be a frog here also, but head back to the insect chamber room.

Insect chamber room: (Rebecca and Billy)

Have on character at a time head down the stairs pass the insects, kill one of the insects with acid rounds you have left to the power room. Also let Rebecca have the flame rounds she left earlier.

Power room: (Rebecca and Billy)

Go and grab the shotgun shells with Rebecca, then follow the path where you got the shotgun ammo and use the key card and enter. You may want to have Billy go back to the tyrant room and grab the first aid spray.

Billy should have:

- Handgun
- Handgun ammo
- Magnum
- Magnum ammo
- Mix herb
- Mix herb

Rebecca should have:

- Shotgun
- Mix herb
- First aid spray
- Grenade launcher with Flame rounds

Factory hallway: (Rebecca and Billy)

Go to the end and grab the magnum rounds. Then enter the door. Let Billy Equip the magnum while Rebecca the grenade launcher.

Leeches domain: (Rebecca and Billy)

Have a cutscene which makes you understand the whole truth behind this story plot and prepare for a boss fight.

Just damage this creature with all your ammo, run or retreat if needed, don't let it hit you or grab you and you will do fine. If your grenade launcher runs out, use the shotgun with Rebecca, while Billy take care with the magnum, after a while, this boss will lay down defeated and you will see two shining objects: Two Shaft keys. Feel free to explore around to find some magnum ammo and then use the keys on the double doors, remember to put them correctly as these keys have different holes for it to put in. Dump the grenade launcher. Then enter the double doors. The characters might be hurt, so use the curing item for each character.

Goodies room: (Rebecca and Billy)

Grab the herbs and let Rebecca combine them, there are some ammos here like shotgun shells and the handgun ammo with Billy. You may want to save the game here since the final battle is near, then go to the elevator and flip on the switch for a cutscene. Let Billy equip the magnum and Rebecca the grenade launcher with two full curing items for each character.

Billy should have:

- Handgun
- Handgun ammo
- Magnum (1 or 2 bullets left)
- Mix herb
- Mix herb

Rebecca should have:

- Shotgun (fully loaded)
- First aid spray
- Grenade launcher with grenade rounds
- First aid spray

Final battle dome: (Rebecca and Billy)

Final boss: Leech Queen

Let your characters pump all the ammo at it. If Rebecca get hurt, cure her. Or else just keep pumping the Queen with ammo until you see a cutscene. If Billy run out of magnum, use handgun, if Rebecca runs out of grenade rounds, use shotgun. The first form should be defeated fast.

(Billy)

Rebecca will be turning the valves while Billy uses his err... "Charm" to charm the Queen. Your objective is to protect Rebecca at all costs by pumping the queen with lead. Start with the handgun first to distract it. Keep distracting it with your handgun. It may run you down, as a result, you may not see

yourself. After Rebecca turn the first valve, let Rebecca escape first, then lure the queen towards the first turned valve handle, because this allows a free path for Rebecca to move to the 2nd, 3rd, and final valve. You may want it to rush attack Billy, which might hurt him by distancing Billy from the queen to force it to rush towards you, but Billy will fly to the ground take some time before he gets up, thus allowing Rebecca enough time to turn the valves (Look out for Billy's health also). If Rebecca is damage badly, go to the inventory screen, select change, if she has herbs, just use it to cure her. Each time Rebecca turn one of the valve, the queen will turn towards her so use the handgun to distract to gain her attention and try to let the queen tackle attack you for Rebecca to turn the valves. After Rebecca turn the four valves, sit back and watch the ending and make yourself feel proud as you have completed the hard mode game!!! Hurray!!!!!! Play again to unlock the hidden guns and play the leech hunter mini game to unlock all possible secrets. Remember to save your game clear file or your efforts gonna be wasted. Have a nice day, over and out.:)

Secrets for hard mode:

- Sub machine gun
- Closet key
- Rocket launcher
- Leech hunter game
- Barrel magnum
- Unlimited ammo

=====

4.2 Files

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All 29 files for the game:

File 1:

Player manual 1

‡ Note that buttons may differ depending on the controller type selected.

View status screen

Press Y button during play

‡ You should view the screen in the following circumstances:

- ‡ During event movies
- ‡ When Taking damage
- ‡ When weapon is readied

‡ The following functions are available on the screen:

- ‡ Equip weapon
- ‡ Use item
- ‡ View map
- ‡ View file
- ‡ Leave item etc....
- ‡ View map

Select the map item on the status screen. (You should also press the Z button during play)

‡ If you do not have a map for the area, you can only see locations already visited.

Reading the map

Blue room: Your current location

Green room: Visited locations

No color: Locations not yet visited

Red door: Locked door

Yellow door: Unlocked door

While viewing the map, you can view the item list by pressing the A button.

‡ The following information is available on the item List:

‡ Left items

‡ Locations of the left items

Pushing objects:

Some "objects" can be moved in the certain directions. Use the control stick to push these "objects".. (You also can use the control Pad).

Climbing (Dismounting from raised platforms.):

Press the A button to climb onto waist-high surfaces. (You can also climb onto movable objects.)

Equipping weapons:

Choose your weapon from the items on the Status screen and select the "Equip" command. (You can only use a weapon if it is equipped.)

Attack Stance:

Press the R button. (You turn toward the nearest enemy with the currently equipped weapon)

Attacking:

While in Attack Stance, Press the A button. (You can attack with the currently equipped weapon.)

Quick Turn:

Press the B button while Pressing Down on the control stick or on the control Pad.

Check item details:

Choose the item at the status screen and select "Examine" command.

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-----  
Player manual 2  
-----
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Character switching

‡ Note that button names may differ depending on the controller type selected.

Character switching

A system that enables you to control the two lead characters.Rebecca and Billy and use their different abilities to progress through the game.

The character you are controlling is called the Main Character.

The character you do not control is called the Partner Character.

Controlling the Partner Character:

The Partner character generally moves independently(You can use the C stick to control the Partner Character.)

Selecting the "Partner" on the status screen allows you to assign instructions to the character.

- ‡ Solo: Both character move independently
- ‡ Team: Partner moves with the main character
- ‡ Attack: Partner attacks automatically
- ‡ Idle: Partner will not attack

‡ You can also press the START/PAUSE button to switch between independent and Cooperation Action.

Switching characters:

Press the X button at the Status screen to switch between the characters, To overcome the obstacles,you will need to evaluate the circumstances and switch characters as needed.

Exchanging items:

When your partner character is nearby,you can exchange items on the Status Screen.

‡ Choose the item from the main characters's item box and select the "Exchange" command.

Character Attributes: Rebecca

Rebecca,a member of S.T.A.R.S has the following attributes:

Can combine herbs-related items

Is weak defensively
Can use a mixing set to combine chemicals

Character Attributes: Billy

Billy, a former marine, has the following attributes:

Cannot combine herbs-related items
Is strong in combat
Can push large objects

If your partner is attacked

Both the main and partner characters will die if they take too much damage. You should always keep an eye on their condition. A partner being attacked in a different room will call for help over the radio.

If your partner does call, go and help as quickly as possible

Cooperating with your partner

Some puzzles cannot be solved by one character. When you are stuck, try to see if using your partner will help.

Court order of transportation

Prisoner name: Billy Coen
ID number: D -1036
Former Second Lieutenant, Marine Corps
Age: 26
Height: 5ft.9in.
Weight: 163 lbs
Transfer destination: Regarthon Base
Convicted of first murder
Court Marshaled and sentence to death
by the 0705 rd Military Tribunal
Sentenced to be carried out upon arrival

Samual Regan,
Commander
Donell Marine Base

Hookshot Operator's Manual

- Warning -

This device should only be used when inspecting difficult to access car roofs, or when connecting special trains. Return to its proper location after use.

Instructions:

1. Where to use

There is a ladder outside the small window by the first floor section door of the third carriage. Fire the device so that it hooks high on the ladder.

2. Using the winch to climb.

After securing the hook, use the winch to lift yourself up.

† This grappling hook can only lift one person at a time. Be aware that the unit may be damaged if lifting more than 80kg.

Investigator Order

(Stained with blood, some sections are illegible)

8 miles north of Raccoon City, in the Arklay Mountains, lies our company's Management Training facility.

It was shut down years ago.

Now, we are conducting a preliminary study into the re-opening of the facilities. First Investigation Unit is already on-site and opening this investigation, I want your team to provide support.

The following orders are Will Bark and Livesgate's.

..... (The rest is torn and unreadable)

Notice to all supervisors

When closing the dining car, supervisors are asked to switch off the automatic doors after ensuring all the staff have vacated the car.

The main automatic door power switch is located on the roof of the fifth car. Inspections will take place when the train is garaged.

