



Don't include the numbers.

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=====  
 1. Intro  
 =====

This entire file is Copyright 2003 DjSiXpAcK14. If you want to use it, just ask me.

=====  
 2. Version Info  
 =====

=====  
 Version 2.1  
 =====

Just received word that the Giant Bat Glitch doesn't work on the PAL version of the game. Darn.

=====  
 Version 2.0  
 =====

I got a good suggestion from ali amar, but didn't know where to put it, so I'm going to put it here:

If you complete leech hunter with 90-99 leeches you'll get the magnum revolver, this gun has only 5 shots in it but most bosses will die with just 1! If you unlock this, then complete leech hunter again with 100 leeches you'll get this gun with unlimited ammo (I know it'll take a while but it's worth it)! Once you do this you can just stick the magnum revolver on Billy and the normal magnum for Rebecca (or the other way round if you prefer). With unlimited ammo for each gun you won't have to worry about ammo or picking up any other guns, even on bosses! Now that should really get you good times. With this I unlocked both the rocket launcher and sub-machine gun with a time of 3 hours and 18 minutes.

P.S. You can find the magnum revolver on the bed in cabin 202 in the train.

Also, I made this FAQ conform to the 79-character-per-line limit, like it has

supposed to all along.

AND MOST IMPORTANTLY...

I got a Resident Evil Timeline! WeskerFanGirl wrote it for me and I am SOOOO happy! Yay!

=====  
Version 1.8  
=====

BIG STEVE STRIKES AGAIN!

The headlines read as Big Steve once again helps me out with a Tyrant Prototype strategy AND the missing file that I couldn't find! He also provided me with some other information, which is in the walkthrough! THANKS!

=====  
Version 1.7  
=====

What's this? A glitch? You don't REALLY have to kill the Giant Bat? Pfft.

Well, anyway, thanks to Steve Howard (A.K.A. Big Steve) for that one.

=====  
Version 1.6  
=====

Woot! I figured out what to do if you used the HOOKSHOT with Billy in the Reference Room. It's listed in the walkthrough and in the credits sections.

=====  
Version 1.5  
=====

Woo! HEHE! HAHA! YIPPEE!

Finally a Leech Hunter FAQ thingy. This from Dragon.

Much thanks to Dragon for it, as I am much too lazy to do it myself.

=====  
Version 1.3  
=====

Whoops. I thought it should have been Marcus's, but actually Capcom was right when they said Marcus'.

I do know FOR SURE they messed up on the User's File from Code: Veronica, though.

=====  
Version 1.2  
=====

I added the Weapons section.

=====  
Version 1.0

=====  
Intro  
Version Info  
The Basics of RE  
Characters  
Prologue  
Walkthrough  
Enemies/Bosses  
Items  
Files (except for that one that nobody's found yet)  
Puzzles  
Wesker's Report + Notes  
Wesker's Report 2 + Notes  
Resident Evil Games  
Resident Evil Story & Plot  
Cheats and Codes  
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Credits, Contact Info, and Everything Else

=====  
3. The Basics of RE  
=====

=====  
Controls  
=====

This is a description of all the buttons on the Gamecube controller, and their functions while playing the game.

A - Action Button. It is used to open doors, pick up items, and fire a weapon when the R button is pushed. It is also used to select the highlighted option of a menu selection.

B - Run. When the Control Stick is pressed to any direction, hold the B button to run.

Y - Displays the status screen.

X - Nothing.

Z - Displays the Map.

R - Aims at closest enemy.

L - Nothing (changes target when R is held)

Control Stick - Used to move the character in a given direction.

Control Pad - used to move the character in a given direction.

C Stick - Controls partner.

Start - Nothing.

=====  
Game Difficulty  
=====

When you start a new game, you can choose your difficulty.

-----Easy-----

Ammo and healing items are plentiful, zombies are weak. Recommended for beginners and people who play the game not for the challenge, but for the story.

-----Normal-----

I recommend this mode for players who have played a game in the Resident Evil series before.

-----Hard-----

For those who play the game for the challenge. Zombies are extremely powerful, so it is recommended that use kero very scarcely, and rarely actually kill a zombie, but either move around them, or shoot them only enough to make them fall down.

=====  
Health-Replenishing Items  
=====

-----  
FINE

Always Green, this position indicates you are at full health.

CAUTION (YELLOW)

This position indicates you may have been attacked once by a normal enemy.

CAUTION (RED-ORANGE)

Low Health. This is the time to cure if you are fighting a powerful boss.

DANGER (RED)

One more hit and you will die. Cure as quickly as possible.

FIRST AID SPRAY

Restores health to "Fine" status.

GREEN HERB

Raises health one notch.

2x GREEN HERB MIXTURE

Raises health two notches. Looks like a pile of green powder.

3x GREEN HERB MIXTURE

Raises health three notches. Looks like a big pile of green powder.

RED HERB

Nothing.

GREEN HERB + RED HERB

Restores health to "Fine" status. Looks like red and green piles of powder.

BLUE HERB

Cures poison.

GREEN HERB + BLUE HERB

Cures poison and raises health two notches. Looks like two dots of green and blue.

GREEN HERB + GREEN HERB + BLUE HERB

Cures poison and raises health three notches. Looks like one big green dot and a small blue dot.



Enrico Marini

Bravo Team痴 leader and Wesker痴 second in command for the S.T.A.R.S. unit. Enrico feels threatened by the arrival of the Alpha Team, thinking that Chris or Barry may end up replacing him as #2 to Wesker. Nonetheless, Enrico is a dedicated S.T.A.R.S. operative and is always proud to lead the unit when Wesker lets him.

S.T.A.R.S.

Special Tactics and Rescue Service. S.T.A.R.S. was founded under the jurisdiction of the Raccoon City Police Department to deal with increasing terrorism and crime.

T-Virus

One of Umbrella痴 first bio-organic creations which mutates living beings into monsters.

Tyrant

Another one of Umbrella痴 deadly bio-organic creations featured in many Resident Evil games.

Umbrella

A large, powerful pharmaceutical company secretly providing the military with deadly bio-organic weaponry葉 the cause of the Resident Evil.

Albert Wesker\*

Leader of S.T.A.R.S. He seems fearless, but he also appears to be hiding something...

\*=Altered by DjSiXpAcK14 due to either spoilers or irrelevance to this game.

=====  
5. Prologue  
=====

1998

Several "unusual" murder cases had occurred in Raccoon City, a suburb in the midwest.

Gravely, Raccoon City police reviewed reports of groups of "people-eating monsters" attacking civilians' houses. The order came down: send in the elite S.T.A.R.S. team to investigate.

The S.T.A.R.S. Bravo team went in first. Unfortunately, due to inexplicable engine trouble, they had to make an emergency landing...

They touched down in a dense, dark forest. This was the beginning...

...of the nightmare!

=====  
6. Walkthrough  
=====

This walkthrough is for Easy mode, but you can use it for any other mode because the key items are in the same places.

For example, you may still find the CONDUCTOR'S KEY, but you may not find the HANDGUN AMMO.

\_Cutscene\_

=====  
Passenger Car  
=====

Run to the door at the west end of the car and proceed through the door.

=====  
Passenger Car 2  
=====

\_Cutscene\_

Kill those nasty freaks.

\_Cutscene\_

Go through the door at the other end.

=====  
Passenger Bedrooms  
=====

Run to the end and take the sparkle from the zombie's body. It's a TRAIN KEY.

\_Cutscene\_

WHOA! His chest looks JUST like mine!  
;-)

Kill the Cerberus, then run to the door you came in through. Kill the Cerberus you find on the way.

=====  
Passenger Car 2  
=====

Examine the TRAIN KEY. It's the DINING CAR KEY. Now kill the other two zombies here and use the other door here.

=====  
Passenger Car  
=====

\_Cutscene\_

Unlock and proceed through the door at the other end.

=====  
Kitchen Area  
=====

\_Cutscene\_

The guy killed 23 people, and you're talking like you could kick his butt. Good job, Rebecca.

Take the shining NOTICE TO SUPERVISORS. It's on the endtable.





=====  
Dining Car  
=====

<Billy>

Run down the stairs.

=====  
Kitchen Area  
=====

Run through the door with the green light above it.  
Now go to the left of the door (it's kinda hard, dodge the junk) and check the service lift for the CONDUCTOR'S KEY. We love you Rebecca.

Now leave through the door outside the Kitchen.

NOTE: Rebecca needs something sharp to get the door down, but the KNIFE is too big. Well, you'd think they'd have a smaller knife in a kitchen.

=====  
Passenger Car  
=====

Run to the door at the other end. Try to dodge the zombies if you can.

=====  
Passenger Car 2  
=====

Run to the other door. Again, dodge the freaks.

=====  
Passenger Bedrooms  
=====

Unlock the door second to the end, discard and proceed through.

=====  
Conductor's Room  
=====

Pick up the NOTE FROM CONDUCTOR on the floor. Here there's a RED HERB and GREEN HERB, but Billy can't mix herbs. Check them, but don't take them.

Drop the KNIFE here. You won't be needing it.

Now check the locker for the BRIEFCASE. Leave it here, though, you won't be needing it for a while.

Take the TRAIN MAP on the wall by the door and push the blinking red switch. Climb up the ladder that appears.

=====  
Train Bar  
=====

Run to the door at the end.



If you're usually pretty good at this, but are not for some reason, use the HANDGUN when you run out. You have to aim well or it'll go PING and you won't hurt him.

When he starts flailing his arms around like an idiot and spurting out green stuff, he's dead.

Drop the HUNTING GUN and any excess SHOTGUN AMMO you may have (if you're that good).

Now take the sparkling PANEL OPENER and climb down the ladder.

=====  
Conductor's Room  
=====

Go out the door.

=====  
Passenger Bedrooms  
=====

Run past Edward and take the next door you come to.

=====  
Room 201  
=====

Pick up the INVESTIGATION ORDERS, the GREEN HERB, and the HANDGUN AMMO. Then take the INK RIBBON, save, and drop it.

Leave.

=====  
Passenger Bedrooms  
=====

Take the door beside the door you came out of.

=====  
Room 202  
=====

Take the HANDGUN AMMO on the floor and the PASSENGER'S DIARY and from the table. Check the FIRST AID SPRAY, but don't take it with you.

Leave.

=====  
Passenger Bedrooms  
=====

Continue down the hall until you come to a broken window behind two chairs and a table. Use the door here.

=====  
Passenger Car 2  
=====

Run quickly to the other end and take the door.

=====  
Passenger Car  
=====

You'll probably have to kill the zombie in front of you. Kill him to find another one. Kill him too, then exit via the door at the end.

=====  
Kitchen Area  
=====

Run into the kitchen and put the ICE PICK on the service lift. Now switch to Rebecca.

=====  
Kitchenette  
=====

<Rebecca>

Take the ICE PICK from the service lift, then use it on the door to get it open.

=====  
Dining Car  
=====

Ignore the zombies and run down the stairs.

=====  
Kitchen Area  
=====

Now switch to Billy.

<Billy>

Push START to make Rebecca follow you, then use the panel opener on the panel on the floor by the refrigerator. Go through.

=====  
Storage Car  
=====

Kill the 2 Cerberus here, then check (but don't take) the items here. There's a FIRST AID SPRAY, some SHOTGUN AMMO, and a GAS TANK.

Now run to the other end of the car and take the GOLD RING.

Proceed through the door here.

=====  
Outer Rear Car  
=====

-----Hookshot Puzzle-----

Run to the green light. Now push START so you can control the characters individually. Now use Billy to pull the release lever. Switch to Rebecca.

<Rebecca>

Run to the weapon to the right of the door and take it. It's the HOOKSHOT.  
You also get the HOOKSHOT OPERATOR'S MANUAL.

Switch back to Billy and go back inside.

=====  
Storage Car  
=====

<Billy>

Run to the door at the other end. Unlock it and proceed through.

=====  
Kitchen Area  
=====

Kill the zombie that comes out of the refrigerator, but don't take the  
EMPTY BOTTLE.

If you combine EMPTY BOTTLES with the GAS TANK you can get a MOLOTOV COCKTAIL.  
They're very powerful and good for use against a very annoying enemy that you  
haven't encountered yet.

However, you won't be needing any MOLOTOV COCKTAILS on the train.

Now run out of the kitchen and out the door.

=====  
Passenger Car  
=====

There are 2 zombies here. Avoid them if you can, but get to the other side.

=====  
Passenger Car 2  
=====

Look to Rebecca's left where you can see an open window with a broken ladder  
outside. Use the HOOKSHOT here.

=====  
Train Top  
=====

Switch back to Billy.

=====  
Passenger Car 2  
=====

<Billy>

Run up the nearby stairs.

=====  
Ecliptic Salon  
=====

Take the GREEN HERB here and switch back to Rebecca.

=====  
Train Top  
=====

<Rebecca>

Go to the hole and jump down it.

=====  
Room 102  
=====

Kill the zombie here and take the JEWELRY BOX on the floor. Examine it and open it for the SILVER RING. Take the HANDGUN AMMO, but leave the KNIFE. Then leave.

\_Cutscene\_

That's kinda freaky. Leave.

=====  
Ecliptic Salon  
=====

Press START to regroup with Billy, then run down the stairs that Billy ran up.

=====  
Passenger Car 2  
=====

Run to the other side and use the door at the end.

=====  
Passenger Bedrooms  
=====

Take the door second to the end.

=====  
Conductor's Room  
=====

Here you'll find that GREEN HERB and RED HERB from before. Drop the HOOKSHOT, pick up the herbs and mix them. Have whoever is in worse condition use them.

Then have Rebecca give Billy the SILVER RING. Make sure you're controlling Billy.

<Billy>

Pick up the BRIEFCASE that you left here. Combine it with the SILVER RING and GOLD RING. Then examine it and open it. You'll get the BLUE KEYCARD. Now we can get into the Front Car!

Leave.

=====

Passenger Bedrooms

=====

Run to the end and use the BLUE KEYCARD on the reader. Discard it and enter.

\_Cutscene\_

Eatin good in the neighborhood.

Enter.

=====

Outer Front Car

=====

Run past the bodies to the door at the end.

=====

Control Car

=====

\_Cutscene\_

Have Rebecca stay behind.

\_Cutscene\_

Don't leave yet! BE SURE you take the MAGNETIC CARD and the HANDGUN AMMO.  
There's another box under the large cabinet. Take the RED HERB and GREEN HERB  
as well.

Now leave.

=====

Outer Front Car

=====

Run past the zombies to the door at the end.

=====

Passenger Bedrooms

=====

Run to the door at the other end. Hmm. Edward's gone.

=====

Passenger Car 2

=====

There's 4 zombies here. They're all annoying. You won't be in here again, so  
only kill the ones you have to and use the door at the end.

=====

Passenger Car

=====

Hey! It's Edward! Knock him down with about 4 shots and take the door at the  
end.

=====



Kitchen Area

=====

Run into the kitchen use the door in there.

=====

Storage Car

=====

Run past the items to the door at the end.

=====

Outer Rear Car

=====

Use the MAGNETIC CARD on the panel opposite where you got the HOOKSHOT.

-----Rear Brake Puzzle-----

Not too hard. Just push the buttons so that they end up adding up to the number on the right.

I usually just push 9 a bunch of times until it gets close and then push 1 and 2.

After you solve the puzzle, you'll see a

\_Cutscene\_

=====

Control Car

=====

\_Cutscene\_

<Rebecca>

-----Front Brake Puzzle-----

Same as the other puzzle, except you can't see what your numbers are adding up to. Looks like that math from third grade CAN help you out.

In this I start with 6 until I get close, then use 1's and 2's.

\_Cutscene\_

=====

Train Wreckage Area

=====

Here, you'll find ALL the items you ever actually checked on the train. Pick up the SHOTGUN AMMO, HOOKSHOT, and all the healing items you can hold. You don't need the HUNTING GUN.

Now use the only single door here.

=====

Sewerway

=====

Wade through to the other side and climb up the ladder.

=====  
Main Hall  
=====

\_Cutscene\_

I guess that was a guy after all. You'd think he could get some jeans on or something.

Switch to Rebecca.

<Rebecca>

Oh well. Run down the stairs and check to the right of them. Here you'll find some HANDGUN AMMO, INK RIBBONS, a RED HERB and GREEN HERB. Pick up the herbs and mix them. There's another set of herbs on the other side. Mix them, too.