After inspections are completed, use the ladder at the rear of the second of the dining car.

Umbrella Corp.
Maintenance Department

Passenger's Diary

July 14th

Orders came from boss today. Looks like we're in charge of investigating the remains of the Arklay Mountains laboratory. We're moving in two groups, with us the initial group, assigned to stand checking what's left of the abandoned experiment.

July 16th

Unfortunately, the test production of the B.O.W. (Type -Y139) had to be suspended because of this investigation. It's the same with the Type -Y139. There's still so much we don't know about responses to the crustacean virus. There's a lot of interesting research left... Depending on the species and nurturing conditions, only minute doses of "t" bring about remarkable changes in

solidity,size,multiplication of internal toxins and brain development.If these effects can be controlled, a weapon weapon could be produced.But the sudden development of the shell results in corresponding fragility.Certain areas become exceedingly weak.Problematically,one of these areas is the head carapace.This lab we are going to Were they pursuing the same research?It would certainly help to find data and samples that help us in our research.

July 19th

The day is finally apporaching... I am growing more anxious.The Raccoon City newspapers and TV stations are full of reports about bizzare murders in the suburbs.

It can't be the virus,can it?If it is.....

No,I can't think of that now.I have to concentrate on this investigation and make sure it runs smoothly.

Brake operation Manual

Using the Brake control,the following steps are necessary to operate the brakes:

Step 1:Activate the controls

Brake controls are loacted in the following locations:

‡ First car Driver's compartment

‡ Rear deck of the fifth car.To activate the system,you must insert the magnetic card into the device in the fifth car.This will supply power to both sets of controls.

Step 2: Enter Rear Deck code

Enter the rear deck unit to release the lock.After this the Driver's compartment code can be input.

Step 3: Enter Driver's compartment code

Enter the code for the Driver's compartment unit to remove the lock.Upon completion of these steps,the manual brakes will be available for use.

Note for the conductor

The keycard for the driver's compartment is in my bag as always.But I need the other guy's key too often to open the damn thing.But it looks like I've lost it somewhere.If it was a normal key, someone is sure to turn it on,but the key is different.I'll look for it too,but it you happen to find it,please hand it in.

Thanks in advance

Regulations for the trainees

Training facility Mission:

This training facility will raise a new generation of model employees to serve the future of Umberella Corp.
Applying the strictest and most rigorous training standards, this facility will, without regard of gender, race or creed, produce only the best candidates to be global future leaders of Umberella Coporation. We look forward to the development of your leadership qualities.

Training facility Guidelines:

Discipline, Obedience, Unity

These three words are the basic principles which govern Umberella Coporation employees, and are to be considered the Law of this facility. Keep these words in mind at all times. Delicate yourselves to the training, and bring honour to yourself and the coporation.

James Marcus,
Director,
Umberella Coporation,
Managment Training facility

File 2 :

Notice to all staff

(This document is very old, Much of the writing is illegible),

Regular meetings of the Vaccine Records Research and Infectious Agents teams will be held. Both meetings are Security Level 5, and will be held in the following locations:

1F W operations control room

2F SE meeting room

The entry code shall be

"8:15"

Thank you.

Marcus's Diary 1

December 4th

We finally did it....

the new virus!!

We have called it the "Progenitor"

I want to carry it back and start detailed investigations immediately.

March 23th

Spencer says he's going to start a company.

Well,I don't care,as long as I can continue my research into "Progenitor".

He can do what he likes...

August 19th

Spencer keeps asking me to be the director of his new training facility.

Maybe,it is because of the business but he is becoming intolerably pushy.

But,maybe I can turn this to my advantage.

I need a special facility to properly to explore all this virus' secrets.

A place where no one will get in the way.....

November 30th

Damn that Spencer,

He came to complain to me again today.

He thinks of "Progenitor" as nothing more than a money-spinning tool,Fool!

But his influence continues to grow,it can only be bad for my research.

If I'm to properly develop "Progenitor",I must strengthen my own position too.

September 19th

At last....

I've discovered a way to build a new virus type with "Progenitor" as a base.Mixing it with leech DNA was a breakthrough I needed....

I call this new virus "t", for "tyrant".

October 23th

It's no good!

I can't hope for real progress experimenting on mere rodents.Only humans can be

a proper mammalian subject for the experiments. Otherwise, I will never any real progress.....

November 15th

Someone seems to suspect something about my experiments..... ..But, perhaps it's just my imagination. Well, if anyone does get too close, they may find themselves unexpectedly "assisting" in my research!

January 13th

At last, they are ready. My wonderful leeches! Those of low intelligence, they will never have the privilege of tasting this sense of joy and satisfaction! Now, finally, I can move against Spencer. Soon, I will control everything.....

Januray 31th

The devices I set to protect my work have been disturbed, it appears someone came looking for "t" and the leeches,
Fool,

No doubt of Spencer's group.

February 11th

Today, I again found evidence of tampering around the entrance to the labs. If that is what they're after, I must find a suitable way to deal with them. Perhaps, I should have William and Albert smoke out the pest...

Those two are the only ones I trust. Apart from the beloved leeches, of course, But Spencer...

It wouldn't end there...

Would it?

I will announce "t" at the next directors meeting and collect my just rewards.....

Assistant directors's Diary

September 2nd

A useless bunch of trainees, as always.

Where does headquarters find these idiots?

We did get a couple of decent ones, though, so can't complain I guess, William and Albert, they might have a future.

September 25nd

Scholar Will, Practical Al, They really are opposites. And they are always competitive in everything they do. There is something useless and cruel about them both...

October 7th

Got a sudden call from the director, it was to tell me to encourage a rival between those two!

It's the first time since this training facility was built that Director Marcus has ever shown interest in anything other than his research. Well, whatever, Order are orders. I'm going to have them tearing at each other's throats.

About Power Regulator

Due to the recent lightning strike, the power regulator continues to be inoperative. I wouldn't really matter about the power, except for the fact that the boiler room equipment is on the same grid. The equipment is so run down, I'll probably have to have it fixed up all the time. If you wish to exit rapidly, set the indicator to 70. Check first though that everything is connected to the chain.

A Verse of Poetry

The Moon bows to the Earth
The Earth swears loyalty to the Sun
And the great Law of the Sun Governs all things,
This itself is the keystone,
The pointer of glory
All our hands Cannot open the door to the heaven.

Management Trainee's Diary

What is that Director Marcus is researching all the time? And what's with his weird interest in leeches? Interest..?
Seems more like love at times....
Rumor has it that there's something dangerous about those leeches. It is true that when Dennis just touch one he got ill with a fever. Again today.....
There were those horrible moans. Beyond that door, "Let sleeping dogs..." No way I'll go near them. Even if the Director tells me, I no want to end up like Dennis. That poor bastard. Scratching and scratching. Makes me itch just watching him.

Must maybe go

IF can but hwo

Dennis gone, I go

Hungry....

Help

Mom.

Microfilm image

An image resulting from overlaying microfilms A and B

Numbers appear on the seats of the conference room.

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| .....|
| .....|
|      |
|      |
| -----|
| |0 1| |2 3| |
| -----|
| -----|
| |4 5| |6 7| |
| -----|
| -----|
| |8 9| |A B| |
| -----|
| -----|
| |C D| |E F| |
| -----|
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Inmates List

Correctional Institute Inmates List

Mathews, K.
Deceased, Disposal Complete

Midge, D.
Deceased, Disposal Complete

Keith, W.
Preserved as specimen

Savage, C.
Transported to research facilities

Royce, M.
Transported to research facilities

Dauids, A.

Preserved as specimen

Clarke,A.
Transported to research facilities

Ellens,J.
Transported to research facilities

Terrence,O.
Deceased,Disposal Complete

Kait,A.
Transported to Arklay labortary

Gerry,O.
Deceased,Disposal Complete

Scott,S.
Transported to research facilities

Mitchel,F.
Transported to Arklay labortary

Kerry,T.
Transported to Arklay labortary

Roberts,A.
Transported to Arklay labortary

(Transported individuals to be deleted from the records).

First Investigation Unit Notes

We are searching the facilities,and it looks like a lot of chemicals survived.Fortunately,the storage tanks are still full.We have just started and there is still a lot we don't know,but it appears that the chemicals can be mixed to produced new substances.The chemicals are scattered all about.Not because of the accident,more a result of a plain investigation. When we re-open the facilities,we have to develop a system for dealing with these chemicals.

(Something is scrawled on the back of the note)

Red + Blue =Sulfuric Acid

Green + Red =Stripping Agent

Marcus's Diary 2

(This page has been torn out)

Trouble is unlikely,but I closed my babies up in the special capsule.But it won't be safe if I hold it onto myself.I'll hide it in that place.