Now drop whatever you have until your inventory looks like this:

Billy  
HANDGUN  
HANDGUN AMMO  
SHOTGUN AMMO

Rebecca  
HANDGUN  
HANDGUN AMMO  
Full-healing item

Also make sure each character is in at least yellow "Caution" condition.

Now save if you want and take the double doors on the right side of the hall.

=====  
Dining Room  
=====

Kill the 2 zombies here, then take the HANDGUN AMMO from the small table in the southeast corner of the room. Take the other box of HANDGUN AMMO from the table by the double doors and use the door at the north end of the room.

=====  
Boiler Hallway  
=====

Run to the door with the flickering light above it.

=====  
Storage Room  
=====

There are 2 zombies here. After you kill them, pick up the GAS TANK and the BLACK STATUE.

Switch to Billy.

<Billy>

Take the SHOTGUN. Woo!

Now climb up the ladder.

=====

North Balcony

=====

There's 4 or 5 zombies here. You need to get to the door at the other end.  
There's also 3 GREEN HERBs here at the north end of the balcony.  
Use the other door.

=====

Classroom

=====

Check the desks for the REGULATIONS FOR TRAINEES. Then, go to the northeast corner of the room for some SHOTGUN AMMO and some HANDGUN AMMO. Take them but leave the INK RIBBONS, then exit out the double doors in the south end of the room.

=====

Main Hall

=====

Run up the small staircase to the balcony and put the BLACK STATUE on it.

Now run down the stairs and check your inventory:

Billy

SHOTGUN

SHOTGUN AMMO

Full-healing item

Rebecca

HANDGUN

HANDGUN AMMO (if you have any)

Make sure Billy has the SHOTGUN equipped.

Now go up the stairs and to the door on the west side. Press START to leave Billy behind, then proceed through.

=====

Living Room

=====

Take the NOTICE TO ALL STAFF on the table. then take the HANDGUN AMMO from the floor and the sparkling CRANK HANDLE from the cabinet.

\_Cutscene\_

Don't waste your ammo on them. Just leave.

=====

Main Hall

=====

Give Billy the CRANK HANDLE.

Now regroup and use the double doors at the north end of the room.

=====  
Classroom  
=====

Go to Rebecca's left and use the door there.

=====  
Statue Hallway  
=====

Switch to Billy.

<Billy>

Take out the 2 zombies here and go through the double doors in the middle of the hall.

=====  
West Library  
=====

Take the TRAINING FACILITY MAP off the desk in front of you, then take the sparkle on the desk toward the back. It's the MICROFILM A.

There's also an INK RIBBON in the southwest corner of the room, but don't pick it up. You already have plenty with the typewriter.

Now run beside the lift and use the CRANK HANDLE. Push START to leave Rebecca, then switch.

<Rebecca>

Get on the elevator and switch back to Billy.

<Billy>

Use the lift.

=====  
Clock Room  
=====

<Rebecca>

Kill the 2 insect-like things and take the SHOTGUN AMMO, FIRST AID SPRAY, and HANDGUN AMMO. Exit using the only door here.

=====  
3F Balcony  
=====

5 Crows here. Kill them all.

There are 3 RED HERBs here and 3 GREEN HERBs. You won't be able to take them all and you probably won't need them, so use the other door here.

=====  
Stone Hall  
=====

This place is huge! Run down the stairs to the east and take the door at the end.

=====  
Main Hall  
=====

Hey! That's a neat shortcut.

Switch to Billy.

=====  
West Library  
=====

<Billy>

Leave through the double doors.

=====  
Statue Hallway  
=====

There's a zombie in the shadows to your right. Dodge him and get to the door at the end.

=====  
Classroom  
=====

Drop the MICROFILM A here.  
Use the double doors at the south end.

=====  
Main Hall  
=====

Regroup with Rebecca and go through the door she just came through.

=====  
Stone Hall  
=====

Take the next door you come to.

=====  
Art Storage Room  
=====

Kill the two insects here.

Big Steve says:  
I found it best to go in there alone. The reason for going alone is that if you shoot the first one on your own you block the path of the second until it is dead. Going in with both doesn't seem to have the same effect!

Pick up the GRENADE LAUNCHER and SHOTGUN AMMO (it's kinda hard). Switch to Rebecca.



Put the WHITE STATUE on the balance with the BLACK STATUE, then check your inventory.

Billy

SHOTGUN  
SHOTGUN AMMO

Rebecca

HANDGUN  
HANDGUN AMMO  
Full-healing item  
FIRE KEY

Now make sure you're controlling Rebecca and use the double doors on the right side of the hall.

NOTE: You may have to start putting items in the Classroom.

=====  
Dining Room  
=====

Run to the red door on the other side of the table and unlock it. Enter.

=====  
Kitchen  
=====

Here you can find some EMPTY BOTTLES and a RED HERB. Take them and switch to Billy.

<Billy>

Take the other sparkle. It's LIGHTER FLUID. Combine it with the LIGHTER. Now we can actually use it.

Switch back to Rebecca.

<Rebecca>

Leave.

=====  
Dining Room  
=====

Retreat to the Main Hall.

=====  
Main Hall  
=====

Use the EMPTY BOTTLES with the GAS TANK for some MOLOTOV COCKTAILS. Then, drop the RED HERB and MOLOTOV COCKTAILS and use the double doors at the top of the stairs.

=====  
Classroom  
=====

Use the door to Rebecca's left.

=====  
Statue Hallway  
=====

Kill the zombie here, then unlock, discard, and proceed through the door at the end.

=====  
Facility Office  
=====

Run to the table, climb over it, and push the red switch. Now switch to Billy

<Billy>

Push the table until it stops. Switch to Rebecca.

<Rebecca>

Push the table to the left until it is in front of the fireplace. Now climb up on top of it and take the IRON NEEDLE. Climb down and take the HANDGUN AMMO and ASSISTANT DIRECTOR'S DIARY. Now switch to Billy.

<Billy>

Take the SHOTGUN AMMO and leave.

=====  
Statue Hallway  
=====

Take the next double doors you come to.

=====  
West Library  
=====

Use the LIGHTER to light the candle beside the door to the west to unlock it. Proceed through.

=====  
West Library 2  
=====

Kill the zombies here. They're too close together to not kill.

Climb up onto the ledge and push the bookshelf to the right to reveal the BOOK OF GOOD. Take it. Now climb down, take the GRENADES, and leave.

=====  
West Library  
=====

Leave out the double doors.

=====  
Statue Hallway



=====  
Retreat to the Classroom.

=====  
Classroom  
=====

Go out the double doors.

=====  
Main Hall  
=====

Examine the pages of the BOOK OF GOOD. Open it for the ANGEL WINGS. Remove the WHITE STATUE from the balance and combine it with the ANGEL WINGS for the STATUE OF GOOD. Put it back on the balance.

Now use the single door on the east side of the room.

=====  
Stone Hall  
=====

Run up the stairs and use the only single door at the top.

=====  
3F Balcony  
=====

Run to the other door here.

=====  
Clock Room  
=====

Check the clock. Hmm. It needs a minute hand...

Switch to Rebecca.

<Rebecca>

Try the HANDGUN. When you realize that won't work as a clock hand, use the IRON NEEDLE.

-----Clock Mini-Puzzle-----

Check the NOTICE TO ALL STAFF file. It says the entry code is 8:15. Well, make the clock say 8:15.

That unlocks a few doors. Now leave.

=====  
3F Balcony  
=====

Use the door at the other side.

=====  
Stone Hall

=====  
Run down the stairs and take the door at the end.

=====  
Main Hall  
=====

Now run to Billy's left and enter the door.

=====  
Fireplace Room  
=====

Great. More zombies. Kill them, then take the file off the table. It's  
A VERSE OF POETRY. Well, that's helpful.

Take the SHOTGUN AMMO beside the fireplace, the MICROFILM B from the mantle,  
and the GREEN HERB on the small table. Leave.

=====  
Main Hall  
=====

Drop the GRENADES.

Now pick up the MICROFILM A. Take any MOLOTOV COCKTAILS you may have as well.

Use the door on the west side of the hall on the first floor.

=====  
West Hallway  
=====

Run to the door at the end.

=====  
Projector Room  
=====

Kill the zombies here and take the HANDGUN AMMO from the desk. Then check the  
projector. There's two slots. Put in the MICROFILM A and MICROFILM B and view  
the film.

You get the MICROFILM IMAGE. Now let's go to the Classroom. Leave.

=====  
West Hallway  
=====

Take the next door you come to.

=====  
West Bathroom  
=====

Well, where's the women's bathroom?

Here you can find a RED HERB, a GREEN HERB, a GAS TANK, and some EMPTY BOTTLES.  
Combine the EMPTY BOTTLES with the GAS TANK for some MOLOTOV COCKTAILS, then

equip them. You may have to drop something first.

On the way out, test your MOLOTOV COCKTAILs on the Super-leech. They should work rather well.

=====

West Hallway

=====

Another Super-Leech? Kill him too, then use the door behind him.

=====

Main Hall

=====

Go up the stairs and through the doors to the Classroom.

=====

Classroom

=====

Drop the GRENADES and MOLOTOV COCKTAILs, then go to the podyum at the front of the room.

-----Evac. Drill Puzzle-----

Put in the MO DISK. The computer will give you an input code. It will be two characters.

Now check your MICROFILM IMAGE file. It should look like this:

-----DOOR-----

```
|           |
| 0   1       2   3 |
| 4   5       6   7 |
| 8   9       A   B |
| C   D       E   F |
```

-----

And the light bulb comes on. You need to input the code using the correct desks.

Push START to leave Billy behind. Then run to the desk labeled with the first character in your input code. Now switch to Billy.

<Billy>

Run to the desk labeled with the second character in your input code. Switch back.

<Rebecca>

Push the switch on the desk and switch with Billy.

<Billy>

Push the switch here.

\_Cutscene\_

That should definitely help us out. Use the now unlocked double doors in here.

=====

West Hallway 2F

=====

Kill the two scientist zombies here, then use the double doors you come to.

=====

Chess Room

=====

Take the HANDGUN AMMO on the desk.

Ahh! Too many puzzles!

-----Chess Puzzle-----

Run behind the desk and check the chessboard. It says the game has ended in a checkmate.

The only difference between the chessboard and the room is the white king, which is in the wrong place.

So move push the white king south until it passes the black pawn, then push it east, then north until it comes against the white rook.

Don't mess up or poison gas will hit you. Be sure you move ONLY the white king.

This will move the small chess board and complete the puzzle.

Check where the small chess board was for the BOOK OF EVIL. You'll also get MARCUS' DIARY 1.

Examine the pages of the BOOK OF EVIL for the BLACK WING. Now maybe good and evil will be balanced. Leave.

=====

West Hallway 2F

=====

Continue down the hall and use the door at the end.

=====

West Bedroom

=====

Here you'll find 2 zombies, 2 FIRST AID SPRAYS, 2 BLUE HERBS, and 2 turtle doves. Well, not really, but you'll find the other stuff.

NOTE FROM BIG STEVE:

The file "FIRST INVESTIGATION UNIT NOTES" can be found here.

Finally! The missing file was found!

Don't take the BLUE HERBS unless you messed up with the Chess Puzzle. Take the other stuff and leave.

=====

West Hallway 2F

=====  
Use the double doors at the other end.

=====  
Classroom  
=====

Take the double doors to the Main Hall.

=====  
Main Hall  
=====

You may have to do some creative item exchanging with Billy, but combine the BLACK WING with the BLACK STATUE for the STATUE OF EVIL. Put it back on the balance.

Now go down the stairs...

=====  
B1 Hallway  
=====

Take out the spiders down here. Try to shoot them while they're on the ceiling.

Use the door at the end.

=====  
Observation Room  
=====

Use the BLUE HERB here if you got poisoned.  
Take the HANDGUN AMMO, GREEN HERB, and the CORRECTIONAL INSTITUTE INMATES LIST.  
I don't recognize any names on it, but maybe you will.

Here's what you need:

Billy  
    SHOTGUN  
    SHOTGUN AMMO

Rebecca  
    HANDGUN  
    HANDGUN AMMO  
    Full-healing item

Save if you want and use the other door here.

=====  
Torchlit Room  
=====

Run to the uncovered vent here. Give Rebecca a boost.

=====  
Torcher Room  
=====

\_Cutscene\_

Run around the room until there are electric chairs on the right side. Keep going until you see a door on the right and a file on the left. Pick up the file, it's the ABOUT THE POWER REGULATOR file.

Now turn around and find the machine with the red light at the north end of the room. Check it.

-----Power Supply Puzzle-----

Each switch has a different guage.

Guage 1: 30

Guage 2: 20

Guage 3: 40

Guage 4: 10

Guage 5: 50

So it's basically just a math problem. However, you have to do them in a certain order so the power does not exceed the limit, nor de-exceed (?) it.

Switch 1: UP (30)

Switch 2: UP (50)

Switch 3: DN (10)

Switch 4: UP (20)

Switch 5: UP (70)

That should do it.

\_Cutscene\_

=====  
Torchlit Room  
=====

<Billy>

Quick! We must save Rebecca!

Leave.

NOTE: Man, she must be pretty good to be hanging on for her life and still be able to call for help over a radio.

=====  
Observation Room  
=====

Ignore your hairy friend and use the other door.

=====  
B1 Hallway  
=====

Run up the stairs at the other end.

=====  
Main Hall  
=====

Use the double doors on the east side (1F).

=====  
Dining Room  
=====

Run past the zombie that finally awakens to the door at the end.

=====  
Boiler Hallway  
=====

Go to Billy's left, down the stairs, around the boiler, down more stairs, and through the door.

=====  
Animal Statue Room  
=====

There are three apes here. Run past them to the door that leads to the blinking red room on your map.

=====  
B2 Save Room  
=====

\_Cutscene\_

That's funny. All we've heard on the radio is "BILLY, HELP!" and she obviously didn't change the frequency, so Enrico probably should have heard her screams.

Nobody REALLY knows if he shot the people or not, but that wasn't his voice yelling, "NO! STOP!".

Take the INK RIBBON and save. Drop it and leave.

=====  
Animal Statue Room  
=====

Now take out the Apes with Rebecca's help. Take the HANDGUN AMMO from the floor in the western area of the room, then check the gate behind the animal statues.

-----Animal Statue Puzzle-----

The gate says, "Six souls, imprisoned within the chains of death. Rekindle the flames of life from the spirits of the weak!"

That means light them in order of weakest to strongest. Switch to Billy and light them in this order:

Deer, Wolf, Horse, Tiger, Snake, Eagle.

Go through the gate and use the first door you come to.

=====  
Basement Bedroom  
=====

Take the UNITY TABLET from the fireplace, but don't take the EMPTY BOTTLES. Leave.

=====  
Animal Statue Room  
=====

Use the other door back here.

=====  
Basement Bedroom 2  
=====

Kill the 2 zombies here and take the MANAGEMENT TRAINEE'S DIARY from the desk.  
Switch to Rebecca.

<Rebecca>

Take and mix the RED HERB and GREEN HERB, then take the INK RIBBON on the  
table. Leave.

=====  
Animal Statue Room  
=====

Use the door nearest to the room you saved Rebecca in.

=====  
Spider Corridor  
=====

Run down the stairs, kill the 2 Spiders and use the first door you come to.

=====  
Draining Walkway  
=====

There's a few centipedes here, a FIRST AID SPRAY, and a LOCKER KEY. Take the  
items and leave.

=====  
Spider Corridor  
=====

Use the double doors at the end.

=====  
Gate Puzzle Room  
=====

Run up the stairs where you'll find 3 boxes of HANDGUN AMMO that you most  
likely don't need and some SHOTGUN AMMO.

Use the LOCKER KEY on the locker in the northwest corner of the room for the  
DURALUMIN CASE. Ahhh...the memories of Code: Veronica.

Examine it. It's got the combination written on it. 385.

Enter it into the briefcase to unlock it and get the HANDGUN PARTS. Combine  
them with the HANDGUN for the CUSTOM HANDGUN. Now have Billy give the  
UNITY TABLET to Rebecca.



-----Gate Puzzle-----

Push START to go solo, then check out the control panel. Push the L Button.

Now switch to Billy.

<Billy>

Run down the stairs and through the doorway. Pick up the ACID GRENADES and switch to Rebecca.

<Rebecca>

Push the Center Button. Switch back to Billy.

<Billy>

Run past the gates that are down now until you run into another gate. Switch to Rebecca.

<Rebecca>

Push the L Button. Switch back to Billy.

<Billy>

Big Steve says:

A hint for the killing of the hunters is simple if there is only one in a room. Let Billy get jumped upon by the hunter first of all. Then wiggle the buttons and direction pad or stick. Billy should stop the hunter by kicking it away! While this is going on Becky should be firing at the hunter. When the hunter falls down and starts to get up go behind him and shoot from behind with Billy and from front with Becky (Note: You may need to aim down when behind hunter!). By the time the hunter has got to its feet and ready to pounce, it will be dead in no time. This will cause no damage or should cause no damage to either character and is simple with a bit of practice.

So remember that when you're fighting only one!

Run to the red button and push it. This releases a few Hunters and makes you rather unhappy. Take the FACILITY KEY from the ground and kill the Hunters. The exit gate won't raise until you do.

After you kill the Hunters, examine the FACILITY KEY. It's the WATER KEY. Now regroup with Rebecca, heal if you need to, and leave.

=====  
Spider Corridor  
=====

Run up the stairs and through the door at the other end.

=====  
Animal Statue Room  
=====

Use the door at the east side of the room.

=====

Boiler Room

=====

Run up the stairs. Here you'll find 2 GREEN HERBs, a RED HERB, and a BLUE HERB if you didn't pick them up when you were supposed to save Rebecca. You don't need them, so only take them if you're going to use them immediately.

Run around the boiler, up the stairs, and through the first door you come to.

=====

Dining Room

=====

Enter the Main Hall.

=====

Main Hall

=====

Save here if you want, and here's what you need:

Billy

SHOTGUN

SHOTGUN AMMO

WATER KEY

UNITY TABLET

Rebecca

HANDGUN

HANDGUN AMMO

Full-healing item

Run up the stairs and use the door in the northeast area of the hall.

=====

Stone Hall

=====

Go through the next door you come to.

=====

Art Storage Room

=====

Run to the blue door. Unlock it, discard, and enter.

=====

East Hallway 2F

=====

Kill the Super-leech here, then use the door beside the blue one.

=====

Monitor Room

=====

Another Super-leech here. Kill him, then take the VISE HANDLE from the shelf in the back. Leave.

=====

East Hallway 2F

=====

Use the next door you come to.

=====

Facility Bar

=====

There's an EMPTY BOTTLE here that you don't need.

Play the piano (and make sure you're playing as Billy).

\_Cutscene\_

Looks like Billy has a soft side, too. Switch to Rebecca.

<Rebecca>

Press START to go solo. Go into the secret room. In here, you'll find some MAGNUM AMMO, an EMPTY BOTTLE, and a BATTERY. Take all but the EMPTY BOTTLE.

\_Cutscene\_

Switch to Billy.

<Billy>

Play that song, Billy!

\_Cutscene\_

Regroup and leave.

=====

East Hallway 2F

=====

Use the door at the north end of the hall.

=====

Simple Hallway

=====

Use the door at the east side of the hall.

=====

Workshop

=====

Kill the zombies and take the SHOTGUN AMMO from the shelf. Then use the VISE HANDLE on the vise in the southeast corner of the room for the OBEDIENCE TABLET. Now leave.

=====

Simple Hallway

=====

Run to the door at the other end.

=====  
Old Machine Room  
=====

Switch to Rebecca.

<Rebecca>

In this room, you can find a GREEN HERB, a RED HERB, a FIRST AID SPRAY, some HANDGUN AMMO, and an EMPTY BOTTLE. You should take everything but the EMPTY BOTTLE and exit the way you came in.

=====  
Simple Hallway  
=====

Take the door in the middle of the hallway. Dodge the Super-leech.

=====  
East Hallway 2F  
=====

Run to the blue door at the other end.

=====  
Art Storage Room  
=====

Enter the other door here.

=====  
Stone Hall  
=====

Run up the stairs and take the double doors formerly blocked by the knights. Ignore the Centipedes.

=====  
Telescope Room  
=====

Take the HANDGUN AMMO beside you (if it won't make you take up another item slot) and climb down the ladder on the other side.

Switch to Billy.

<Billy>

Put the UNITY TABLET and the OBEDIENCE TABLET in place, drop a Full-healing item, climb back up the ladder and out the double doors.

=====  
Stone Hall  
=====

Go back down the stairs and use the door at the end.

=====  
Main Hall  
=====

Go out the front doors.

=====  
Front Yard  
=====

Run to the hole in the wall and use the BATTERY. Check it and use the lift.

\_Cutscene\_

Climb up and over the box, then push it off the lift. Now push it against the column with the sparkle on top of it.

Climb on top of the box and take the sparkle. It's the DISCIPLINE TABLET. The final tablet. Now climb down, regroup and enter the building.

=====  
Main Hall  
=====

Alright. We're about to leave the building, so I've assembled the best inventory to leave with.

Billy

SHOTGUN  
SHOTGUN AMMO  
GRENADE LAUNCHER (Loaded w/ NAPALM ROUNDS)  
DISCIPLINE TABLET

Rebecca

CUSTOM HANDGUN  
HANDGUN AMMO  
HOOKSHOT  
MAGNUM AMMO  
Full-healing item

Now, go up the stairs and through the single door in the northeast corner.

=====  
Stone Hall  
=====

Go up the stairs and through the door to the Telescope Room.

=====  
Telescope Room  
=====

Climb down the ladder and put the DISCIPLINE TABLET into place.

\_Cutscene\_

Time to get your lazy butt off the couch and switch discs.

\_Cutscene\_

Pick up the Full-healing item you dropped here earlier and go out the double doors you haven't been through yet.

=====  
Church Courtyard  
=====

-----Church Entrance Puzzle-----

Run into the little building to the right of the church. Pick up the SHOTGUN AMMO. Hmm. That door unlocked. Switch to Rebecca.

<Rebecca>

Press START to leave Billy here, then enter via the front doors.

=====  
Sanctuary  
=====

Use the other door in here.

=====  
Church Save Room  
=====

Here you'll find an INK RIBBON, a FIRST AID SPRAY, some NAPALM GRENADES, and some SHOTGUN AMMO.

Check your inventory:

Rebecca  
HOOKSHOT  
CUSTOM HANDGUN  
HANDGUN AMMO  
MAGNUM AMMO  
Full-healing item

Now save if you want (coughYES SAVEcough) and leave.

=====  
Sanctuary  
=====

\_Cutscene\_

//  
\*\*\*\*\*

Boss: Giant Bat  
Difficulty: Medium  
Fought With: Rebecca  
\*\*\*\*\*  
\\//

NOTE FROM STEVE HOWARD "BIG STEVE" (big\_sah@yahoo.co.uk):  
At the church run, past the bat then enter the save room. When you exit back out, you will find the bat dead.

NOTE: THIS DOES NOT WORK ON THE PAL VERSION OF THE GAME!

Man. I wish I would have found that. Oh well.

This boss is probably the most annoying because you can't use powerful weapons

against him. Just keep shooting at him with the CUSTOM HANDGUN. Don't let him pick you up and carry you around the room, though.

Keep shooting at him and dodging his attacks until he dies.

\_Cutscene\_

Run toward the double doors until you see a hole in the ceiling. Use the HOOKSHOT here.

=====  
Church Roof  
=====

Nobody knows what the HOOKSHOT hooked on to.

Climb the ladder at the end.

=====  
Church Back Yard  
=====

Lift the handle on the circuit breaker on the wall and go through the door.

NOTE: There's a GREEN HERB and RED HERB here, but you don't really need them.

=====  
Church Courtyard  
=====

Switch to Billy.

<Billy>

Go through the front doors.

=====  
Sanctuary  
=====

Enter the Church Save Room.

=====  
Church Save Room  
=====

Load the NAPALM GRENADES here into the GRENADE LAUNCHER. Take the SHOTGUN AMMO and leave.

=====  
Sanctuary  
=====

Leave.

=====  
Church Courtyard  
=====

Regroup with Rebecca and ride the elevator near the door to the back yard.

Ignore the herbs here. You won't need them.

=====  
Brown Hallway  
=====

Take the GREEN HERB here if you need it and use the door.

=====  
Reference Room  
=====

There's FIRST AID SPRAY here and MARCUS' DIARY 2 on a table. There's also an INK RIBBON with the typewriter, but only don't take it with you. Just use it when you want to save.

Switch to Rebecca.

<Rebecca>

Run to the southeast corner of the room and use the HOOKSHOT while under the hole in the ceiling.

NOTE: If you sent Billy up there, you're gonna have to do a little running. As Rebecca, you need to run back to the West Bedroom, which is in the hallway with the room with the giant chess board. In there, you'll find a tank of GREEN CHEMICAL. Then you can mix it with RED CHEMICAL for the STRIPPING AGENT, which you'll need later.

=====  
Organ Storage Room  
=====

Drop the HOOKSHOT and take the LABORATORY MANAGER'S DIARY from the chair. Then pick up the GAS TANK in the corner. Then run toward the camera until the view changes and you can see a Super-leech. Don't get scared, just take the shining EMPTY BOTTLES from the shelf. Combine them with the GAS TANK for some MOLOTOV COCKTAILS, and use them on the Super-leech.

After you kill him, check the piece of equipment he was in front of and push the button for the LEECH CAPSULE.

Check beside the door here for the LAB MAP. Then use the door.

=====  
Upper Brown Hallway  
=====

Push the red button on the wall.

\_Cutscene\_

You're safe, but that guy is near Billy. Switch to Billy.

=====  
Reference Room  
=====

<Billy>



Leave.

=====  
Brown Hallway  
=====

Kill the Super-Leech here. He really doesn't like fire, so you may want to use the GRENADE LAUNCHER with some NAPALM GRENADES.

Switch back to Rebecca.

=====  
Upper Brown Hallway  
=====

<Rebecca>

Take the second door you come to.

=====  
Cable Car Control Room  
=====

Here there's another GAS TANK, some EMPTY BOTTLES, and a GREEN HERB. Check your inventory:

Rebecca  
CUSTOM HANDGUN  
HANDGUN AMMO  
LEECH CAPSULE

That's it. Leave.

=====  
Upper Brown Hallway  
=====

Enter the door at the end.

=====  
Gas Chamber Room  
=====

There are some SHOTGUN AMMO on the shelf and the LEECH GROWTH RECORDS file on the desk. Also, the zombie face-down will bite you if you run over his head.

We can't get into the gas chamber because (duh) there's toxic gas in there. We need something to cleanse the area.

However, there's tank of RED CHEMICAL beside the panel. Take some and use the other door here.

=====  
Operating Room  
=====

Kill the 3 zombies here, then take the items. There's 2 FIRST AID SPRAYS, EMPTY BOTTLES, and the INVESTIGATOR'S REPORT. Now find the tank of GREEN CHEMICAL and put it in your mixing set. That gives you the STRIPPING AGENT, which can be used to open that capsule.

Combine the STRIPPING AGENT with the LEECH CAPSULE for the BL. LEECH CHARM.

It won't help us, but it will help Billy!

Beside the door you used to come in is an elevator similar to the one on the Train. Put the BL. LEECH CHARM in it and push the button. Switch to Billy.

=====  
Brown Hallway  
=====

<Billy>

Go back into the Reference Room.

=====  
Reference Room  
=====

Drop everything but the SHOTGUN and SHOTGUN AMMO, then check the elevator for the BL. LEECH CHARM. Now leave.

=====  
Brown Hallway  
=====

Run to the end of the hall. You'll discover a RED HERB and GREEN HERB (immediate use only) and a door that is supposedly decorated with the bust of Marcus. He looks cuter with longer hair.

Anyway, put the BL. LEECH CHARM in place here, then go through the door.

=====  
Aquarium Room  
=====

Here there's an INK RIBBON and HANDGUN AMMO on the desk. You don't need them.

However, you should pick up the sparkling item beside the skeleton. It's the INPUT REG. COIL and the OLD PHOTOGRAPH.

\_Cutscene\_

Nice reasoning, Billy. Take the other door here.

=====  
Statue Room  
=====

There are 2 zombies here. One is standing up and the other is sitting down. All you need here is the GR. LEECH CHARM from the hands of the statue, so take it and leave.

=====  
Aquarium Room  
=====

Take the other door.

=====  
Brown Hallway  
=====

The other door here is like a safe, except without the DIAL. Darn. Go back to the Reference Room.

=====  
Reference Room  
=====

Go to the elevator and put the GR. LEECH CHARM in. Push the button and switch to Rebecca.

=====  
Operating Room  
=====

<Rebecca>

Take the GR. LEECH CHARM and run back toward the GREEN CHEMICAL. You'll find another door with the face of that ugly dude on it. Put the GR. LEECH CHARM there and enter.

=====  
Body Storage Room  
=====

There's some HANDGUN AMMO on Rebecca's left. There's a STERILIZING AGENT on the other side of the room, but be careful, there's 2 zombies here that will gnaw on your leg if they get the chance.

There's also 2 more boxes of HANDGUN AMMO back there. Take them and leave.

=====  
Operating Room  
=====

Exit using the other door here.

=====  
Gas Chamber Room  
=====

Put the STERILIZING AGENT in place by the panel.

Oh great. There's a zombie in there. Enter the gas chamber.

Take the BREEDING RM. KEY and get out. The other zombie woke up, too! Kill him if he gets in your way and use the door on the right.

=====  
Upper Brown Hallway  
=====

Unlock, discard, and proceed through the door closest to the door at the other end of the hallway.

=====  
Breeding Room

=====  
Run around the cages until you see a file on the floor. Pick it up, it's the  
B.O.W. REPORT. Then run past the Hunters to the sparkle on the floor. It's a  
DIAL. Pick it up and leave before the Hunters eat you.

=====  
Upper Brown Hallway  
=====

Go back to the Gas Chamber Room.

=====  
Gas Chamber Room  
=====

Use the double doors in front of you.

=====  
Operating Room  
=====

Send the DIAL to Billy. Switch to Billy.

=====  
Reference Room  
=====

<Billy>

Take the DIAL and exit via the door here.

=====  
Brown Hallway  
=====

Run down the hall and use the DIAL on the next door you come to.

-----Combination Puzzle-----

Check the LEECH GROWTH RECORDS file. Different parts are colored. The parts  
are:

4  
double their numbers  
(lost) 2  
half

So it started out with 4, then doubled to 8, then lost 2 to 6, then lost  
half to 3.

The combination is 4863.

Type it in and enter.

=====  
Cable Car Station  
=====

\_Cutscene\_

On your map, you can see a wall in the middle of the room, separating the room into two sections. In the left section, go to the southeast corner of the room and pull the lever.

\_Cutscene\_

Now you can climb a ladder to reach the Control Room.

Take the sparkle you can see from this view near the ladder. It's the OUTPUT REG. COIL. Now climb up the ladder.

=====  
Cable Car Control Room  
=====

Switch to Rebecca.

=====  
Operating Room  
=====

<Rebecca>

Use the double doors on your right.

=====  
Gas Chamber Room  
=====

Take the door in front of you.

=====  
Upper Brown Hallway  
=====

Proceed through the door at the end of the hall.

=====  
Organ Storage Room  
=====

Pick up the HOOKSHOT and leave.

=====  
Upper Brown Hallway  
=====

Use the door closest to the door at the other end of the hallway.

=====  
Cable Car Control Room  
=====

Give Billy your SHOTGUN AMMO. Then drop any EMPTY BOTTLES you may have and have Billy give you the INPUT REG. COIL and OUTPUT REG. COIL. Climb down the ladder.

=====  
Cable Car Station

=====  
Run to the northeast corner of the room under the hole in the ceiling. Use the HOOKSHOT.

=====  
Cable Car Control Room  
=====

Put the INPUT REG. COIL and OUTPUT REG. COIL in place here, then take the SHOTGUN AMMO and leave.

Give Billy your SHOTGUN AMMO. Make some MOLOTOV COCKTAILS here if you have the required items.