"To hide a leaf,put it in a forest".

To open the capsule,the special stripping agent is necessary.No way Spencer's lackeys could figure how to make it.....

File 3 :

Old photograph

(There's something written on the back of the photograph).

To James,
To Commemorate
your Graduation, 1939

Investigator's Report

Dr.Marcus,Co-founder,with President Spencer,of the Umberella Corporation.Disappeared 20 years ago.The results of his research have been kept under warps for all that time.The reason became clear here at Training Facility run by Dr.Marcus...

...Well,not here exactly,but underground.When we ventured below,we understood.....

There we found evidence of Dr.Marcus' research into the T-virus prototype called "Progenitor".The evidence of years of hideous experiment that used company employees as guinea pigs.We cannot know how many were forced to become subjects,but based on the evidence,no less than twenty individuals were involved;some of them taken deliberately to keep the Coporation's secret safe.Where is the Doctor now I don't know,But considering the recent rapid growth of Umberella Coporation,I can't imagine the research is continuing.No...his experiment lives and continues to grow in the dark.Those things,the "fruit" of his research,they fill this facility.

(The rest of the notebook pages are missing).

Leech Growth Records

February 3rd,1978

Administrated "t" into 4 leeches. Their will to survive leads them first to parasitism and predation. Then they breed and multiply. Such single minded biology makes them attractive candidates for bio weapons research. Afterwards, no major changes observed.

February 10th, 1978

7 days since the administration of the "t". Rapid growth to double former size, signs of transformation emerging. Spawning successful, they double their numbers in one hour, but their ravenous appetites lead them to cannibalism. Hastened to increase food supply, but lost 2.

March 7th, 1978

Provided them with live feed, but lost half when the live food fought back. However, the leeches are learning from experience, and are beginning to exhibit group attack behavior. They are also ceasing to cannibalism. Their evolution is exceeding expectations.

April 22nd, 1978

The leeches no longer exhibit individual behavior, even when not feeding, they move as collective. They consume everything I offer with remarkable efficiency.

April 30nd, 1978

An employee has stumbled onto my experiments. Can human be a food source? How will the leeches respond?

June 3rd, 1978

A day worthy of commemoration. Today they began to mimic me! Surely they recognize their father....
Wonderful children, No one will take you away....

Laboratory Manager's Diary

Today, under Director Marcus' orders, I changed the platform entry code. Later I asked him what the source of the entry code was. He told me it was based on something significant in his children's growth. But, the Director's a loner, he isn't married and he sure doesn't have any children...

What could he mean?

B.O.W Report

Research to date has shown that when the Progenitor virus is administrated to living organisms, violent cellular changes cause a breakdown in the system. Furthermore, no satisfactory method has been found to control the organisms for use as weapons. Clearly, greater coordination at the cellular level is essential to enable further growth. I conducted a number of experiments in an effort to find a breakthrough. This is my report:

Insecta

Perhaps because of these ancient animals have been genetically stable for millenia,when administered with the progenitor virus they exhibited only explosive high-energy growth and increased aggressivness.It is extremely difficult to envision using them as B.O.W..

Amphibia

Injecting a frog with the virus resulted in an increase in leaping power and abnormal tongue growth.However,no change in mental ability is observed.Furthermore,an abnormal resulted in the test subject randomly attacking all moving objects.Usefulness for B.O.W is limited.

Mammalia

The progenitor virus was merged with the monkey's cellular DNA,resulting in increased in fertility.The resulting young exhibited improved aggressivness and some increased mental capacity.(As a side effect,the visual power was lost,but this offset by an improvment in hearing ability).

However,they were unsatisfactory as weapons.It does seem that no progress can be made without making humans as base organism.

About Battery Fluid

Battery Fluid

The fluid used in batteries is a diluted solution of mixed water and sulfuric acid.Both must be of high purity.When fully charged,battery fluid should have specific gravity of 1,280_+0.010 at 20 degree.

Battery Acid Purity

Take care that dilute sulfuric acid solution is of sifficient purity.

Investigator's Report 2

We should have finished with this dump long ago.When this is all started,did anyone expect that there would be guns blazing away like this?We weren't told a thing about creatures attacking us at the briefing...

Guess they were a surprise to the head honchos too.The things in the woods - just starting attacking people.That had to be planned.Someone diliberately scattered that virus,no doubt about it.But the guards,our fellow soldiers,they must be still around...

Well,whatever.Don't have to worry about that anymore.What I've got to worry about whether to use the last bullet on myself,or on a friend,,,

That's the only decision I have to make.

Treatment Plant Manager's Diary

5/10

Damn it!Why is normal industrial waste being delivered here?This is Umberella Coporation facility.We can't deal with this volume of material.Plus they're sending us contaminated materials that we can't process.What are we supposed to do with it?

7/24

Well,looks like they're closing it down.Not surprising,using like they did.Had to be done,but....
It was pretty sudden.It's not like they cared unitl now.Anyway,as long as I get out of here,I don't care what they do.

Gate Operation Manual

To open the Heliport in case of emergency, follow the procedures below:

Removing the lock:

There are four locking mechanisms in the room which must be activated in this order:

1. Southwest Side
2. Northwest Side
3. Southeast Side
4. West Side

Turn each of the mechanisms' handles to unlock the gate.

=====
4.3 Speed Guide
=====

To follow and comply to this walkthrough:

You'll need to:

- Unlock magnum revolver from leech hunter
- Get infinite ammo from leech hunter
- Play cheat,quote los GUERREROS from WWE: "Cheat to WIN!"
- I actually wanted to write a honest speed walkthrough,but to lazy to rattle my brains as I haven't touch my GCN for a month now,so I'm writing based on memory.
- Try not to get injured,less herbs you take lesser time you get,and don't waste herbs by using a green herb alone.
- I will not tell you to mix and carry how many herbs,because it depends on ur skill and as for weapons,we will be using only grenade launcher with flame rounds and grenade rounds,two magnum revolvers.In other words,item managment is up to yourself.
- No visiting rooms I have not mention,bloody waste of time going there.
- Dump the closet key,unless you want to change clothing,but it comsumes time.
- Skip cutscenes
- Have great knowledge of the game,know where certain items are
- Very common sense,always run and run and run!!Don't walk,it wastes time!!!

- The lesser the enemy you engage in fight, the better your timing is, even if it is said to kill, doesn't mean you need to kill to proceed on.
- Of course, the more you play, the better you are. So practice, practice and practice!!
- Good luck!!

Train compartment 1: (Rebecca)

Turn to the left and enter the door.

Train compartment 2: (Rebecca)

The stairs next to your upper level train room, don't bother to go there, to the right is a window where you need the hookshot later. Just go forward to trigger a FMV. After the FMV, kill the zombie from the back and go on and enter the door.

Train compartment 3: (Rebecca)

Move on and see two doors. Enter the one near you.

Bedroom: (Rebecca)

You will see a dead person here and take the magnum revolver. Then leave this room.

Train compartment 3: (Rebecca)

Go to the end of the area and see a corpse. Examine it to get the train key. Then have a FMV with Billy. Then backtrack and see your fellow S.T.A.R.S member Edward bursting through the window. Kill the Cerberus and backtrack to where you came from and see another Cerberus breaking through the glass and kill it. Then go back to Train compartment 1. Note I might be brief here, so you may want to kill the zombies you encounter in any compartment. Dump your handgun, handgun ammo. Only equip your magnum.

Mission: Get train key (conductor's room)

Train compartment 1: (Rebecca)

Go to the end of the area and use the key and discard it and enter the door.

Dining area: (Rebecca)

You will have a short FMV with Billy. Then barrel up the stairs and see another FMV. Just attempt to barrel down the stairs and the zombie will die and see a cutscene and now you will be able to have two characters at your disposal. Then head to the where the zombie died and head up the ladder. Thanks to JediPikachu1 for the alternative way to beat the zombie info. Leave Billy here, give Billy the magnum revolver.

Train rooftop: (Rebecca)

Move to the end of the roof top and fix the main cable. Rebecca will fall into the big hole.

Small room: (Rebecca)

Grab the train key, there's a green herb here. Then place the key in the service lift and send it up. Then flip to Billy.

Dining area: (Billy)

Drop his handgun and ammo. Head down the stairs and past the flipping door (beside the stairs) and make a u-turn and you will see a service lift. Grab the Train key and head back to the Train compartment 3. Equip the magnum.

==Note==

You kill the enemies you see, avoid them if you wish, but try not to get hurt.

Train compartment 3: (Billy)

Use the key on the door near Edward's body and discard the key and enter the door.

Conductor's room: (Billy)

Grab the bag in the closet and ignore the green and red herbs. Instead flip the switch near the door to reveal a ladder. Then head up the ladder.