Time to make a big inventory check:

Rebecca  
SHOTGUN  
SHOTGUN AMMO  
MOLOTOV COCKTAIL  
MAGNUM AMMO

Billy  
CUSTOM HANDGUN  
HANDGUN AMMO

Now regroup with Billy and climb down the ladder.

=====  
Cable Car Station  
=====

Enter the Cable Car.

\_Cutscene\_

Hmm. That would make my day pretty bad.

Don't waste any SHOTGUN AMMO on him, just equip the MOLOTOV COCKTAILS and use them.

Drop any extra MOLOTOV COCKTAILS you may have and climb up the ladder.

=====  
Cable Car Control Room  
=====

Go back inside to discover some loser removed the OUTPUT REG. COIL. Put it back.

NOTE: If you are emotionally attached to the GRENADE LAUNCHER, I would have to recommend that you go get it now. However, we're about to get a more powerful weapon and won't need the GRENADE LAUNCHER.

Climb down the ladder.

=====  
Cable Car Station  
=====

Enter the Cable Car.

=====  
Cable Car  
=====

Take the MAGNUM from the dead body. WOO!

NOTE: DO NOT FIRE THE MAGNUM UNLESS I GIVE YOU PERMISSION.

Start the Cable Car.

\_Cutscene\_

Leave.

=====  
Cable Car Landing  
=====

There are 2 GREEN HERBs here. Use them if you need to, then climb the stairs and proceed through the door.

=====  
Turntable Area  
=====

NOTE: Some RE2 fans may be experiencing some deja vu. I'm gonna try to name the rooms the same as I did in my RE2 Walkthrough.

There's some HANDGUN AMMO here that you don't need. Enter the door here.

=====  
Factory Entrance  
=====

Here, you'll find the FACTORY MAP, some HANDGUN AMMO, a RED HERB, a GREEN HERB, an INK RIBBON and some GRENADES.

Drop your MAGNUM here.

Take only the herbs, mix them, save, and leave.

=====  
Turntable Area  
=====

Ride the elevator located near the camera. Then, take the door down there.

=====  
Catwalks Area  
=====

Run to the end and take the sparkle. It's the C. PANEL KEY in RE2, but it's the FACTORY KEY here. Examine it, it's the UP KEY.

Check the monitor. AHH! IT'S MR. X!

No, not really, but you will encounter some Hunters on your way out.





dead.

Hmph. Well if you want to use my strategy anyway, it was shoot him with the SHOTGUN, dodge, repeat.

\_Cutscene\_

Board the elevator.

=====

Lab Elevator

=====

Here, there's Levels 1-4 buttons.

Lv1 - Train Wreckage Area

Lv2 - Mentioned Below\*

Lv3 - Turntable Landing

Lv4 - Sewer Walkway

Lv2 brings you to a hallway with a Hunter, some MAGNUM AMMO, a RED HERB, a GREEN HERB, and some HANDGUN AMMO. The hallway leads to the Cable Car Landing. I recommend exploring this hallway.

After exploring what you want, push the Lv4 button.

\_Cutscene\_

Leave.

=====

Sewer Walkway

=====

\_Cutscene\_

Use the white double doors here.

=====

Power Control Room

=====

Here there's a GREEN HERB, some HANDGUN AMMO, and an INK RIBBON. You don't need any of that stuff.

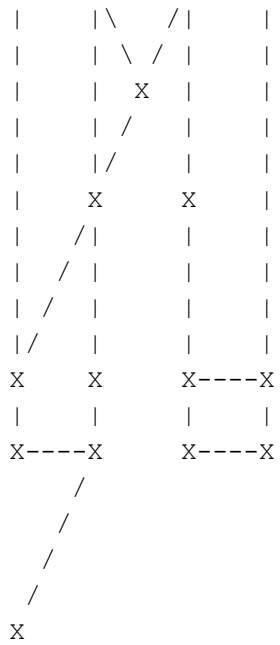
Run into the room with the typewriter and check the red dots on the wall.

-----Power Control Puzzle-----

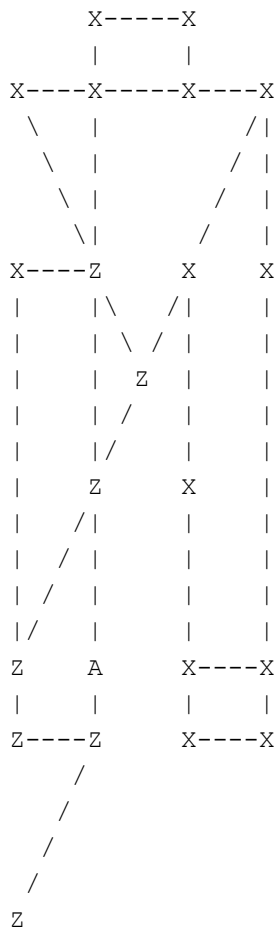
You can push only three buttons without starting over. Each button pushed will bring power to itself and all dots up to 2 lines away. Here's what it looks like to begin with:

```

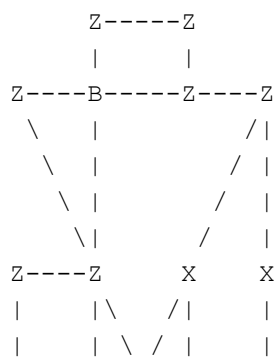
      X-----X
      |       |
X----X-----X----X
 \   |         /|
  \  |         / |
   \ |         /  |
    \|         /   |
X----X      X   X
```



Push Button A first. Now all areas labeled with Z have power.



Now push Button B.



```

|   |   Z   |   | |
|   |   /   |   |
|   |  /|   |   |
|   Z     X   |   |
|   /|     |   |   |
|  / |     |   |   |
| /  |     |   |   |
|/   |     |   |   |
Z   A     X----X
|   |     |   |   |
Z----Z     X----X
  /
 /
 /
 /
Z

```

and finally, Button C.

```

      Z-----Z
      |       |
Z----B-----Z----Z
 \   |           /|
  \  |           / |
   \ |           /  |
    \|           /   |
Z----Z     Z     Z
|   | \   /|     | |
|   | \ / |     |
|   |  Z  |     |
|   | /   |     |
|   | /|   |     |
|   | / |   |     |
| /  |     |     |
|/   |     |     |
Z   A     C----Z
|   |     |   |   |
Z----Z     Z----Z
  /
 /
 /
 /
Z

```

That solves the puzzle and provides the dam with power.

Run out of the room and ride the elevator down.

```

=====
Lower Power Control Room
=====

```

Kill the 3 zombies here and take the door.

There's also a RED HERB, GREEN HERB, and EMPTY BOTTLE here that you don't need.

```

=====
Valve Handle Corridor

```

=====  
Kill the Super-leech here. If you got hurt, run back into the last room and use the herbs.

Then, run to the door at the end. We can't open the door in the middle without a HANDLE.

=====  
Plant Bar  
=====

Kill the zombie here, ignore the EMPTY BOTTLE, take the TREATMENT PLANT MAP, and run down the stairs.

=====  
Forklift Area  
=====

Run down the stairs here. Take the RED HERB and GREEN HERB if you need them, then proceed into the next room.

NOTE: The forklift won't work without a HI-POWER BATTERY, and the keycard we need requires use of the forklift to get. Looks like we'll need to get a HI-POWER BATTERY.

=====  
Classic Box Bridge Room  
=====

Take the SHOTGUN AMMO and use the other door.

=====  
B7 Stairway  
=====

Run down the stairs and out the door.

=====  
Body Disposal Area  
=====

\_Cutscene\_

Alright. Now check your inventory:

Rebecca

CUSTOM HANDGUN  
HANDGUN AMMO  
MAGNUM  
MAGNUM AMMO

Billy

SHOTGUN  
SHOTGUN AMMO  
[Anything else Rebecca was carrying]

NOTE: If you decide to write a walkthrough, don't have the game muted and type without the game paused, or a Giant Frog will leap up at you. They're not that hard, but they take that much more ammo.

Leave the way you came in.

=====  
B7 Stairway  
=====

Go back up the stairs and out the door.

=====  
Classic Box Bridge Room  
=====

-----Classic Box Bridge Puzzle-----

Press START to go solo. Now climb the steps to the control panel. Switch to Billy.

<Billy>

Climb down the ladder. Climb over the brown box, then push the steel crate to the right. Climb back over the boxes to the ladder and switch to Rebecca.

<Rebecca>

Operate the control panel. Select Rot. R. Switch to Billy.

<Billy>

Now push the steel crate against the north wall.  
Go to the ladder. Then, push the crate closest to the ladder south until it hits the wall. Run back to the ladder and switch to Rebecca.

<Rebecca>

Select Rot. R. Switch to Billy.

<Billy>

Push the remaining crate against the gate-thing. Then, push it to the right until it hits the wall. Go back to the ladder and switch to Rebecca.

<Rebecca>

Once again, select Rot. R. Switch back.

<Billy>

Push the crate against the wall with the others. Then climb up the ladder. Switch to Rebecca.

<Rebecca>

Push the Fill/Drain button. Then, run across the box bridge and take the HANDLE on the other side. That solves the puzzle.

Regroup with Billy, then exit to the Forklift Area.

=====  
Forklift Area

=====  
Run up the stairs.

=====  
Plant Bar  
=====

Go out the door.

=====  
Valve Handle Corridor  
=====

Kill the zombies here, then use the HANDLE on the door and proceed through.

=====  
Rusted Machinery Room  
=====

Kill all 5 zombies here, then climb up the ladder.

=====  
Upper Rusted Machinery Room  
=====

Up here, you'll find the INVESTIGATOR'S REPORT 2, a zombie, and a tank of RED CHEMICAL. Be sure you take some RED CHEMICAL. Climb back down.

=====  
Rusted Machinery Room  
=====

Take the door at the east side of the room.

=====  
Police Beacon Passage  
=====

Kill the 2 Hunters and use the other door.

=====  
Lodging Room  
=====

Here there's 2 boxes of HANDGUN AMMO, some NAPALM GRENADES, an INK RIBBON, a FIRST AID SPRAY, a RED HERB, a GREEN HERB, and the ABOUT BATTERY FLUID file.

Woo! Check your inventory:

Rebecca  
    CUSTOM HANDGUN  
    HANDGUN AMMO  
    Full-healing item

Billy  
    SHOTGUN  
    SHOTGUN AMMO  
    Full-healing item

<Rebecca>

If you check the bed by the other door, you'll realize that one zombie took his pants off. Eww.

Take the other door here.

=====  
Sewage Room  
=====

Run down the stairs and out the door.

=====  
Sewer Catwalks  
=====

Run to the door at the end.

=====  
Gondola Area  
=====

Here there's 3 zombies, the TREATMENT PLANT MANAGER'S DIARY, and some SHOTGUN AMMO.

Now check the control panel beside the Gondola. It won't work without the MOTHERBOARD. We'll have to get it.

Ride the elevator down...

=====  
Dam Machinery Room  
=====

That's right. We're in the Dam Machinery Room. Teehee ;-).

Take the next door you come to.

=====  
Dam Waterway  
=====

Run to the end, where you'll see a passage. However, you can't pass while the water is going so fast. :-\.

We'll take the 2 GREEN HERBS and exit the way you came in.

=====  
Dam Machinery Room  
=====

Now run to the other side of the room to the ladder.

\_Cutscene\_

////////////////////////////////////  
\*\*\*\*\*

Boss: Tyrant Prototype 2  
Difficulty: Medium

Fought With: Rebecca & Billy

\*\*\*\*\*  
\\

That's not helpful.

He's pretty much the same as the Tyrant from before, except you're in a different area.

He has that same basic lunging attack, too. Dodge it and fire. When you're pushed back into a corner, fire, then run past him as quickly as possible.

Also, don't fire at him when he's in the air jumping toward you. Try to evade.

After he falls, push the button beside the ladder and go up.

=====  
Dam Storage Area  
=====

<Rebecca>

Run down the catwalks until you see an item. Pick it up, it's the MOTHERBOARD.

Then continue to the end only to discover it's a big circle. Climb back down.

=====  
Dam Machinery Room  
=====

Now go back up the elevator.

=====  
Gondola Area  
=====

Put the MOTHERBOARD in place beside the Gondola. Then check it. Looks like Rebecca's gonna have to go alone. Get in.

=====  
Dam Control Room  
=====

Run over to the main computer. Turn the lever there.

\_Cutscene\_

Now we can get pass through that area! WOO!

There are some ACID GRENADES here. Use the other door.

=====  
Incubating Room  
=====

Here you'll find more ACID GRENADES and some INDUSTRIAL WATER. Be sure you take it.

There's also a tank of BLUE CHEMICAL here. Put it in the MIXING SET with the RED CHEMICAL for some SULFURIC ACID.



According to the file about batteries, all we need now is an EMPTY BATTERY. Run down the stairs.

=====  
Bio-Organic Centipede Room  
=====

You can see an item on the shelf, but you'll need Billy's help to get it.

Switch to Billy.

=====  
Gondola Area  
=====

<Billy>

Ride the elevator down.

=====  
Dam Machinery Room  
=====

Run out the door.

=====  
Dam Waterway  
=====

Climb down the ladder, run across, climb up the ladder, and go through the door.

=====  
Engine Room  
=====

Unlock the door in the northwest corner and proceed through.

=====  
Bio-Organic Centipede Room  
=====

Regroup and check that item again. Give Rebecca a boost.

\_Cutscene\_

Don't waste your ammo on them. Just go out the door.

=====  
Engine Room  
=====

Kill the 2 zombies here.

Combine the SULFURIC ACID with the INDUSTRIAL WATER for the BATTERY FLUID.  
Combine it with the EMPTY BATTERY for the HI-POWER BATTERY. Now we can get the forklift working!

Go out the door that leads to the Dam Waterway.

=====  
Dam Waterway  
=====

Go across the waterway to the other door here.

=====  
Dam Machinery Room  
=====

Ride the elevator up.

=====  
Gondola Area  
=====

Take the door here.

=====  
Sewer Catwalks  
=====

Run to the door at the end.

=====  
Sewage Room  
=====

Run up the stairs to the door at the end.

=====  
Lodging Room  
=====

Take the other door here.

=====  
Police Beacon Passageway  
=====

See if you can guess what to do here after killing the zombies.

=====  
Rusted Machinery Room  
=====

Use the door with the valve handle on it.

=====  
Valve Handle Corridor  
=====

Turn to Rebecca's left and go to the end of the hall.

=====  
Plant Bar  
=====

Kill the zombies and run down the stairs.



Take the other door.

=====  
Sewage Room  
=====

Run down the stairs to the door at the end.

=====  
Sewer Catwalks  
=====

The door at the end.

=====  
Gondola Area  
=====

Ride the elevator down.

=====  
Dam Machinery Room  
=====

Take the door.

=====  
Dam Waterway  
=====

Pass across, go in the door.

=====  
Engine Room  
=====

Switch to Billy.

<Billy>

Pick up the 2 boxes of SHOTGUN AMMO here, then use the KEYCARD on the reader and proceed through.

=====  
Final Corridor  
=====

Final as in...well...yea final.

Switch to Rebecca.

<Rebecca>

Pick up the MAGNUM AMMO at the end and proceed through the door...bwa ha ha...

=====  
Marcus Battle Room  
=====

\_Cutscene\_

```
////////////////////////////////////  
*****  
Boss: Dr. Marcus  
Difficulty: Medium  
Fought With: Rebecca & Billy  
*****  
\\////////////////////////////////
```

At this point, you will understand why Barry's Magnum was his best friend in RE1.

Fire away! You can't run over any areas with leeches, so avoid them. Take shots from a distance.

If he takes your partner character up in the area, SHOOT! You can get numerous shots at him, as he's not attacking you and you won't shoot your partner.

After some shots, some tentacles will sprout out of his back. At this point, he's almost finished. Keep firing, and eventually, you'll see a

\_Cutscene\_

Now take the MAGNUM AMMO from the southeast corner of the room and pick up the two sparkles near the doc's body. They're SHAFT KEYS. Give the yellow one to Billy and approach the elevator.

Go solo and put Billy at the panel to the left, and you go to the panel on the right. Use your key, then switch to Billy.

<Billy>

Use your SHAFT KEY.

```
=====  
Final Save Room  
=====
```

Congratulations, fellas, we've hit the motherload.

Take the 2 FIRST AID SPRAYS, 2 RED HERBs, 2 GREEN HERBs, and SHOTGUN AMMO. There's also some GRENADES, NAPALM GRENADES, and HANDGUN AMMO.

Now organize your inventory like this (trust me):

Rebecca  
HERBAL MIX  
HERBAL MIX  
FIRST AID SPRAY

Billy  
MAGNUM  
MAGNUM AMMO  
SHOTGUN  
SHOTGUN AMMO  
FIRST AID SPRAY

If you have any extra healing items, give them to Rebecca.



## 7. Enemies/Bosses

=====

//  
\*\*\*\*\*  
-----Common Enemies-----  
\*\*\*\*\*  
\\

=====

Zombie

=====

The most basic T-virus creation. A human infected with it. They take 3-5 shots in Easy Mode.

[Way to go Capcom! They actually made it so that two zombies can chew on you at the same time!]

=====

Cerberus

=====

A dog infected with the T-virus. Shoot them when they're down. It helps out.

=====

Hunter

=====

It is unknown how these creatures are created. They look like hunchbacks in frog suits and have extremely sharp claws. They also have good jumping skills.

=====

Centipede

=====

A centipede infected with the T-virus. They can jump on top of you and knock you down if you're not careful.

=====

Bullfrog

=====

A frog infected with the T-Virus. They can jump very high and have very powerful tongues.

=====

Monkey

=====

A monkey infected with the T-Virus. Monkeys have extreme jumping capabilities as well as fast movement.

//  
\*\*\*\*\*  
-----Bosses-----  
\*\*\*\*\*  
\\

=====

Boss: Super-Leech  
Difficulty: N/A  
Fought With: Rebecca

=====

Go get Billy! Run down the stairs.

=====

Boss: Giant Scorpion  
Difficulty: Easy  
Fought With: Billy

=====

Run back to the door behind you and wait for him to approach. Aim down at his head and shoot. BE SURE you reload using the combine feature of your status screen.

If you're usually pretty good at this, but are not for some reason, use the HANDGUN when you run out. You have to aim well or it'll go PING and you won't hurt him.

When he starts flailing his arms around like an idiot and spurting out green stuff, he's dead.

=====

Boss: Giant Centipede  
Difficulty: Medium  
Fought With: Billy

=====

You're going to need to shoot the guy. :-\ Go figure.

Take shots at his head while making sure he doesn't run right beside you or he'll kick you.

That's about all there is to it.

=====

Boss: Giant Bat  
Difficulty: Medium  
Fought With: Rebecca

=====

NOTE FROM STEVE HOWARD "BIG STEVE" (big\_sah@yahoo.co.uk):  
At the church run, past the bat then enter the save room. When you exit back out, you will find the bat dead.

NOTE: THIS DOES NOT WORK ON PAL VERSION OF THE GAME!!

Man. I wish I would have found that. Oh well.

This boss is probably the most annoying because you can't use powerful weapons against him. Just keep shooting at him with the CUSTOM HANDGUN. Don't let him pick you up and carry you around the room, though.

Keep shooting at him and dodging his attacks until he dies.

=====

Boss: Tyrant Prototype  
Difficulty: Medium



Fought With: Rebecca

=====

Try to use the SHOTGUN on this beast. His attacks are simple.

He lunges at you and swings, then does a roarish thing. When he's about to lunge, dodge, run across the room, and shoot. Then wait for him to lunge again.

Just repeat that over and over, and eventually, he'll fall and won't get back up.

=====

Boss: Tyrant Prototype 2

Difficulty: Medium

Fought With: Rebecca & Billy

=====

That's not helpful.

He's pretty much the same as the Tyrant from before, except you're in a different area.

He has that same basic lunging attack, too. Dodge it and fire. When you're pushed back into a corner, fire, then run past him as quickly as possible.

Also, don't fire at him when he's in the air jumping toward you. Try to evade.

=====

Boss: Dr. Marcus

Difficulty: Medium

Fought With: Rebecca & Billy

=====

At this point, you will understand why Barry's Magnum was his best friend in RE1.

Fire away! You can't run over any areas with leeches, so avoid them. Take shots from a distance.

If he takes your partner character up in the area, SHOOT! You can get numerous shots at him, as he's not attacking you and you won't shoot your partner.

After some shots, some tentacles will sprout out of his back. At this point, he's almost finished. Keep firing, and eventually, you'll see a

\_Cutscene\_

and he's finished.

=====

Boss: Queen Leech Part 1

Difficulty: Easy

Fought With: Rebecca & Billy

=====

Shoot at her (?) until you see a

\_Cutscene\_

=====

Boss: Queen Leech Part 2

Difficulty: Medium

Fought With: Billy

=====

Your only job is to keep the Queen from killing Rebecca without dying yourself.

Just shoot at her only when she's going after Rebecca. Don't waste ammo on her, because bullets won't bring down the beast.

After you run out of MAGNUM AMMO, switch to the SHOTGUN and continue.  
To heal Rebecca, enter the status screen and you can change characters to heal her.

When Rebecca throws Billy a MAGNUM like the one from RE1, she's finished.

\_Matrix-ish\_

Don't you wish you had it sooner?

=====

### 8. Items

=====

Here's a list of the items in the game and either the game's description, my own, or both.

ACID GRENADES - These grenades are filled with highly-concentrated sulfuric acid.

ANGEL WINGS - White stone shaped like a pair of wings.

BATTERY FLUID - The diluted sulfuric acid solution is suitable for use as battery fluid.

BL. LEECH CHARM - A blue sculpture specially shaped in the form of a leech.

BLACK STATUE - A stone statue with a single eerie-looking wing on its back.

BLACK WING - Black stone shaped like a wing.

BLUE HERB - An herb native to this area. It can be used to cure poison.

BLUE KEYCARD - This keycard is used to unlock the electronic door to the lead car.

BOOK OF EVIL - An elegantly-bound book entitled "EVIL". It seems unusually heavy for a book of its thickness...

BOOK OF GOOD - An elegantly-bound book entitled "GOOD". It seems unusually heavy for a book of its thickness...

BREEDING RM. KEY - A key engraved with the visage of a hideous monster.

BRIEFCASE - It appears to be locked. There are two holes that look as if they fit some kind of round object.

CONDUCTOR'S KEY - The tag reads "Conductor's Office".

CRANK HANDLE - A crank handle with a square-shaped protrusion at one end.

CUSTOM HANDGUN - A custom handgun that's been fitted with a scope for greater accuracy. These modifications should make it easier to hit a target's weak point.

DIAL - It looks like an ordinary dial similar to those found on safes...

DINING CAR KEY - The tag reads "Dining Car".

DISCIPLINE TABLET - A tablet depicting a priest. The word "Discipline" is inscribed.

DURALUMIN CASE - It's locked via a combination lock. Looking closely, you notice the numbers "385" written in the corner.

ELEVATOR KEY - A key necessary to get the elevator running again.

EMPTY BOTTLE - You might be able to use this as a weapon if you fill it with something...

FACILITY KEY - An ordinary key.

FIRE KEY - It's inscribed with a fire design.

FIRST AID SPRAY - Used to fully restore health.

GAS TANK - It's filled with gasoline.

GOLD RING - A finely crafted gold ring.

GR. LEECH CHARM - A green sculpture specially shaped in the form of a leech.

GREEN HERB - An herb native to this area. It can be used to recover health.

GRENADES - These grenades are filled with conventional explosives.

HANDGUN - A standard army-issue handgun.

HANDGUN - The standard equipment for S.T.A.R.S. officers. It uses 9mm parabellum rounds.

HANDGUN AMMO - Holds 9x19 parabellum rounds for use with handguns.

HANDGUN PARTS - A set of various parts consisting of a scope and a scope mount. Equipping these on a handgun will greatly increase the gun's firing precision.

HANDLE - Used to open and close valves.

HI-POWER BATTERY - A hi-powered battery used to supply electricity to hi-powered machinery. It's been filled with battery fluid.

HOOKSHOT - A gun-like device used to fire grappling hooks.

HUNTING GUN - A shotgun used for hunting. There's a design carved on the barrel. This model can only be loaded with 2 shells at a time.

ICE PICK - An ice pick with a finely tapered point.

INK RIBBON - Using this on a typewriter will allow you to record your progress.

INPUT REG. COIL - Necessary to get the Cable Car moving again.

IRON NEEDLE - Could it be some sort of decoration?

KEYCARD - This keycard looks similar to those used by Umbrella employees.

KNIFE - A knife designed for self-defense.

LEECH CAPSULE - The capsule appears to contain a specimen of a leech. The lid won't budge. Maybe it's sealed with some kind of special material.

LIGHTER - The lighter appears to be out of fuel. It's useless now.

LIGHTER - The lighter is full of fuel.

LIGHTER FLUID - A container of lighter fluid.

LOCKER KEY - It appears to be the key to a locker.

MAGNETIC CARD - This keycard is used to bypass the security lock on the brakes.

MICROFILM A - Insert this film into a projector to view its contents.

MICROFILM B - Insert this film into a projector to view its contents.

MO DISK - The label reads "Security System ver. 1.02". It's probably used to activate some sort of security system.

MOLOTOV COCKTAIL - A rather primitive weapon capable of dealing massive damage to certain types of enemies.

MOTHERBOARD - The board is inlaid with various microchips.

NAPALM GRENADES - These grenades are filled with a highly flammable liquid.

OBEDIENCE TABLET - A tablet depicting a knight. The word "Obedience" is inscribed.

OUTPUT REG. COIL - Necessary to get the Cable Car moving again.

PANEL OPENER - Used to open the access panels in the floor.

RED HERB - An herb native to this area. It can be combined with other herbs to increase their potency.

SHAFT KEY - A uniquely shaped key. A small letter "L" has been engraved into the silver plating.

SHAFT KEY - A uniquely shaped key. A small letter "R" has been engraved into the silver plating.

SHOTGUN - A conventional pump-action shotgun.

SHOTGUN AMMO - 12 guage shotgun shells.

SILVER RING - A finely crafted silver ring.

STATUE OF EVIL - A statue in the shape of a demon.

STATUE OF GOOD - A statue in the shape of an angel.

STERILIZING AGENT - A small tank containing a chemical agent that can be used to sterilize rooms contaminated by a virus.

STRIPPING AGENT - A stripping agent used to weaken the grip of certain types of materials.

SULFURIC ACID - A highly concentrated sulfuric acid solution.

TRAIN KEY - Examine it.

UNITY TABLET - A tablet depicting. The word "Unity" is inscribed.

WISE HANDLE - This tool will allow you to operate the vise.

WATER KEY - It's inscribed with a water design.

WHITE STATUE - A stone statue in the shape of a woman.

=====  
9. Files  
=====

++++  
File 1  
++++

=====  
Player's Manual 1  
=====

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

View Status Screen

Press Y Button during play.

You cannot 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 can 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 color:

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 from the Item List:

- Left Items
- Locations of Left Items

Pushing Objects

Some "objects" can be moved in certain directions. Use the Control Stick to push these "objects". (You can also 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 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 the "Examine" command.

=====  
Player's Manual 2  
=====

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 currently control 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 "Partner" on the Status Screen allows you to assign instructions to the character.

#### Solo:

Both characters 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 Cooperative Action.

#### Switching Characters

Press the X Button at the Status Screen to switch between the characters.

To overcome 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 Character'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 Herb-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 Herb-related items.  
Is strong in combat.  
Can push large objects.

If the Partner Character 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 to help as quickly as possible.

Cooperating with Your Partner.

Some puzzles cannot be solved by only one character.

When you are stuck, try to see if using your partner will help.

=====  
Court Order for Transportation  
=====

Court Order for Transportation  
1598A-7635

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 Degree Murder. Court marshaled and sentenced to death by the 0703 rd Military Tribunal. Sentenced to be carried about upon arrival.

Samuel Regan,  
Commander,  
Dunell 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.

1. Where to use.

There is a small ladder outside the small window by the 1st floor section door of the third carriage.

Fire the device so that it hooks high onto the ladder.

2. Using the Winch to Climb.

After securing the hook, use the winch to carry 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 80 kg.



=====  
Investigation Orders  
=====

Investigation Orders

(Stained with blood, some sections are illegible).

8 miles north of Raccoon City in the Arklay Mountains, lies our comp[any's] Management Training facility. It was shut down [?] years ag[o].

Now, w[e] are conducting a preliminary [s]tudy into the re-opening of the faci[l]ities.

First Investigation Unit is alre[a]dy on-site and opening th[e] investigation, I want yo[u]r team to provide suppo[r]t.

The following orders [a]re Will[ia]m B[i]rk[in] and ls l ves gat o Un[i]t.

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

=====  
Notice to Supervisors  
=====

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

The main automatic door switch is located on the roof of the fifth car.

Inspections will take place when the train is garaged.

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

Umbrella Corp.  
Maintanence Department

=====  
Passenger's Diary  
=====

July 14th

Orders came from the 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 in the initial group, assigned to start checking what's left of the abandoned experiment.

July 16th

Unfortunately, the test production of B.O.W. (Type-Y139) had to be suspended because of this investigation.

It's the same with Type-Y139. There's still so much we don't know about responses to the crustacean t-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 powerful weapon could be produced. But the sudden development of the shell results in a corresponding fragility. Certain areas become exceedingly weak.

Problematically, one of these areas is in 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 would help us in our research.

[July] 19th

The day is finally approaching... I am growing more anxious.

The Raccoon City newspapers and TV stations are full of reports about the bizarre murders in the suburbs. It can't be the virus, can it? If it is... No, I can't think of that right now. I have to concentrate on this investigation and make sure it goes smoothly.

=====  
Brake Operation Manual  
=====

Using the Brake control.

The following three steps are necessary to operate the brakes:

Step 1:  
Activating the controls.

Brake controls are located 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 code for 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 three steps the manual brakes will be available for use.

=====  
Note from Conductor  
=====

The key card for the Driver's Compartment is in my bag as always.

But I need the other guy's key too to open the damn thing. But, it looks like I've lost it somewhere. If it was like a normal key, someone would be sure to turn it in, but this key is different...

I'll look for it, too, but if you happen to find it, please hand it in.

Thanks in advance.

=====  
Regulations for Trainees  
=====

Training facility Mission

This Training facility will raise a new generation of model employees to serve the future of Umbrella Corp.

Applying the strictest and more rigorous standards, this facility will, without regard for gender, race or creed, produce only the best candidates to be the global future leaders of Umbrella Corporation.

We look forward to the development of your leadership qualities.

Training facility Guidelines

Disipline. Obedience. Unity.

These three words are the basic principles which govern Umbrella Corporation employees, and are to be considered the Law of this facility. Keep these words in mind at all times. Devote yourselves to your training, and bring honor to yourselves and the corporation.

James Marcus  
Director,  
Umbrella Corporation  
Management Training facility.

++++  
File 2  
++++

=====  
Notice to All Staff  
=====

Notice to All Staff

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

Regular meetings of the Vaccine 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

Then entry code shall be

"8:15"

Thank you.

=====

Marcus' Diary 1

=====

December 4th

We finally did it... the new virus!  
We have called it "Progenitor".

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

March 23rd

Spencer says he's going to start a company.

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

He can do what he likes...

August 19th

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

Maybe it's because of the business, but he's becoming intolerably pushy. But,  
maybe I can turn this into my advantage. I need a special facility to properly  
explore all the virus' secrets.

A place where no one can get in my way...

November 30th

D\*mn that Spencer... He came to complain to me again today. He thinks of  
"Progenitor" as nothing more than a money-spinning tool. Fool! But if 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 the leech DNA was the breakthrough I needed... I call this new  
virus "t" for "tyrant".

October 23rd

It's no good!  
I can't hope for real progress experimenting on mere rodents.

Only humans can be a proper mammalian subject for experiments. Otherwise, I'll  
never make any real progress...

November 15th

Someone seems to suspect of 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...

January 31st

The devices I set to protect my work have been disturbed.

It appears someone came looking for the "t" and the leeches. Fool.

No doubt the work of Spencer's group.

February 11th

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

Those two are the only ones I trust. Apart from my beloved leeches, of course. But Spencer... It wouldn't end there, would it?

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

=====  
Assistant Director'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 25th

Scholar Will. Practical Al. They really are opposites.