Pub area: (Billy)

I name this pub area as there are bottles around here. Very huge room but anyway, go to the end of the area and head through the door.

Upper level train room: (Billy)

Get the ice pick in the pile on the cart near the door. There are herbs here to get but ignore because of limited space in your inventory. Note that the ice pick taking is an event triggering scene, if you leave it behind, you won't face the Scorpion boss. Exit back to the pub area.

Pub area: (Billy)

Backtrack and see a FMV and meet a boss; Scorpion.

Boss: Scorpion

The boss is quite easy. Just run and be near it and shoot down with the magnum at the head (should be enough to kill it if you don't shoot blindly) and then retreat and repeat until it's dead. If you are far away from it, it will dash towards you in attempt to damage you., so keep a distance from it. It will only attack you when you are near it and it's pincers will rise and hit you to the end of the room but Billy can withstand the damage. After you kill it, and move on and grab the Panel opener and head down to the ladder to the Conductor's room. But note that once you stun it, it has some recovery time so wait for a while, before getting the offensive attack again.

Conductor's room: (Billy)

Head back to the Dining area.

Dining area: (Billy)

In the dining area, past the flipping door and use the Panel opener near the door which is lock but do not crawl through yet. Instead, go to the service lift and transport the Ice pick. Then flip back to Rebecca.

Small room: (Rebecca)

Grab the ICE pick in the service lift and use it on the door and exit it.

Mission: Get Blue key card

Dining area: (Rebecca)

You will find yourself at the area where you kill the tough zombie earlier. This time, there are some zombies here to take down, head down the stairs to meet up with Billy. Then go into the gap you open with the Panel opener and crawl into it. Note that Rebecca has no weapons, the only weapon is the magnum, which is with Billy, so if you have herbs, give them to the character with a lot of space.

Pet compartment area: (Billy and Rebecca)

The Cerberuses will come out of the cage and kill them. Then move on and grab the gold ring at the end near the cage and use it on the bag. Then enter the door you see.

Outside the Train: (Billy and Rebecca)

(Billy)

Then have Billy flip on the switch, then flip to Rebecca.

(Rebecca)

Take the hookshot from the lock.

(Billy and Rebecca)

Then exit this place.

Pet compartment area: (Billy and Rebecca)

Go and unlock the door near the area where you crawl to this place so that you won't need to crawl again and exit this room.

Dining area: (Billy and Rebecca)

Move past the fridge and a zombie will come out kill it and head back to Train compartment 2. Give Rebecca the magnum. Clear all enemies for Billy to advance easily.

Train compartment 2: (Billy and Rebecca)

Use the hookshot on the right window with Rebecca since she's got the Hookshot. And let Rebecca have the bag you got from the conductor's room earlier. Let Billy hand around at the middle of the stairs, climb a bit and camp there.

Train roof: (Rebecca)

Move straight and enter the gap you see.

Cabin: (Rebecca)

Kill the zombie and grab the ring jewelry box. Examine it to get the silver ring and use it on the bag to get the blue keycard. Then exit this room.

Upper level train room: (Rebecca)

Move to the left and down the stairs to meet up with Billy. Kill all zombies to clear way for Billy.

Train compartment 2: (Billy and Rebecca)

Head to train compartment 3. Give Billy the magnum.

Train compartment 3: (Billy and Rebecca)

Then go to the end where the dead corpse is and use the keycard on the console and discard the keycard. Then enter the lock door to view a cutscene.

Train hallway: (Billy and Rebecca)

Move past the Umbrella agents corpses and go through the door you see.

Train control room: (Billy and Rebecca)

View a cutscene and elect Billy because we can avoid the Edward cutscene (waste of bloody time!!). Grab the magnetic card and some handgun ammo if you want and exit this room.

Train hallway: (Billy)

Run past the Umbrella zombies that rise up and go back to the Train compartment 3.

Train compartment 3: (Billy)

You will see that the corpse and Edward's corpse are gone. Move on and drop the zombie and go back to Train compartment 2.

Train compartment 2: (Billy)

Drop the zombies or kill them or let them bundle up together and then let one grab you and struggle so that you can knock them all down at once, then go to the train compartment 1.

Train compartment 1: (Billy)

Here you will encounter the S.T.A.R.S member zombie Edward, just drop him or run pass him and

go to the dining area.

Dining area: (Billy)

Go past the sliding door and go to the pet compartment area.

Pet compartment area: (Billy)

Then go to the door where you got the gold ring to outside the train.

Outside the Train: (Billy)

Use the key card to the left where you got the hookshot and use the magnetic card and prepare to solve the puzzle.

If there no. is 81,input 9,9,9,9,9,9,9,9,5,4.

If the no. is 67,input 9,9,9,9,9,9,9,2,1,1

If the no. is 36,input 4,4,4,4,4,4,4,4,2,2.

After the puzzle is solve,you will control as Rebecca.

Train control room:(Rebecca)

You will have to solve the same puzzle as Rebecca again so enter the numbers as follow:

If there no. is 81,input 9,9,9,9,9,9,9,9,5,4.

If the no. is 67,input 9,9,9,9,9,9,9,2,1,1

If the no. is 36,input 4,4,4,4,4,4,4,4,2,2.

Skip the cutscene.

Trainwreck: (Billy and Rebecca)

Run past the zombies and into the door you see,inventory check between characters:

- Hookshot
- Magnum
- Herbs

Water tunnel: (Billy and Rebecca)

Follow the path and eventually you will need head up a ladder.

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Part 2: Military Training Facility
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Mansion main room: (Billy and Rebecca)

You will find yourself here once you climb up the ladder(after the short FMV).To the right as a typewriter as some herbs.Leave your hookshot near the typewriter,then barrel up the stairs,and head up to the left stairs and enter the door you see. Leave Rebecca here for the moment,no need for two persons to get the crank handle.

Dark room: (Billy)

Grab the crank handle and get the hell out of here.Don't mess around with the crows.

Mansion main room: (Billy and Rebecca)

Then move on and enter the double doors with the statue in front of it.

Speech room: (Billy and Rebecca)

To the right as a typewriter(again),but head left and enter the first door you see.Grab the note on the tables if you want.

Hallway: (Billy and Rebecca)

Kill the zombies and enter the door you see first.

Book room: (Billy and Rebecca)

Grab the microfilm A for Rebecca,feel free to explore around,you will see a painting a man with a lited candle and a door then as a candle near it.For it to open,you will need to light up,but Billy does not have fuel for now so go to end of the room where you see a lift.

(*Rebecca*)

Let Rebecca be near the lift.

(*Billy*)

Use the handle on the small gap and Rebecca will travel up to the top.

Clock room: (*Rebecca*)

Use the magnum to kill the insects or run past them if you wish and leave this room.

Crow yard: (*Rebecca*)

Run past the crows and go to the end and enter the door. There's a herb here if you want to take.

Chain room: (*Rebecca*)

Run straight and turn left when you see a flight of steps and head down the stairs and enter the door near the stairs.

Mess room: (*Rebecca*)

Kill the insects with the magnum and grab the white statue, grenade launcher.

Chain room: (*Rebecca*)

Go to the end and unlock the door. Exit to the mansion main room. Then flip to Billy.

Book room: (*Billy*)

Exit this room.

Hallway: (Billy)

Run past the zombie and head back to the speech room.

Speech room: (Billy)

Leave this place and back to the mansion main room.

Mansion main room: (Billy)

Give Billy the magnum, while Rebecca has the Grenade launcher. Barrel down the

stairs and head left and head through the double door(near the typewriter).

Dining room: (Billy)

Kill the zombies and there's also a Red door here, but move on and enter the door near the dead corpse in the sitting position.

2 way Corridor: (Billy)

Head left and enter the door. To the right is the steam room so take note of that. You will need to go there later. Since that area is full of steam and you can't get past, so don't bother.

Very dark room: (Billy)

Kill all the zombies you encounter and roam around and grab the black statue also. There's a GAS here but leave it then head up the ladder you see. Also grab the black statue also. Climb up the ladder.

Balcony: (Billy)

Kill all the zombies you see and move on and see some herbs. There's a double doors here but you can't enter but take note of that. Anyway, head to the end and unlock the door and exit it.

Speech room: (Billy)

You will find yourself back here near the knights double doors. Go to the mansion main room.

Mansion main room: (Rebecca and Billy)

Reunite with Rebecca and enter the cage room.

Cage room: (Billy and Rebecca)

Go up the stairs.

(*Billy*)

Let Billy unwind the chains.

(*Rebecca*)

Go down the ladder and grab the fire key.