And they're always competitive in everything they do. There's something ruthless and cruel about them both.

October 7th

Got a sudden call from the Director. It was to tell me to encourage a rivalry between those two! It's the first time since this Training facility was built that Director Marcus has shown interest in anything other than his research.

Well, whatever. Orders are orders. I'm going to have them tearing at each other's throats.

=====  
About the Power Regulator  
=====

Due to the recent lighting 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 if the Sun Governs all things.

This itself is the keystone,

The pointer to glory

All our hands Cannot open the door to the heaven.

=====  
Management Trainee's Diary  
=====

What is it that Director Marcus is researching all 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 touched one he got ill with a fever.

Again today...

There were these 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 jost 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.

=====  
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 speciman.

Clark, A.

Transported to research facilities.

Ellens, J.

Transported to research facilities.

Terrence, O.

Deceased. Disposal Complete.

Kait, A.

Transported to Arklay laboratory.

Gerry, O.

Deceased. Disposal Complete.

Scott, S.

Transported to research facilities.

Mitchel, F.

Transported to research facilities.

Kerry, T.

Transported to research facilities.

Roberts, A.

Transported to research facilities.

(Transported individuals to be deleted from the records).

=====  
First Investigation Unit Notes  
=====

We are searching the facilities, and it looks like a lot of the chemicals survived. Fortunately, the storage tanks are still all 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 produce new substances. The chemicals are scattered all about. Not because of the accident, more a result of plan miss management. When we re-open the facilities, we will have developed a system for dealing with chemicals.

(Something is scrawled on the back of the note).

Red + Blue = Sulfuric Acid  
Green + Red = Stripping Agent

[All credit for the location and contents of this file to Big Steve!]

=====  
Marcus' Diary 2  
=====

(This page has been torn out).

Trouble is unlikely, but I closed my babies up in a special capsule. But it won't be safe if I hold onto it 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 out 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 Umbrella Corporation. Disappeared 20 years ago. The results of his research have been kept under wraps for all that time.

The reason became clear at the Training facility run by Dr. Marcus...  
...well, not here exactly, but underground. When we ventured below, we understood...

There we found the evidence room of Dr. Marcus' research into the T-virus prototype, "Progenitor." The evidence of years of hideous experimentation that used many 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 corporation's secret safe.

Where the Doctor is now, I don't know. But considering the recent rapid growth of Umbrella Corporation, I can't imagine that this research is continuing. No...his experiment lives and continues to grow in the dark.

Those things, the "fruit" of his research, they will fill this facility.

(The rest of the notebook pages are missing).



=====  
Leech Growth Records  
=====

February 3rd, 1978

Administered "t" into \_4\_ leeches. Their will to survive leads them first to parasitism and predation. They then breed and multiply. Such a single-minded biology makes them candidates for bio-weapons research. Afterwards, no major changes observed.

February 10th, 1978

7 days since administration of "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 cannibalism. Their evolution is exceeding expectations.

April 22nd, 1978

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

April 30th, 1978

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

June 3rd, 1978

A day of worthy commeration. Today they began to mimick 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 did he mean?

=====  
B.O.W. Report

=====  
Research to date has shown that when the Progenitor virus is administered 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 these ancient animals have been genetically stable for millennia, when administered with the progenitor virus they exhibited only explosive, high-energy growth and increased aggressiveness.

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 was observed.

Furthermore, an abnormal appetite resulted in the test subject randomly attacking all moving objects.

Usefulness for B.O.W. is limited.

#### Mammalia

The progenitor virus was merged with monkey's cellular DNA, resulting in increased fertility.

The resulting young exhibited improved aggressiveness and some increased mental capacity. (As a side effect, visual power was lost, but this was offset by an improvement in hearing ability).

However, they were unsatisfactory as weapons.

It does seem that no progress can be made without making humans the 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 a high purity.

When fully charged, battery fluid should have a specific gravity of 1.280+/-0.010 at 20 [degrees] C.

#### Battery Acid Purity



=====

-----Hookshot Puzzle-----

Run to the green light. Now push START so you can control the characters individually. Now use Billy to pull the release lever. Switch to Rebecca.

<Rebecca>

Run to the weapon to the right of the door and take it. It's the HOOKSHOT.

=====

Stone Hall

=====

-----Steel Cage Puzzle-----

Go toward the door to the 3F Balcony, but stop when you see some cranks. Use the machine. Now switch to Rebecca.

<Rebecca>

Run to the other side of the room and climb down the ladder. Pick up the FACILITY KEY under the cage.

=====

Clock Room

=====

-----Clock Mini-Puzzle-----

Check the NOTICE TO ALL STAFF file. It says the entry code is 8:15. Well, make the clock say 8:15.

=====

Classroom

=====

-----Evac. Drill Puzzle-----

Put the MO DISK into the podyum. The computer will give you an input code. It will be two characters (i.e., 0A)

Now check your MICROFILM IMAGE file. It should look like this:

-----DOOR-----

```
|           |
| 0   1     2   3 |
| 4   5     6   7 |
| 8   9     A   B |
| C   D     E   F |
|           |
```

And the light bulb comes on. You need to input the code using the correct desks.

Push START to leave Billy behind. Then run to the desk labeled with the first character in your input code. Now switch to Billy.

<Billy>

Run to the desk labeled with the second character in your input code. Switch back.

<Rebecca>

Push the switch on the desk and switch with Billy.

<Billy>

Push the switch here.

=====  
Chess Room  
=====

-----Chess Puzzle-----

Run behind the desk and check the chessboard. It says the game has ended in a checkmate.

The only difference between the chessboard and the room is the white king, which is in the wrong place.

So move push the white king south until it passes the black pawn, then push it east, then north until it comes against the white rook.

Don't mess up or poison gas will hit you. Be sure you move ONLY the white king.

This will move the small chess board and complete the puzzle.

=====  
Torcher Room  
=====

-----Power Supply Puzzle-----

Each switch has a different guage.

Guage 1: 30

Guage 2: 20

Guage 3: 40

Guage 4: 10

Guage 5: 50

So it's basically just a math problem. However, you have to do them in a certain order so the power does not exceed the limit, nor de-exceed (?) it.

Switch 1: UP (30)

Switch 2: UP (50)

Switch 3: DN (10)

Switch 4: UP (20)

Switch 5: UP (70)

That should do it.

=====  
Animal Statue Room  
=====

-----Animal Statue Puzzle-----

The gate says, "Six souls, imprisoned within the chains of death. Rekindle the flames of life from the spirits of the weak!"

That means light them in order of weakest to strongest. Switch to Billy and light them in this order:

Deer, Wolf, Horse, Tiger, Snake, Eagle.

=====  
Gate Puzzle Room  
=====

-----Gate Puzzle-----

Push START to go solo, then check out the control panel. Push the L Button.

Now switch to Billy.

<Billy>

Run down the stairs and through the doorway. Pick up the ACID GRENADES and switch to Rebecca.

<Rebecca>

Push the Center Button. Switch back to Billy.

<Billy>

Run past the gates that are down now until you run into another gate. Switch to Rebecca.

<Rebecca>

Push the L Button. Switch back to Billy.

<Billy>

Run to the red button and push it. This releases a few Hunters and makes you rather unhappy. Take the FACILITY KEY from the ground and kill the Hunters. The exit gate won't raise until you do.

=====  
Brown Hallway  
=====

-----Combination Puzzle-----

Check the LEECH GROWTH RECORDS file. Different parts are colored. The parts are:

4  
double their numbers  
(lost) 2  
half

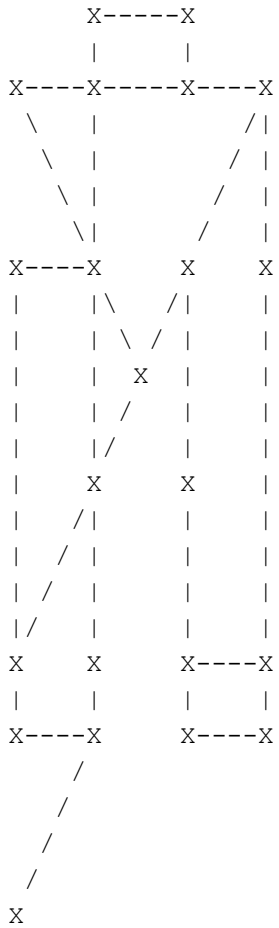
So it started out with 4, then doubled to 8, then lost 2 to 6, then lost half to 3.

The combination is 4863.

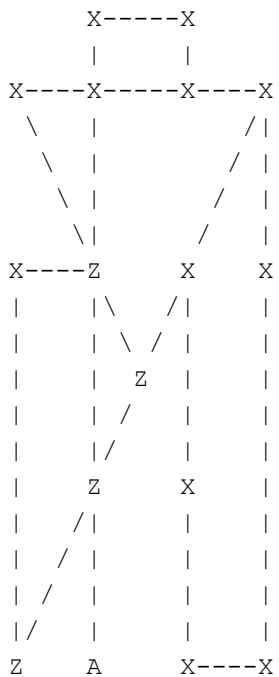
=====  
Power Control Room  
=====

-----Power Control Puzzle-----

You can push only three buttons without starting over. Each button pushed will bring power to itself and all dots up to 2 lines away. Here's what it looks like to begin with:



Push Button A first. Now all areas labeled with Z have power.



```

|   |   |   |
Z----Z   X----X
 /
 /
 /
 /
Z

```

Now push Button B.

```

      Z-----Z
      |       |
Z----B-----Z----Z
 \   |           /|
  \  |           / |
   \ |           /  |
    \|           /   |
Z----Z   X   X
|   | \   /|   |
|   | \ \ /|   |
|   |  Z |   |
|   | /  |   |
|   | /  |   |
|   Z   X   |
|   /|   |   |
|  / |   |   |
| /  |   |   |
|/  |   |   |
Z   A   X----X
|   |   |   |
Z----Z   X----X
 /
 /
 /
 /
Z

```

and finally, Button C.

```

      Z-----Z
      |       |
Z----B-----Z----Z
 \   |           /|
  \  |           / |
   \ |           /  |
    \|           /   |
Z----Z   Z   Z
|   | \   /|   |
|   | \ \ /|   |
|   |  Z |   |
|   | /  |   |
|   | /  |   |
|   Z   Z   |
|   /|   |   |
|  / |   |   |
| /  |   |   |
|/  |   |   |
Z   A   C----Z
|   |   |   |
Z----Z   Z----Z

```



/ / /  
Z

That solves the puzzle and provides the dam with power.

=====  
Classic Box Bridge Room  
=====

-----Classic Box Bridge Puzzle-----

Press START to go solo. Now climb the steps to the control panel. Switch to Billy.

<Billy>

Climb down the ladder. Climb over the brown box, then push the steel crate to the right. Climb back over the boxes to the ladder and switch to Rebecca.

<Rebecca>

Operate the control panel. Select Rot. R. Switch to Billy.

<Billy>

Now push the steel crate against the north wall. Go to the ladder. Then, push the crate closest to the ladder south until it hits the wall. Run back to the ladder and switch to Rebecca.

<Rebecca>

Select Rot. R. Switch to Billy.

<Billy>

Push the remaining crate against the gate-thing. Then, push it to the right until it hits the wall. Go back to the ladder and switch to Rebecca.

<Rebecca>

Once again, select Rot. R. Switch back.

<Billy>

Push the crate against the wall with the others. Then climb up the ladder. Switch to Rebecca.

<Rebecca>

Push the Fill/Drain button. Then, run across the box bridge and take the HANDLE on the other side. That solves the puzzle.

=====  
11. Weapons  
=====  
=====

HANDGUN

Used by: Rebecca & Billy

Ammo: HANDGUN AMMO

Where: Start

=====

The first and most basic weapon. It has little power and has a very small chance of decapitation. Rebecca & Billy both have one.

=====

CUSTOM HANDGUN

Used by: Rebecca or Billy

Ammo: HANDGUN AMMO

Where: HANDGUN PARTS, DURALUMIN CASE, Gate Puzzle Room

=====

Not necessarily stronger, but it has a scope. This provides for better accuracy, which causes more damage and requires less ammo to take down the same enemy.

=====

HUNTING GUN

Used by: Rebecca or Billy

Ammo: SHOTGUN AMMO

Where: Room 001, Train

=====

Almost identical to the SHOTGUN, except it can carry only 2 bullets at a time.

=====

SHOTGUN

Used by: Rebecca or Billy

Ammo: SHOTGUN AMMO

Where: Storage Room, Training Facility

=====

It holds 7 shots at a time and is very powerful. It has a low decapitation rate, but it goes a lot higher when you aim up at the zombie's head when he gets close.

=====

GRENADE LAUNCHER

Used by: Rebecca or Billy

Ammo: GRENADES, ACID GRENADES, NAPALM GRENADES

Where: Art Storage Room, Training Facility

=====

There's not too much ammo for this in the game, but the GRENADE LAUNCHER is most definitely a powerful weapon. Because of its variable ammo, it can be used very effectively against different enemies.

=====

MAGNUM

Used by: Rebecca or Billy

Ammo: MAGNUM AMMO

Where: Cable Car

=====

Most definitely the weapon OF weapons, the MAGNUM plays a major role in almost every RE game. It packs a powerful punch, and has limited ammo for that reason.

I always recommend saving it for the final boss.

=====  
SUBMACHINE GUN  
Used by: Rebecca or Billy  
Ammo: N/A  
Where: Cheat  
=====

Never found enough leeches for this either. I would have to assume it is similar to the S. MACHINE GUN from RE2. It fires rapidly and hurts a lot.

=====  
ROCKET LAUNCHER  
Used by: Rebecca or Billy  
Ammo: N/A  
Where: Cheat  
=====

I never really took the time to find all 100 Leeches, so I really have no clue what the ROCKET LAUNCHER is like. I would have to assume it is powerful and will kill almost anything in one hit.

~~~~~  
12. Leech Hunter FAQ (By Dragon)  
~~~~~

[NOTE: Anything in brackets was either edited or added by the writer, DjSiXpAcK14.]