Boss: Hugh insect (Centuration)

The boss will grab Rebecca. So you will control as Billy. Load up the magnum and pump it full of lead while running around. After a while it will drop and Rebecca will be save and return as normal. Then head back down the stairs and go to the speech room. Try not to go by it's path when it is crawling, the fillers in the body will damage, instead, damage it when it is upright where it reveals it's toroso, ain't nice to get damage and hurry up and whip the sub boss up before Rebecca gets hurt.

Combine inverntory check:

- Herbs (2 or 3 combine is enough)
- Black and white statue (Billy)
- Magnum (Billy)
- Grenade launcher with grenade rounds for Rebecca)

Speech Room: (Billy and Rebecca)

Go to the hallway.

Hallway: (Billy and Rebecca)

Go to the end of the hallway and use the fire key on the red door. Enter.

Fire key room 1: (Billy and Rebecca)

You will see a crate here, just push the crate to the deer head which the top has a shining iron needle and grab the iron needle and let Rebecca have it. Light up the place first by flipping the red switch in order to get the needle. Then head back to the mansion main room.

Mansion main room: (Billy and Rebecca)

Split them up. Bring Rebecca to the cage room while have Billy (fire key with Billy) be brought to the dining room.

Dining room: (Billy)

Like I say earlier, use the key on the Red door you see and discard when prompt and enter the door.

Kitchen: (Billy)

Here, grab the lighter fuel and combine it with the lighter and head back to the book room.

Book room: (Billy)

Light up the candle near the painting I say earlier and enter the door.

Small library: (Billy)

Kill the zombies, head up a small platform and see a bookcase that need to be push, push it to the right to get the book of good and examine it to get a pair of wings, combine with the white statue. Then head back to the mansion main room and place the statue on the scale. When you examine it, rotate the book till you can see pages:

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| |
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| |

Cage room: (Rebecca)

Head to the clock room, running past the crows.

Clock room: (Rebecca)

Use the iron needle here and adjust it to 8:15 by using the hour hand turn it left four times and the minute hand turning it 3 times. Press ok and see two doors being unlock and head back to the mansion main room.

Mansion main room: (Rebecca)

Enter the white door to the left the moment Rebecca enter this room.

Clock room 1: (Rebecca)

Kill all the zombies here, grab the shotgun ammo and a file and microfilm B and go back to mansion main room and reunite with Billy.

Mansion main room: (Rebecca)

Go down to the ground floor and head right and enter the single door. Note Billy camps here.

Z shape hallway: (Rebecca)

Go to the end of the hallway.

Z shape hallway: (Rebecca)

Go to the end of the hallway and enter the door unlock by the clock which have a clock engrave in it.

Clock room 2: (Rebecca)

Use the Microfilms on the computer quickly, you will get to get the microfilm image and also a MO disk. Then exit this room before the zombies catch you.

Z shape hallway: (Rebecca)

Backtrack back and run past the leech zombie and exit back to the mansion main room.

Mansion main room: (Billy and Rebecca)

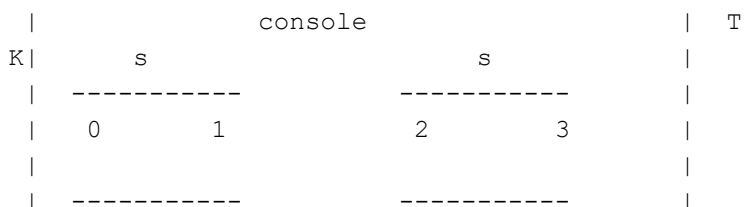
Go to the speech room.

Speech room: (Billy and Rebecca)

Go to the end where you see a console and use the MO disk and it will give a some numbers or alphabet like '2D', '0A' etc.

Then have one character go to the desk of the give numbers. Take note if the number let say is 2D, press desk number 2 which the desk computer will light up and quickly flip to another character and press the desk which have D resulting both computer lighting up together and the swords of the knights will move up allowing you to enter. Then enter the knight room in this room. Note that the computers need to light up at once, if the computer you press earlier comes off, start over again.

- Legend: T = typewriter
 K = the double doors where the knight's sword blocking it.
 B = The door leading to the book room
 s = Stairs



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B|   4       5           6       7       |
|
|-----|           |-----|
|   8       9           A       B       |
|
|-----|           |-----|
|   C       D           E       F       |
|
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|

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L shape hallway: (Billy)

Move along and enter the double doors.Rebecca stays here.

Chess room: (Billy)

If you bother to check the desk,there's a chess which says checkmate which gives you a straight forwards clue.Just push the white king chess down till you can push it to the left corner,then push up to flush against another white chess piece.Whatever you do,do NOT push the other chesses which will allow poisonous gas to come and poison you instantly.If done right,you should get the book of evil and Marcus diary part 1.Exit this room. In case you can't indentify the king's chess,look for the white chess pieces,and push the chess which is the odd one out.Take the flame round.Combine the black wing with the black statue.

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-----
| B| | | | | W|
|-----|
| | | | | W|WK|
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| | | | | B| |
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Legend:

B = Black chess piece
W = White chess piece
WK= White chess king piece

L shape hallway: (Billy)

Go to the speech room.

Speech room: (Billy and Rebecca)

Give Rebecca the flame round to combine with the grenade launcher and leave the

grenade round behind,you don't need it anymore.

Mansion main room: (Billy and Rebecca)

Examine the book of evil to get a wing and combine with the black statue and placed it at the stairs which Dr. Marcus painting will rise.Equip with the shotgun as you go through the secret passage's flight of steps.

Corridor: (Billy and Rebecca)

Kill all the spiders you encounter.Then go to the end of the corridor and enter the wooden door.

Dark save room: (Billy and Rebecca)

There's a blue herb here and save if you want and move on and enter the door near the typewriter.

Chain room: (Billy and Rebecca)

Boost Rebecca up the gap on the top.A nice suggestion by Songbird 121,flip to Billy and go to the steam room at the 2 way corridor and then flip to Rebecca.

Torture room: (*Rebecca*)

Go to the generator,grab the file near the door if you want,and solve the voltage puzzle which is easy.Just view the meter at each of the 5 meters,up will rise the voltage,down will decrease the voltage.You are require to have a voltage of 70 where the red arrow is.Solve this puzzle by pressing up,up,down,up,up.Then view the cutscene.

2 way corridor: (*Billy*)

Go to the steam room or if you are there already,go to the end of the room,down the stairs and enter the door.

Statues room: (*Billy*)

Run past the babbons to the end till you see a door,but turn left and enter the other door.

Wreck room: (*Billy*)

Billy will save Rebecca and give her his history lesson.Then exit the room.Cure

Billy if you want though.

Statues room: (Billy and Rebecca)

Kill all the babbons with magnum and you will need billy to light up some combination of statues(read the file A VERSE OF POETRY) to open a secret passage.Quickly light them up by knowing where the statues' are,so that to save time you won't have to check the words or look at the statue itself.

Light up the statues in order:

- deer (I stand tall on the earth with horns proudly displayed)
- wolf(My sharp wits allow me to bring down even the greatest horn beast)
- horse(No amount of cunning can match the speed of my supple limbs)
- tiger(I am taking of all I survey:No creature can escape my grasp)
- snake(I crept up on my victims in my legless silence and I conquer even the mightest of kings with my poison)
- eagle(I dance freely through the air,capturing a legless prey)

Go into the door nearest to you as the gate rises.

Bedroom: (Billy and Rebecca)

Grab the Unity Tablet at the fireplace and exit this room.

Statues room: (Billy and Rebecca)

Go in further if you want and enter the door.

Statues room: (Billy and Rebecca)

Then go through the opposite door you went through to save Rebecca earlier.

Spider hallway: (Billy and Rebecca)

Kill all the spiders and go to the end of the hallway and enter the door.

Gate room: (Billy and Rebecca)

Go up the flight of steps.

(Billy)

Head down and equip the magnum and go to the gate area.

(Rebecca)

Let her press the console left first.

(Billy)

Let Billy take the acid rounds and load it up with grenade launcher, freeing the flame rounds.

Then Let Rebecca press center twice, each time let Billy move to the gate that rises. Then Billy press the red switch and kill the hunters with acid shells and grab the water key, take the shotgun and shotgun shells and head to the mansion main room. Grab the two green herbs and combine them with Rebecca along the way if you want.

Mansion main room: (Billy and Rebecca)

Go to the cage room.

Cage room: (Billy and Rebecca)

Have Billy go up the stairs and kill all the insects, then reunite with Rebecca. Go into the mess room. Also grab the fire rounds and let Rebecca equip it.

Mess room: (Billy and Rebecca)

Use the water key on the blue door and discard it when prompted. Enter the door.

Leech hallway: (Billy and Rebecca)

Kill the leech zombie in the hallway with Rebecca's flame round. Leave Billy here. Let Rebecca enter the door near the door you enter with the water key door.