[THIS ENTIRE SECTION BY DRAGON, yakuza\_overlord@hotmail.com]

TRAINING FACILITY/ 1F:

1/ Lobby:  
Blue Leeches= 2  
Green Leeches = 1  
Monsters = 0

2/ Dining Room:  
Blue Leeches = 0  
Green Leeches = 2  
Monsters = 3 Zombies

3/ Kitchen (Need Fire Key)  
Blue Leeches = 3  
Green Leeches = 4  
Monsters = 0

4/ Boiler Room and Hallway  
Blue Leeches = 1  
Green Leeches = 2  
Monsters = 2 Zombies (on the floor)

5/ Pantry (with Ladder)  
Blue Leeches = 1  
Green Leeches = 2  
Monsters = 4 Hunters

6/ Bathroom  
Blue Leeches = 0

Green Leeches = 0  
Monsters = 1 Leech Zombie  
Special = Shotgun Ammo or Submachine Gun Ammo, Handgun Ammo

7/ West Wing Hallway  
Blue Leeches = 0  
Green Leeches = 0  
Monsters = 1 Leech Zombie

8/ Projector Room  
Blue Leeches = 0  
Green Leeches = 0  
Monsters = 0  
Special = Green Herb or Red Herb, Blue Herb, Green Herb

TRAINING FACILITY/ 2F:

9/ Lobby (2nd Floor)  
Blue Leeches = 1  
Green Leeches = 1  
Monsters = 0

10/ Screen Room  
Blue Leeches = 2  
Green Leeches = 2  
Monsters = 0

11/ East Wing Hall  
Blue Leeches = 0  
Green Leeches = 0  
Monsters = 0

12/ Statue Room  
Blue Leeches = 1  
Green Leeches = 2  
Monsters = 2 Roaches

13/ West Wing Hall (North)  
Blue Leeches = 4  
Green Leeches = 3  
Monsters = 3 Hunters

14/ Candle Room  
Blue Leeches = 2  
Green Leeches = 3  
Monsters = 2 Zombies

15/ Library  
Blue Leeches = 0  
Green Leeches = 3  
Monsters = 3 Zombies (1 on the floor)  
Special = Handgun Ammo

16/ Study  
Blue Leeches = 0  
Green Leeches = 2  
Monsters = 5 Crows  
Special = Handgun

17/ Exterior Walkway  
Blue Leeches = 3

Green Leeches = 3  
Monsters = 5 Zombies

18/ Experiment Room  
Blue Leeches = 2  
Green Leeches = 0  
Monsters = 2 Hunters  
Special = Grenade Launcher (1 Grenade)

19/ Clamp Room  
Blue Leeches = 2  
Green Leeches = 2  
Monsters = 4 Zombies

20/ Bar  
Blue Leeches = 0  
Green Leeches = 3  
Monsters = 3 Zombies (on the floor)  
Special = Mixed Herbs

21/ Video Room  
Blue Leeches = 0  
Green Leeches = 0  
Monsters = 1 Leech Zombie

22/ Fireplace Room  
Blue Leeches = 2  
Green Leeches = 2  
Monsters = 5 Zombies

23/ Far East Hallway  
Blue Leeches = 0  
Green Leeches = 0  
Monsters = 1 Leech Zombie

24/ North-West Wing Hallway  
Blue Leeches = 3  
Green Leeches = 2  
Monsters = 3 Hunters

25/ Bedroom  
Blue Leeches = 1  
Green Leeches = 0  
Monsters = 5 Zombies  
Special = Custom Handgun, First Aid Spray or Blue Herb

26/ Cluttered Room  
Blue Leeches = 4  
Green Leeches = 0  
Monsters = 4 Zombies (on the floor)

Training Facility/ 3F:  
27/ Tunnel  
Blue Leeches = 3  
Green Leeches = 0  
Monsters = 3 Roaches  
Special = Magnum Ammo

28/ Telescope Room  
Blue Leeches = 4

Green Leeches = 0  
Monsters = 4 Zombies (1 on the floor)  
Special = Green Herb

Training Facility/ B1:

29/ Sewer

Blue Leeches = 0  
Green Leeches = 0  
Monsters = 0

Special = Shotgun, Shotgun Ammo

30/ Train Tunnel

Blue Leeches = 0  
Green Leeches = 1  
Monsters = 5 Hunters

Special = Firekey, Green Herb

Facility Basement/ B1:

31/ Hall

Blue Leeches = 2  
Green Leeches = 2  
Monsters = 5 Spiders

32/ Tool Room

Blue Leeches = 0  
Green Leeches = 0  
Monsters = 4 Zombies

33/ Torture Room

Blue Leeches = 0  
Green Leeches = 2  
Monsters = 4 Hunters

Special = Shotgun, Green Herb

34/ Waiting Room

Blue Leeches = 0  
Green Leeches = 0  
Monsters = 2 Monkeys

35/ Cell

Blue Leeches = 1  
Green Leeches = 0  
Monsters = 2 Monkeys  
Special = Magnum or Submachine Gun

Facility Basement/ B2:

36/ Animal Puzzle Room

Blue Leeches = 0  
Green Leeches = 0  
Monsters = 2 Hunters  
Special = Green Herb

37/ Bunk Room

Blue Leeches = 3  
Green Leeches = 0  
Monsters = 4 Zombies  
Special = Green Herb, Red Herb, Blue Herb

38/ Sleeping Quarters

Blue Leeches = 0

Green Leeches = 2  
Monsters = 3 Zombies  
Special = 2 Green Herbs

39/ Hole Room  
Blue Leeches = 0  
Green Leeches = 3  
Monsters = 3 Zombies

Facility Basement/ B3:  
40/ Hall  
Blue Leeches = 0  
Green Leeches = 0  
Monsters = 3 Spiders

41/ Waterfall Room  
Blue Leeches = 2  
Green Leeches = 1  
Monsters = 2 Roaches  
Special = Green Herb

42/ Testing Room  
Blue Leeches = 1  
Green Leeches = 0  
Monsters = 0

100 - Unlimited Ammo  
99 to 90 - Magnum  
89 to 60 - Hunting Rifle with Unlimited Ammo  
59 to 30 - Handgun with Unlimited Ammo  
29 to 1 - Submachine Gun Ammo

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13. Wesker's Report + Notes  
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[NOTE: Anything in brackets was either edited or added by the writer, DjSiXpAcK14.]

My name is Albert Wesker.  
I aspire to become a leading researcher at Umbrella, Inc., a pharmaceutical enterprise who covertly coonducted bio-organic weapons. Better known as B.O.W. for development. But at the leader development training ground situated in Raccoon City I met a brilliant and talented researcher who made me decide to take a different path--William Birkin.

In time, I shifted my position to S.T.A.R.S. [Special Tactics and Rescue Service], a special forces unit of the Raccoon Police Department. Umbrella, for crisis management reasons of their illegal bio-organic weapons development, had many of its people working in the police department. I became the leader of S.T.A.R.S. and conducted all sorts of intelligence activities for Umbrella.

As I continued to serve, I devised my own plans and waited for the right moment to execute them. Then at last, opportunity knocked.

The freak murder incident that occurred in a forest near the mansion started it all. The mansion was Umbrella's secret B.O.W. laboratory and it was clear that the indevelopment, T-Virus, was the cause of the murder. Initially Umbrella instructed me secretly to keep S.T.A.R.S. out of the case. But, with the heightened emotions of the citizens, S.T.A.R.S. had no choice but to move in.

That's when my next order was given. Dispatch S.T.A.R.S. to the mansion, dispose of them, then report the situation to headquarters so that their combat with the B.O.W. could be used for data analysis, allowing Umbrella a comprehensive portrait of the B.O.W.'s combat abilities.

From the 2 S.T.A.R.S. teams, I first pitched in the BRAVO team. As expected, the top elite of S.T.A.R.S. gave all they had and became useful sample data. Then following, I geared up the ALPHA team to 'search and rescue' the lost BRAVO team. The members of the ALPHA team also proved their worth and as expected, many died.

There were 5 survivors from the initial 11 S.T.A.R.S. members. From the ALPHA team were Chris Redfield, Jill Valentine, and Barry Burton. And from the BRAVO team were Rebecca Chambers and Enrico Marini.

It was time to begin executing my plans. In the midst of the whole affair I could take Umbrella's ultimate bio-organic weapon, The Tyrant, and join forces with an opposing corporation of Umbrella. To buy into that opposing corporation, I would need the actual combat data of the Tyrant.

The surviving privileged members of S.T.A.R.S. were just the perfect bait. I decided to have one of them play the Judas and draw them to the Tyrant. That Judas was Barry. Barry was the 'strong truth and justice' kind and cherished his family more than anything. His type is easy to manipulate. I simply took that most important thing away from him.

My only miscalculation was the high potential of Chris and Jill. But with the family man Barry playing Judas, the scene went as planned. Then the winds turned unexpectedly. I had to eliminate Enrico, who had found out what was behind it all. I used Barry to get to him. After I had successfully gotten rid of that nuisance, I awaited the sample specimen that Barry would bring to me in the Tyrant's room.

[The dialogue from the cutscene here is below.

Jill: Wesker!

Wesker: You did a fine job, Barry.

Jill: Just as I thought. Why do you have to destroy S.T.A.R.S.?

Wesker: That's Umbrella's intention. This laboratory has been engaging in dangerous experiments and recently an accident has occurred. Anyway, this disaster cannot be made public.

Jill: That's why having S.T.A.R.S. know anything is so inconvenient. So, you're a slave of Umbrella now, along with these virus monsters.

Wesker: Barry, go up on the ground and wait there.

Jill: Barry!

Wesker: I just used him for my...personal purposes. Though both you and Barry seem to think I was just following orders from Umbrella.

Jill: So you're planning something else?!

Wesker: If you succeeded in producing the world's most powerful biological weapon, what would you do? What if you were in charge?

Jill: So, you're going to steal all the research?

Wesker: Better yet, I'm going to show you the Tyrant.]



I injected the virus I obtained from Birkin in advance. If I made Umbrella believe I was dead, it made it far more convenient to sell myself to the opposing corporation.

According to Birkin, the virus had profound effects. It would put my body in a state of temporary 'death'. It would then bring me back to life with super human powers. Therefore, I unleashed an awesome Tyrant from its slumber and let it attack me.

As my consciousness faded away I was certain that the whole scheme would end in success.

Never did I imagine that S.T.A.R.S. could slay the evil creation. I lost the Tyrant and that plan that I devised which had cost me my humanity ended in failure. Now anyone or anything that stood in my way would be terminated.

It has been that way for a long time and it always will be. At all costs, I had to make S.T.A.R.S. pay.

SEPTEMBER

Two months have passed since the mansion incident. To regain all that I had lost in my new organization, I joined hands with Ada Wong, a female agent who's also sent to spy on Umbrella.

I knew in my bones that the key developer was William Birkin, but what he didn't know was that Umbrella did not play games with anyone. Eventually, Birkin would be assassinated and the G-Virus would be in the hands of Umbrella.

But the salvage team led by Hunk was ahead of us. By the time they got to Birkin, he had already injected himself with the G-Virus. He became his own creation and decimated them.

Soon after, the T-Virus carried by rats spread throughout Raccoon City and Umbrella faced its worst scenario.

9.28

The good citizens became zombies and the city had headed for its devastating fate. Humans were no match against zombies.

In the chaos, Umbrella Europe applied a new type B.O.W. called Nemesis. The Nemesis would hunt down and destroy the surviving member of S.T.A.R.S., Jill.

It became imperative that our organization also obtain the Nemesis data.

9.29

To cover up the whole affair, Umbrella jettisoned a Tyrant to take care of Leon and Claire, who were trying to unveil their secrets.

Then, a new revelation. Birkin used to hide the findings in his daughter Sherry's pendant. It was very possible the G-Virus was there, while Umbrella was busy with their cover up, we had to capture Sherry before they did. I sent Ada undercover to seek the location of Sherry. I, the 'dead man' on the other hand, had to work in the shadows.

A spy's obligation and priorities in the mission: to carry out the mission

like a machine without any emotional interference. But through her interaction and involvement with Leon S. Kennedy, There had been an affection growing inside her. My instincts sensed danger. Something had to be done quickly.

My instincts did not disappoint me. Even though Ada almost had her hands on the G-Virus, which Leon had acquired from Sherry, that affection of hers drove her to her death. But she was still of some use, I had to save her life.

My people hurried to retrieve the G-Virus that Leon threw away. But Hunk, the only survivor of Umbrella's salvage team, was there before us.

9.30

Our only option left was to bring back Birkin, the monster, as the sample specimen and have him finish off Leon and Claire in order to obtain his combat data. Although Birkin lost the battle with Leon and Claire, we succeeded in gathering samples of the G-Virus from his dead body.

10.1

In the morning, the government bombed Raccoon City in an attempt to stop viral outbreak. This was of course their famed reason.

Later Claire left to Europe to find her lost brother. Chris and Leon joined forces with an underground anti-Umbrella organization. Sherry is safe in our hands; I would never underestimate Birkin.

There's something about this little girl...

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14. Wesker's Report 2 + Notes  
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[NOTE: Anything in brackets was either edited or added by the writer, DjSiXpAcK14.]

[NOTE: The following record contains spoilers about Resident Evil, part 2, 3, 0, and Code: Veronica.]

[NOTE: I will be spelling Birkin's name Birkin, as opposed to Burkin, due to the fact that in the game, it is spelled Birkin.]

Wesker's Report II - Update on March 22 (Friday)

Wesker's Report II

Update on March 22 (Friday) (5) G Virus

Before the "Resident Evil incident" occurred, Wesker left a record of the past 20 years and all of the events that occurred between himself and "the incident."

He sent it to a "Eda Won" but we have no details on her. [Ada Wong]

We have posted that record here.

1. The Experiment
2. Alexia 1
3. Alexia 2
4. Nemesis
5. G-Virus

The Experiment

July 31, 1978

The first time I visited that place, it was the summer of my 18th year. That makes it about 20 years ago. As I got off the helicopter, I remember the sight of the swirling wind that the helicopter blades whipped into the air. When I viewed from above the old mansion seemed quite normal, but when seen from the ground there was something foreboding and unapproachable about it. Birkin (my junior by 2 years) seemed, as usual, to only be concerned with the document he was holding.

We were assigned to the mansion days earlier, on the day that the "executive training center", we had belonged to, was closed. It all seemed like it was planned and too much of a coincidence. But probably the only person who knew the real truth was Spencer.

Spencer was one of the main guys in charge of America's "T-Virus" research at the Arklay Research Facility.

As soon as we got off the helicopter the head of the facility was standing in front of the elevator ready to greet us.

I can't even remember the guy's name. Who really cares about formalities and figureheads like him; from that day on, the Arklay Research Center was ours. As Chief Researchers, we were put completely in charge of all aspects of the facility. Of course that is just how Spencer had planned it all out. He chose us.

We ignored the facility head and got on the elevator. I had already memorized the building layout the day before, and Birkin, although he has no bad intentions, never really pays much attention to other people.

Most people probably get irked from the first 5 seconds that they meet us.

However, the facility head had no reaction at all.

Back then I was a young-buck completely full of himself, so I didn't really pay the facility head any mind.

But in the end, I was really only Spencer's puppet, and the facility head, whose boss was Spencer, at least actually knew what Spencer was up to, and what he was thinking.

The whole time we were riding in the elevator, Birkin never took his eye off the documents he was holding.

The document that Birkin was scrutinizing so closely was a report about a new virus that has shown up in Africa. It was called "Ebola".

At this moment there were many people, all throughout the world, who were studying the Ebola Virus. However, I think there are two major reasons why they were studying it. To help people and... to kill them.

As you probably know, the death rate of someone affected by Ebola is 90 percent. In 10 days it quickly destroys the person's organs. Even now, there are no known ways to prevent it or cure it. It could, quite possibly, destroy a large part of the human race.

Of course even before this, due to the "Biological Weapons Prohibition Pact", it was illegal for us to study the virus as a weapon. However, even if we weren't the ones to research it, there was no proof that someone else wouldn't

be doing that same thing and so it was considered legal for us to research it--just in case. There is a thin line in "international law" between what is acceptable and what is prohibited.

And so, it became necessary to research how the virus study information would be used as a method of prevention, not as a weapon. There really is no difference in the way in which you research a virus as a cure, from how you research it as a weapon.

But since the two are very similar, it is possible to pretend you are researching a cure, while in fact, be researching the virus as a weapon.

Even though, at that time, for whatever reason, Birkin may have been looking at the Ebola report, he wasn't really researching the Ebola virus. The Ebola virus had too many "weak spots".

First of all, the virus could only survive for a few days if not inside a human body. It would soon "die" if under sunlight (ultra-violet light) for too long.

Secondly, since it kills the host too quickly there isn't enough time to transfer/infect other hosts.

Finally, the virus is only transferable through direct touch and so it can be easily prevented.

Try to imagine the following: If a person who was heavily infected (the disease had spread all throughout their body) could actually stand and walk around? And, without knowing it, was in direct contact with other people, of their own accord...

What if the RNA of the Ebola Virus could actually alter a person's genetic code? And if, through that, a person was able to carry the virus without dying? What if this person had the resilience of a monster?

That is, wouldn't this person be a "living dead" whose body carried the virus? Something that could infect others, sort of like a "living biological weapon".

I guess we are lucky that the Ebola Virus doesn't have the potential to do such things.

I wonder if we will be successful in holding on to such a virus without it getting into the wrong person's hands?

The Arklay Lab headed up by Spencer was built for that purpose, it seemed. To create a disease capable of the characteristics I listed before. Officially it was just pharmaceutical company researching cures to viruses, but the truth is, it was really a factory for manufacturing biological weapons.

The origin of the company was to create new "starter" viruses by recombining genes.

In order to produce "biological weapons" out of these new "starter" viruses, they began studying "virus mutations" in order to "strengthen" the basic viruses they had created.

This was known as the "T-Virus" experiment.

RNA based starter viruses can easily be mutated. Through those mutations, it is possible to "strengthen" their traits.

The reason Birkin was so interested in the Ebola Virus was that he was thinking of recombining the Ebola genes into a starter virus to strengthen its attributes. By the time we had arrived at the research center there was already a sample of the Ebola Virus waiting for us.

We changed elevators several times and finally reached the upper level of the complex. When we arrived even Birkin looked up.

It was the first time we had met "her".

We hadn't heard a single word about "her" before. She was a secret of the utmost confidentiality at the research center. And they didn't let any information about her out of the compound.