Computer room: (Rebecca)

Make full use of Leech zombie breaking its skin and grab the vise handle and get out of here unharmed.

Leech hallway: (Billy and Rebecca)

Enter the piano room door.

Piano room: (Billy and Rebecca)

Let (*Billy*) play the piano and a wall will rise up. Let the Rebecca go into the door and grab the battery. Then play the piano again so that the wall rises up again. Exit the door.

Leech hallway: (Billy and Rebecca)

Go to the end and enter the door. Let Billy have the battery and let him go to the mansion main room and camp there. Rebecca will have the grenade launcher with flame rounds, one tablet, one wise handle, herbs.

Leech hallway: (Rebecca)

Head left and enter the door.

Leech hallway 2: (Rebecca)

Turn left and enter the door. To the right has another door which will have a leech zombie if you exit that door.

Technical room: (Rebecca)

Use the wise handle on the equipment to the right to get obedience tablet. Then quickly get out of here before any zombie gets hold of you. Head to the Hugh telescope room which is at the cage room with the knight double doors, running past the insects.

Hugh telescope room (Rebecca)

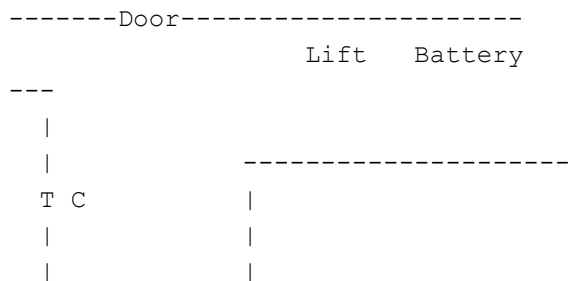
Head down the stairs and place the two tablets in the console. Flip to Billy.

Mansion main room: (Billy)

Grab the hookshot first. Go into the knight double doors.

Outside the mansion: (Billy)

Turn left and use the battery and the lift which has the crate will come down. Push the crate where the shining object is and climb on the crate to grab discipline tablet. Exit this place. Grab the Hookshot and head back to the Hugh telescope room.



Legend:

T = Tablet

C = Crate

 Hugh telescope room: (Billy and Rebecca)

Place remaining tablet on the console.Inventory managment:

Billy:

-herbs?

-Magnum

Rebecca

-Grenade launcher

-herbs?

-Hookshot

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+++++
+           +
+   D       I       S       C       2:   +
+++++

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Part 3: Church

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 Hugh telescope room: (Billy and Rebecca)

Go back up the ladder and enter the double doors which is locked.If you want,you can always backtrack back to the mansion and get all the stuff you want,but the double door which you enter no longers leads to the cage room,instead it leads to the balcony and now there are lots of monkeys there in case you need to backtrack.

 Church coutryard: (Billy and Rebecca)

Run all the way to the end till you see a church. Then turn right into the small shelter.

(Rebecca)

Let her step at any corner of the tiles.

(Billy)

Enter the double doors of the church which is now unlocked.

Church: (Billy)

Move on and enter the door at the end.

Save room: (Billy)

Save if you want, exit.

Church: (Billy)

Prepare to face a boss fight.

Boss: Bat

The boss just fly arounds high, making it a difficult target, it can hurt you like barging at you or grabbing you, lift you up and dropping you. Ouch! Just load up your magnum and shoot run shoot, shoot if you can nail it or you'll be wasting ammo. After a few shots, smaller bats will appear but concentrate on the big one and sooner or later you will kill it. Try not to be grab by it. Keep running, when you see it slow down or pause, unleash the magnum. The little bats hurt also, especially at higher difficulty levels, so kill the boss as fast as possible. Then flip to Rebecca.

Church coutryard: (Rebecca)

Head into the church.

Church: (Rebecca)

Then you will see a gap on the top, use the hookshot.

Church roof: (Rebecca)

Move on and climb down the ladder.

Church backyard: (Rebecca)

Flip the switch near you on so that the lift works. Then unlock the gate and exit. Flip to Billy.

Church: (Billy)

Exit to the church courtyard.

Church courtyard: (Billy)

Turn left and meet up with Rebecca and head up the lift. Grab some herbs and mix them if you want. There's some Red and green herbs here.

Church corridor: (Billy and Rebecca)

Enter the door you see near the wreck walls.

Library: (Billy and Rebecca)

Split them up.

(Billy)

Move on and turn right and you will see a service lift. Note that you can transport anything to the lift, but it can't be more than two inventory spaces.

(*Rebecca*)

Then turn right and see another gap on the top. Use the hookshot.

Lab 1: (Rebecca)

Load up your grenade launcher and kill the leech zombie and enter where the leech zombie is and grab the leech capsule. Then move on and exit the door.

Church hallway: (Rebecca)

Have Rebecca flip on the nearby switch, then go to the end of the hallway and enter the door.

Lab 2: (Rebecca)

Kill the zombie lying dead and explore around as you see a corpse sitting dead

and a switch near it.Go into further and take the Red chemical and enter the door beside the door you enter to this lab.Flip to Billy to kill the zombie lying dead in the library.

Medic room: (Rebecca)

Kill all the zombies and see a service lift behind you.but move into the room and grab the green chemical and combine with the Red one to form stripping agent and then combine with the leech capsule to get the blue leech.Then use the service lift and sent it to Billy.Flip to Billy.

Library: (Billy)

Grab the blue leech charm.Exit back to the corridor.

Corridor: (Billy)

Kill the leech zombie with magnum and quickly run past it as it explodes and move on and use the blue leech on the door which has a pic of Dr.Marcus.Enter.

Study room: (Billy)

Grab the input reg coil and a photograph for a short cutscene and enter the door near the shelf.

Statue room: (Billy)

Kill all the zombies and grab the green leech charm and head back to the library.

Library: (Billy)

Sent the green leech charm to Rebecca and flip to her.

Medic room: (Rebecca)

Grab the green leech charm and use the green leech on the door with the Marcus face and enter it.

Death people room: (Rebecca)

Kill all the zombies here and grab the sterilizing agent and head to lab 2.

Lab 2: (Rebecca)

Use the sterilizing agent near the dead corpse and then you should be able to enter the small chamber. Kill the zombies that rises and grab the breeding key and take the red chemical once again so you won't need to take it again in the factory encounter and go to the church hallway.

Church hallway: (Rebecca)

Use the key on the metal grill door and discard it and enter. Load up your grenade launcher.

Storage room: (Rebecca)

Get rid of the hunters or run past them with the pic below, running back the way the arrows are and grab the dial and go back to the medic room.

```
-----Right
                ^ Dial
Rebecca Hunter Hunter |
-----
-----Left
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Medic room: (Rebecca)

Sent the dial to Billy. Flip to him.

Library: (Billy)

Take the dial and go to the corridor.

Corridor: (Billy)

Use the dial on the door near the Red chemical tank and enter 4863 and enter. There some herbs to grab if you want. You want to know why is 4863, go read the leech records file and just figure it out, it's quite easy.

Train room: (Billy)

Flip the switch at the wall which will trigger a cutscene. Explore around and

get the outer reg coil.Flip the Rebecca.

Medic room: (Rebecca)

Go to the church hallway.

Church hallway: (Rebecca)

Enter the door nearest to you(where you are facing).

Train room: (Rebecca)

Head down the ladder trigger by Billy and meet up with him. Take the two coils from Billy.Use the hookshot on the gap on the top you see.

Control room: (Rebecca)

Leave the hookshot here(forever) and use the coils in the control panel.Then unlock the door and meet back up with Billy.

Train room: (Billy and Rebecca)

Then enter the train for a cutscene.Power will be down and you be able to control as Rebecca only.

--=Inventory check==--

Billy
-Herbs?
-magnum

Rebecca
-Herbs?
-grenade launcher

Train room: (*Rebecca*)

Run past the leech zombie,hugging the wall.Go to the control room.

Control room: (*Rebecca*)

Put the Out reg coil back to power up the train and go back to the train room.

Train room: (*Rebecca*)

Run past the leech zombie,hugging the train wall side.Go into the train.

Train: (*Rebecca*)

Grab the magnum and switch on the control switch for a cutscene.

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Part 4: Factory(Final encounter)

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Train stop: (*Rebecca*)

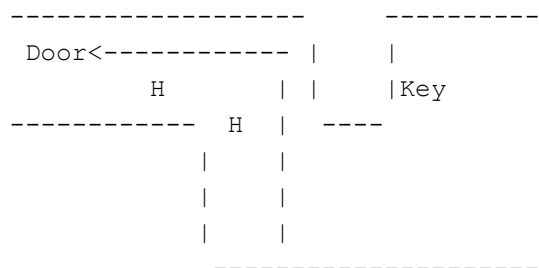
There's two green herbs here to take if you want.Or else climb up the stairs,turn right and go through the door.

Transporation room: (*Rebecca*)

Move to the big gap area and use the lift to go down.Then follow the corridor till you see a door and enter it.

Computer room: (*Rebecca*)

Go further into the room and take the factory key near computers,if you bother to check,you will see a screen that reveals a tyrant in a chamber.As you try to leave,two hunters will come,kill them with grenade rounds and head back to the Transporation room or run past the hunters with the technique below,the camera may suck,but as long as you run the arrow direction,hunters are fools for you to mock around.



Transporation room: (*Rebecca*)

Enter the door you haven't explore yet.

Train save room: (*Rebecca*)

Use the key in the gap of the control panel. Then exit.

Transportation room: (*Rebecca*)

Go into the elevator that rises up and flip the switch to go down.

Lobby area: (*Rebecca*)

Move on to the left to have a cutscene with Enrico. Grab the elevator key near the lift near you and use the key on the gap near the elevator. Load up your magnum for a boss fight.

Boss: Tyrant

Method 1

This boss is quite easy, when it intends to attack, it will crouch down and head full speed at you. Just run by its shorter arm and pump the boss full of magnum lead. And head into the lift and ride up to level 4. Note that once it is hit by a powerful weapon, it will crouch, so pause a while and let it get upright because when it crouches, it won't get damage, instead, it will expose you because of shooting recovery time.

Method 2

Another trick that can be possible is the merry-go-round trick. First pump is once with magnum, run around it, wait for it to turn, then run round again, then get close to pump with magnum, then wait for it to turn towards you. Then repeat. Very effective method as the tyrant seems to have trouble turning around. But remember always run round at its weaker hand in case you miscue your timing at running so that you won't get whack. And what's more, this is the most easiest method by far I can think of without risking getting hit even once, even using knife it also works!! Note that once it is hit by a powerful weapon, it will crouch, so pause a while and let it get upright because when it crouches, it won't get damage, instead, it will expose you because of shooting recovery time.

Dam catwalk: (*Rebecca*)

After a short cutscene, enter the door ahead of you.

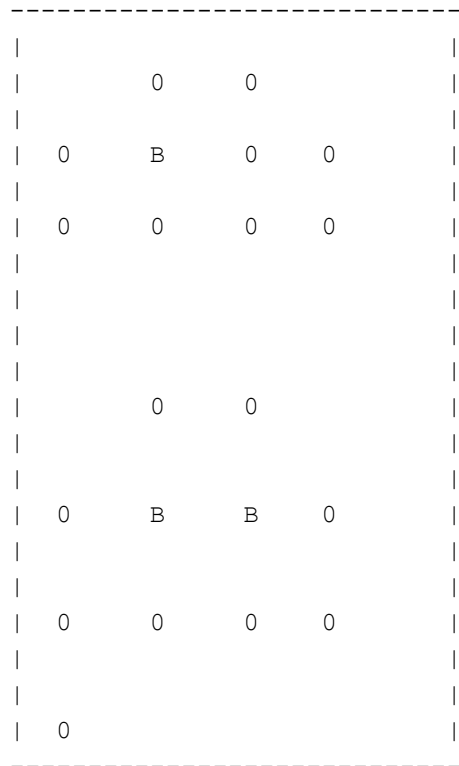
Dam power control room: (*Rebecca*)

Run past the lift to the control room, there's a red and green herb, cure yourself if you are hurt in the tyrant battle. Here, save if you want but you will need to solve a puzzle here to power up the whole entire place.

Legend:

0 = the power source Leds

B = the power source Leds you'll have to activate



Dark room: (*Rebecca*)

Kill the zombies with magnum, then run past them and enter the door at the end.

Walkway: (*Rebecca*)

Run past the leech zombie and enter the door at the end of the walkway.

Play room: (*Rebecca*)

Kill all enemies with magnum. Head down the stairs and enter the door.

Tractor room: (*Rebecca*)

Head down the stairs, pass the two herbs and enter the door.

Crate room: (*Rebecca*)

Move on to the end and enter the door.

Small corridor: (*Rebecca*)

Head down the stairs and up another flight of stairs and enter the door.

L shaped room: (*Rebecca*)

Meet up with Billy and go back to the crate room.

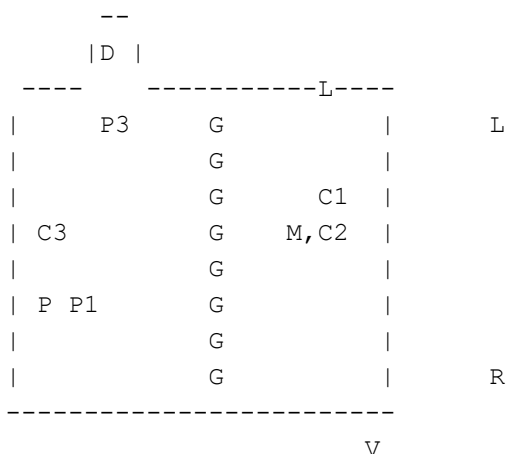
Crate room: (Billy and Rebecca)

(Rebecca)

Have a head up the stairs and to the drain water/gate controls. She will control the gate rotation and the draining the water.

(Billy)

Have him head down the flight of stairs and see crates here.



Legend:

- V = valve handle
- D = drain
- C1,2,3 = crate
- M = metal crate
- L = direction to the left
- R = direction to the right
- P, P1, P3 = position

To solve puzzle:

- 1: Push the metal crate to the right to the end(Billy)
- 2: Rotate the gate right(Rebecca)
- 3: Push C1 next to the drain at P3(Billy)
- 4: Push C2 where C1 is earlier(Billy)
- 5: Push the metal crate towards the end(Billy)
- 6: Rotate the gate to the left(Rebecca)
- 7: Push C1 to P1.(Billy)
- 8: Rotate the gate to the left.(Rebecca)
- 9: Push the C1 to P.(Billy)

10: Push C2 above C3 to form a crate bridge.(Billy)

11: Drain it(Rebecca)

(Billy)

Head back up the stairs.Go through the bridge and and grab the valve handle.

(Billy and Rebecca)

Head back to the play room.

Play room: (Rebecca and Billy)

Have Billy kill the zombies for you if you dodge them earlier.Head back to the walkway.

Walkway: (Rebecca and Billy)

Use the valve handle on the door which requires it.Then enter the door.

Steam room: (Rebecca and Billy)

Kill all zombies first.Take the path near the ladder and enter the door.AS you have the red chemical earlier,there's no need to head up the ladder and waste time.

Steam room pathway: (Rebecca and Billy)

Kill the hunters with the magnum with Rebecca and continue and enter the door at the end.

Sleep room save room: (Rebecca and Billy)

Take the herbs here,don't bother about all the ammos here and exit the door at the end of the save room.

Flood room: (Rebecca and Billy)

Head down the stairs and move on and enter the door.

Sewer catwalk: (Rebecca and Billy)

Run to the end of the catwalk and enter the door.There might be a frog ambusing you.

Transportation room: (Rebecca and Billy)

Kill all the zombies with your dual magnum power and leave Billy(if you want) while Rebecca heads up the lift.

Tyrant room: (Rebecca and Billy) or (Rebecca)

Move on straight after that you will see a cutscene and deal with the tyrant.You will see a door here but ignore it for now.

Boss: Tyrant (again)

This time you have Billy to help.Let him waste all his magnum ammo while you pump away with the magnum(Dual magnum power!!).Retreat if it gets nearer.if you are cocky again,run past the tyrant(don't get hit),with Billy at front,you at the back,you can

knife him everytime if have the chance.If it focuses on you,just run away as Rebecca has poor stamina.After it's defeated(for good),move on to the end,flip the switch and head up the ladder.Leave Billy here if you have both of them here.Note that once it is hit by a powerful weapon,it will crouch,so pause a while and let it get upright because when it crouches,it won't get damage,instead,it will expose you because of shooting recovery time.

Single player fight:

Run towards it and see the door I tell you not to enter.This boss is quite easy,when it intends to attack,it will crouch down and head full speed at you..Another trick can be possible is the merry - go - round trick.Very effective method as the tyrant seems to have trouble turning around.But remember always run round at it's weaker hand in case you miscue your timing at running so that you won't get whack.Enter the door only if you are hurt(for two green herbs for curing),although the corridor is small,but is still possible to play the merry-go-round tactic.Note that once it is hit by a powerful weapon,it will crouch,so pause a while and let it get upright because when it crouches,it won't get damage,instead,it will expose you because of shooting recovery time.

Upper Tyrant room: (Rebecca and Billy)

Grab the motherboard and head back to Transportation room.

Transportation room: (Rebecca and Billy)

Use the motherboard on the computer and the gondola will come and Rebecca will squeeze in.Make sure Rebecca have one free inventory space.Have Billy go up the lift if you leave him behind earlier.

Dam control room: (*Rebecca*)

Move straight and turn on the lever so that the water which floods the bridge will be lowered. Then go back near the gondola and enter the door near it.

Pc room: (*Rebecca*)

Kill the insect here with magnum and go to the end near a door, grab the blue chemical. Mix it with the red chemical to make sulphuric acid. Then grab the industrial water to form a battery fluid. Then head back and enter down the stairs.

Insect chamber room: (*Rebecca*)

Flip to Billy.

Transportation room: (*Billy*)

Go back to the lift to the tyrant room.

Tyrant room: (*Billy*)

Enter the green door I say ignore earlier.

Bridge: (*Billy*)

There are two green herbs here, head down the stairs and run all the way as the frog will splash from the water. If you keep running, you shouldn't get caught by it, head up the stairs and enter the door. Whatever you do, don't bother to attack it.

Power room: (*Billy*)

Kill the zombies here with magnum, move on and unlock a door and enter.

Insect chamber room: (Rebecca and Billy)

Go to the object which is shining near the stairs, boost Rebecca to get the battery and combine it with the battery fluid to form a working battery. Insects will crash out (as I anticipated), kill them and head back up the stairs.

Pc room: (Rebecca and Billy)

Go through the door near the tank where you get the blue chemical.

L shaped room: (Rebecca and Billy)

Go to the small corridor.

Small corridor: (Rebecca and Billy)

Go to the crate room.

Crate room: (Rebecca and Billy)

Go to the tractor room.

Tractor room: (Rebecca and Billy)

Put the battery in the forklift, have either Billy or Rebecca move up the crate, while the other activate the switch to move the forklift handle up and get the keycard. There might be a frog here also. But go to the crate room.

Crate room: (Rebecca and Billy)

Go to the small corridor.

Small corridor: (Rebecca and Billy)

Go to the L shaped room.

L shaped room: (Rebecca and Billy)

There might be a frog here also, but head to back to the insect chamber room.

Insect chamber room: (Rebecca and Billy)

Go to the power room.

Power room: (Rebecca and Billy)

Go to the shotgun shells path (ignore the shotgun ammos) and see a door which needs a keycard. Since you already have the card, use it to unlock and discard the keycard.

Factory hallway: (Rebecca and Billy)

Go to the end of the hallway. Let Rebecca have the magnum, grenade launcher (dump it if you want, no difference) and herbs and Billy have the magnum revolver, herbs also. Then enter the door and prepare for some tough fight. LOLZ.

Leeches domain: (Rebecca and Billy)

Have a cutscene which makes you understand the whole truth behind this story plot and prepare for a boss fight.

Boss: Leech infected Marcus

Just damage this creature with all your ammo, run or retreat if needed, don't let it hit you or grab you and you will do fine, don't worry, you have dual magnum power to pound the boss to dust. After shooting for a while, the boss will mutate further and will try to grab a character. But don't worry, your magnum will take it down fast and stun the boss into releasing your team mate. This boss will lay down defeated and you will see two shining objects: Two Shaft keys. Feel free to explore around to find some magnum ammo and then use the keys on the double doors, remember to put them correctly as these keys have different holes for it to put in. Dump the grenade launcher. Then enter the double doors.

Goodies room: (Rebecca and Billy)

Grab the herbs and let Rebecca combine them. You may want to save the game here since the final battle is near, then go to the elevator and flip on the switch for a cutscene. Let Billy equip the magnum revolver and Rebecca the magnum with a few curing items for each character.

==== Final inventory check =====

Billy:

- Magnum revolver
- Herbs (2 to 3 combine herbs for beginners)

Rebecca:

- Magnum
- Herbs (2 to 3 combine herbs for beginners)

Final battle dome: (Rebecca and Billy)

Final boss: Leech Queen

==Part 1==

Let your characters pump all the magnum ammo at it. If Rebecca gets hurt, cure her. Or else just keep pumping the Queen with ammo until you see a cutscene. The match should end fast, as you are using dual magnum power. It will try to damage you with the acid it releases, but doesn't damage. Bottomline it not let it hit you.

====Part 2====

Rebecca will be turning the valves while Billy uses his err... "Charm" to charm the Queen. Your objective is to protect Rebecca at all costs by pumping the queen with lead. Keep distracting it with your magnum. It may run you down, as a result, you may not see yourself. After Rebecca turn the first valve, let Rebecca escape first, then lure the queen towards the first turned valve handle, because this allows a free path for Rebecca to move to the 2nd, 3rd, and final valve. You may want it to rush attack Billy, which might hurt him by distancing Billy from the queen to force it to rush towards you, but Billy will fly to the ground take some time before he gets up, thus allowing Rebecca enough time to turn the valves (Look out for Billy's health also). If Rebecca is damage badly, go to the inventory screen, select change, if she has herbs, just use it to cure her. Each time Rebecca turn one of the valve, the queen will turn towards her so use the magnum to distract to gain her attention and try to let the queen tackle attack you for Rebecca to turn the valves. After Rebecca turn the four valves, sit back and watch the ending to unlock rocket launcher and submachine gun if you haven't.

!!!Done!!!

5. Contact info

Any comments or strategies or anything I have left out, please drop me a mail at maxidestroyer@hotmail.com. You will be credited and please don't be annoyed when I don't reply because I quite busy at school at times. Thanks for reading this guide. And don't give stupid questions or I won't answer them. Once again, thank you for reading this guide.

You also can post at my forum at www.members4.boardhost.com/Thanos. Thank you and please be polite if you have posting on forum or emailing to me. Take note that I'm changing email soon and do if you want to contact me, drop me a mail and I'll give you my email address. If you plan to give constructive criticisms, DO NOT bash the FAQ, just plain suggestion or email will be ignore. Yeah one more thing, do not ask me about rom stuff and cheats as I won't reply to the email.

=====
Emails I will take:
=====

- Constructive criticisms

Yes, it must be valid, don't tell me to revamp the whole FAQ or what i have stated above before i write a walkthrough will not be tolerated. and don't give silly remarks with points to start from, i think it's stupid, just give plain suggestion will do.

- Boss strategies

Needless to say, i look forward to what strategies you have up your sleeve.

- Any things I miss out

Yes, i like people coming forward to point out my mistakes, as well as things i

have overlook, but what i can't stand is flame mails as i find these bastards immature and i pity them as they must have switch brains with donkies rather to be rational human beings.

- Requesting the FAQ to put on certain website

Well, very simple, if i reject you, please do not harrass me or else i will block your mail and never ever consider putting on your website again.

- Questions regarding the gamefaq

Normally i will tolerate some questions that's answered in the FAQ, try to find it by using ctrl+F method.

- Useful information

Anything that will help this guide to be a success are welcome, such as character stats, weapon strategy, you know, that kind of stuff.

- Subject heads and English mails

I can only read english unless you plan to sent in chinese mails, i will also welcome it. Any language sent to me besides english and chinese will be removed instantly to the trash can. Please also have subject heads in your mail

- Ambigious mails

I hate readers sending unreadable mails to me, I can't second guess what you are trying to say, so please keep those short form languages to yourself and friends. Remember I am not a mind reader as well as a fortune teller.

- Be polite

It nevers hurts to be a nice guy, doesn't? If you are polite enough, i will help you in whatever way i can.

=====
Email I will not take:
=====

- Spam mails and hate mails and also Kleez virus mails

Any clowns who plan to flame or sent hate mails will not be tolerated. I can't stand donkies without any sense of IQ who rather sent retarded mails rather than constructive ones. One more thing, i will instantly delete any spam mails as well as any 100k mails sent to me and block them. It fills my mail box up and i hate those mails as i have some important mails in my mail box.

- Stupid questions which is irrelevant to the game FAq

Yes, even if it's story plot, i hate sending mails talking about them. If you are interested, go to the gamefaqs board and discuss about them. I will also reject any question irrelevant to the FAQ.

- Useless information

Speaks for itself, any useless mails end up in the trash can.

- Sent FAQ to you

Stop being lazy and request this faq to be sent to you via email. Get your lazy bum and click right and select all and open a notepad to paste it in. Sent this mail to me and i will block your mail and boycott your email asking for help.

6. Credits

I will like to thank:

‡ Myself
‡ CjayC (for putting on his website, the first one to thank of course)
‡ Capcom (for the great game)
‡ Other webmasters that host my FAQ

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maxidestroyer@hotmail.com

End of document

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