According to the records, she was at the research center from the very moment it was first built.

She was 25.

But we didn't know her name, nor why she was here.

She was used as the experimental subject host for the T-Virus. The day we began the experiment was November 10th, 1967.

We did T-Virus experiments on her for all of 11 years.

Birkin mumbled something.

Maybe they were words cursing our situation. Maybe they were words of praise.

In any case, we had come to the point of no return now.

We had two choices: to succeed in our research.... or to lay here rotting like she was. Of course that meant we really only had one choice.

She was bound to a "pipe bed" and something about her made me think....

Had this been a part of Spencer's plan all along?  
(The report continues 3 years later)

Alexia 1

July 27, 1981

Today, a 10 year-old girl was sent here, as a chief researcher, from Umbrella's Antarctica Research Facility.

Her name was Alexia Ashford.

I was 21 and Birkin was 19.

As annoying as it was, the whole Arklay complex was rampant with rumors of "Antarctica Alexia". Nobody talked about anything else.

She had been at Umbrella for a long time. The older guys at Umbrella knew the legendary Ashford name.

Before, if we ever reached a dead end in our research, one of the old timers

would say "if only Professor Edward were still alive"...

If I remember correctly, "Edward Ashford" was one of the people who first discovered the "Starter Virus" and who originally planned creating the T-Virus.

However, he died soon after Umbrella was founded. It's been 13 years since his death. So is there really anything to gain by having high expectations of the "Ashford" lineage?

And, in fact, the Antarctic Research Center founded by his son hadn't yielded a single result.

Don't people know the limits of Alexia's smarts? She is only Edward's grandchild after all.

But from the day she came, our worthless, good for nothing subordinates began to say "It's a good thing Alexia is here". She may be from a famous family, carry great "genes" within her, but nonetheless, I knew it was gonna be a real hassle having subordinates with such a lack of good judgement.

It's idiots like that, who, if they accidentally stuck their foot in a bucket, wouldn't be able to move or figure out what to do unless someone told them.

At least I could still tell the difference.

However, if, at that time, I would have gotten upset about the whole thing, it would have just slowed down our progress on the T-Virus research.

Unless you can keep cool and still be decisive no matter what the circumstances, then success will always evade you.

At that time I was thinking this:

By making good use of the "past", then we could definitely yield good results. And iff some of those "old timers", who feasibly could die at any second, then they would make great test subjects.

After all, do you think it is possible to stand above the people, if you can't rationally use their "human resources" well?

However, the problem was Birkin.

The way he reacted to the Alexia rumors was terrible.

He never really said it, but for Birkin, the fact that he was the youngest person to ever be a chief researcher was always something he was proud of.

That "pride" was severely injured by having a mere 10 year-old become a chief researcher. It was probably the first time someone so talented as he had ever tasted defeat.

He just couldn't accept the "younger, girl of good lineage".

To be made a fool of by someone who hadn't gotten any results. Someone who had worked so far away.

The face that he couldn't get over it, showed his immaturity.

However, even though he was still immature, no matter what, I had to bring him

back to his senses.

It was during these three years that our research moved up to the 2nd level.

It was at this point that we fixed upon the idea of making a "living biological weapon". We started to call the "T-Virus" by a new name--"Zombie".

However, it was impossible to get a 100% infection ratio. Within people there is a subtle difference that the virus couldn't totally overtake. It seems "capability" was also a major factor.

About 10 percent of the people who were injected with the "Zombie Virus" didn't get infected. And this was something that, no matter how hard we researched, we just couldn't overcome.

A disease that would affect 90 percent of all humans seemed to me to be quite a powerful weapon. But Spencer didn't see it that way. Spencer said that he was hoping for a specialty virus that could "easily" wipe out EVERYONE.

But, why in the world would he want something like that?

One important characteristic of biological weapons was that they could be developed cheaply. However, the "biological weapon" that we were researching started to become very costly.

If Spencer was in it just for the money, then he probably wouldn't have chosen to spend the extra money on researching a specialty virus that infected and wiped out 100% of its victims. It just wasn't financially "worth it".

Why would he want to ignore all financial concerns just to continue research?

If by changing the idea of war (through biological warfare), he was attempting to monopolize all military industries then I would have understood that but...

Even to this day, I have no idea what his true intentions were.

But whatever Spencer's real reason was, Birkin was planning on making a biological weapon that would increase a country's military capacity.

Not to just manipulate the genes of the "T-Virus", but also by adding other genetic code he was planning on creating "him".

A military biological weapon that could annihilate those who went unaffected by the virus, as well as, people who were wearing anti-viral gear and equipment. This weapon was later named "Hunter".

However, that experiment was temporarily put on hold.

In order to protect the test subjects from Birkin.

Birkin's pace was quickened by Alexia's existence. He began to act "out of the ordinary".

He would stay in the lab for 24 hours straight. Attempt experiments that he hadn't really thought out.

I tried to use other researchers to get as many samples from the subjects before they died, but I just couldn't keep up with his pace.

The head facilitator brought in a new subject, as if nothing had ever

happened. But she, too, soon died.

It was [heck].

And within that [heck] there was but one person living--The female test subject's body that continued to live on. [Lisa Trevor]

She was already 28 years old. Having lived 14 of her years in this research facility.

Someone whose "consciousness" had been taken away by the "Starter Virus" that had been injected into her 14 years ago. Someone who, if their "heart" did happen to actually be alive, would only hope for "death".

But she continued to "survive".

Why was only she able to survive this long? Her basic experiment data and that of other subjects seemed to be the same.

It would still take a long time for us to solve this riddle.  
(The report continues 2 years later)

Alexia 2

December 31st, 1983

The winter of my sixth year at the Arklay Research Center.

For the past 2 years, there were no significant results and time seemed to just stagnantly flow along, but before long we had a breakthrough.

The thing that started it all was a report we got that morning.

Antarctica Alexia had died.

The cause of her death was that she accidentally got infected by a virus that she, herself, was researching. It was called the "T-Veronica Virus".

Alexia was 12 years old. It seems she was just a little too young to be undertaking such dangerous experiments.

There were many rumors to be heard. One particular rumor actually suggested that she injected the "T-Veronica" into her own body. But no matter what the circumstances I find that particular "theory" to be implausible.

Probably she was just so shaken up over her father's disappearance one year earlier that she just made a mistake in the experiment.

After that Alexia's last remaining blood relative, her twin brother [Alfred] who had worked in the Antarctica Research Center came and picked up where she left off. But no one had any expectations of him.

In the end, the "Ashford" family was basically "dead"... without even yielding a single advance for the experiment.

It was just as I thought. A legend is, after all, merely that....a legend.

After the news of Alexia's death, Birkin changed. Or I guess I should say, he returned back to his normal self.



But I guess the biggest thing was that all of his subordinates now had no choice but to think of him as the main researcher. Since, now, there was no one who could surpass his talents.

However, with that, it became "taboo" for anyone to talk about Alexia in front of him.

He fiercely opposed me when I planned on getting a sample of the T-Veronica Virus.

I had no choice but to put finding the truth about Alexia's research on the back burner.

In the end, even though the situation was at its best, Birkin, himself, failed to grow up and advance his research.

However, at that time I was concerned more about a different question at hand.

The Arklay Research Center was surrounded by a dense forest.

I often hiked through the forest but since the center was located in a mountain region there was never anyone to be found nearby.

The only method of transportation was by helicopter. And the center wasn't exactly the type of place people came to visit.

One important reason for the fact that the center was located in such an isolated location was to prevent the virus from getting out in the instance of a "leak".

However, "biological weapons" aren't that simple.

"Viruses" don't only infect humans. They can infect "other" things as well.

Any virus is usually capable of infecting more than one host.

For example, the number of species that the ordinary "influenza virus" (the common flu) is recognized as infecting birds, pigs, horses, seals, and humans.

The difficult part is that not all types of animals/people within a species are affected. Even though, within the bird species, ducks and chickens are affected, all other birds are not.

And, if a virus mutates, then the kinds and number of hosts it affects changes.

So it is impossible to create a virus that is capable of affecting everything.

And that was the main problem--trying to adapt the T-Virus so that it would affect "everything" that it came into contact with.

After Birkin became "useless", I started investigating the T-Virus's communicative infection rate.

It was then that I found out that, it was a fact that the T-Virus could infect almost any kind of living thing.

Not just animals, but plants, insects, fish--almost any species. The virus had the power to expand and disperse all over the earth.

Whenever I would leave the center for a walk in the woods I would always think to myself...

Why did Spencer choose this place?

Because there were lots of different types of species concentrated in the woods.

If the virus ever did get out here, then what would happen to a place where there were this many types of living things present?

In the case of insects, they are small so you might not think of them as "dangerous" even if they are secondary carriers of the virus.

However, insects usually exist in "swarms" and that huge number makes them a very dangerous "carrier", indeed.

If they were carriers then how far would the virus spread?

If a plant was a carrier then, since they can't move, you wouldn't expect them to be able to infect many people.

However, what about the "pollen" that comes from plants?

Considering those factors, the center was an extremely dangerous place to run "virus research".

And if you really think about it, the location of the Ashford's Antarctica Research Center was really a much safer and obvious choice.

It would almost seem as if this place was specifically chosen, as a location, for the purpose of "spreading" the virus.

But, I just can't imagine that would really be so.

What is Spencer trying to get us to do?

This was a major issue. So big that I couldn't tell the other researchers.

At this time the only person that I felt I could have talked with about this was Birkin, but it was evident that telling him would be meaningless.

I needed more information.

It was at that time that I first began to feel the limitations of my position as researcher.

I needed to get myself to a position that had more access to information that would reveal Spencer's true objective.

I felt no love lost for throwing away my position as researcher in order to find out.

But I couldn't rush things. Because if Spencer ever got wind to what I was doing then it would be all over.

I jumped back into my research and it was "business as usual" so as not to call attention to my plans.

During those times, the female test subject that continued to survive was left

in some corner and forgotten.

A living "could've been".

We began to call her that, sometime after she stopped yielding useful data for us.

At least, until 5 years later that is...

(This report continues 5 years later)

Nemesis

July 1st, 1988 [My birthday! Woo hoo!]

The summer of our 11th year at Arklay was just starting.

I was already 28.

Birkin had become a father and already had a 2 year-old daughter.

[Sherry Birkin]

His wife was one of the researchers that worked at Arklay.

You would normally think it [would be] hard to understand someone wanting to get married and raise a child, all while doing their research.

But, it is said that only "non-ordinary" people ever continued to do research at Arklay.

Only the crazy ones ever succeeded there.

And so, after 10 long years, our research finally reached the 3rd stage.

To create a living biological weapon that was a soldier that would follow strict orders, obey its program, and have intelligence.

It was the so-called "Tyrant", basically a monster, that we set out to create.

However, there was a major obstruction to our research back then. Finding a basic body for "Tyrant".

The biggest problem was that suitable bodies for Tyrant were, at that time, genetically very limited.

The source of the problem lay in the nature of the T-Virus.

The T-Virus mutation used to create "zombies" and "hunters" could be used on just about any human but it would also cause a decline in the subject[']s brain capacity.

If the subject didn't have a certain amount of "intelligence" then it couldn't function as a Tyrant.

Birkin tried to solving the problem by picking out new mutagens that would keep down the "wear and tear on the subject's brain" so long as the subject fit the "Tyrant Profile".

However the number of people that had "suitable" genetics to accept the tyrant cells were very limited.

In a genetic analysis simulation it was found that only 1 in a million had the genetic make-up to become a "Tyrant", any other person would merely become a regular zombie.

If we would have continued with our research then I'm sure we would have found a way to make a different type of T-Virus that could change more people into "Tyrants".

However, in order to do that research, we first needed people that were perfectly suitable for the new mutation.

However, the odds of us being able to bring one of those few people, living in America, that fit the profile was extremely low.

In the end, the only thing they were able to do was to, by force, bring a few "close contenders" in from other labs[.]

Even before we had the chance to start our research, it seemed we had already hit an obstacle.

At that time I heard a rumor about another location in Europe where they had already reached the "third level" of producing a biological weapon using a method that no one had thought of.

It was known as the "Nemesis Plan".

In order to change the stagnant working pace and conditions, I took it upon myself to get a sample of one of the subjects from that "plan".

Of course Birkin first disagreed with me, but in the end I was able to get him to reconsider.

Everyone had no choice but to recognize the fact that, until we found a suitable "Tyrant" subject, our research wasn't going anywhere.

The "package" from Europe came at midnight, several days later, after a series of broadcasts, proposals, and counter-proposals.

The box that contained "it" landed on the helicopter pad.

It reads "Nemesis Prototype".

I had to use some very strong tactics to get the incomplete "thing" where it was being researched in France, but all the while, Spencer was backing me up, pulling all of his strings and using his influence.

Only Birkin showed no interest in "it" until the end. But he, at least, recognized it as an important part of the experiment.

The sample was developed to create a never before seen, totally new "form".

By manipulating genes, they had artificially created a "living parasite".

That was what "Nemesis" really was.

It could latch onto another organism's brain and then take control of the host's brain[,] bringing it a high-level of destructive power.

By combining intelligence with a destructive body suitable for battle, they were able to form the ultimate biological weapon.

And if they could complete the project then they would be capable of creating "warlike bodies" without having to worry about the intelligence issue.

However, the problem was that the parasite containing "it" was not stable.

The only thing written within the document that was attached to the sample was "Failure--sample died" over and over again.

Anything that had been affected and whose intelligence was being controlled would die within 5 minutes.

We all understood that messing around with the "incomplete" prototype was very dangerous.

If we could only somehow manage to extend the amount of time that the hosts would live then we could take control over the project. That was what I was aiming for.

Of course we would use "her" as our test subject. [Lisa Trevor]

Surely her unusually high endurance would be perfect for sustaining the Nemesis Prototype parasite for a long time.

Even if she didn't last long, it's not as if we would be losing anything special anyways.

However the experiment yielded a result that was opposite from what I was predicting.

The Nemesis parasite that tried to enter her brain disappeared.

At first, I didn't even know what was going on.

I couldn't believe that "she" would be the one to mix with the parasite genes without dying.

That was the beginning.

Somewhere within that "undying" body of hers, there had been a change...

We had to re-examine her from head to toe one more time.

During our 10 years of research she had been totally and thoroughly examined but this time we ignored that previous data.

For the 21 years that she had been here, for the first time, something was actually happening.

After she had already survived longer than other subjects who had received the Nemesis Virus, it was only Birkin that started to realize what was happening.

There was something within "her".

That "something" was a deviation from the T-Virus plan.

Something new that gave way to a new form.

Something that changed our destiny.

It was the beginning of the "G-Virus plan".

(This report continues 7 years later)

G-Virus

July 31, 1995

It had been 17 years since I'd been back "there".

When I come, I remember the wind. The scenery and buildings from the surrounding area hadn't changed a bit.

I saw Birkin standing on the Heli-pad. He arrived before I did.

Meeting with him somehow already seemed "nostalgic".

It had been 4 years since I had left the Arklay Research Center.

4 years ago, when Birkin's proposed "G-Virus" plan was approved, I put in a transfer request for the "data/information" section and my request was immediately approved.

The fact that I had given up on being a researcher and need a change probably seemed like a natural change that most people go through.

Actually, the truth of the matter was that "G" had already reached a level that was beyond my ability.

And even if I wasn't really here to discover Spencer's "true intentions", I think that, at that time, I would have definitely realized the limitations of my ability.

As the wind danced around the helicopter, Birkin was, as usual, fixated on some document.

Apparently, he was coming to Arklay on a routine basis, but he was no longer assigned there.

A while ago, he had been transferred to a huge underground research facility in Raccoon City. That was the main facility for his "G-Virus" research.

But to tell the truth, 4 years ago, I really didn't think Spencer would approve "G".

Because "it" deviated from the idea of "weapon" and it was created with too many unknowns left unsolved.

The big difference between "G" and the "T-Virus" was that a body infected with "G" would spontaneously continue to mutate.

Of course a virus's genes are unprotected so it quickly mutates.

But the cells within a living organism are different.

Even if the subject's make-up has been altered by the virus, the cells within the organism's body rarely can be mutated.

Of course, by using other "stimuli", such as radiation, you can make mutations occur within a living body.

However, a body that is infected with "G" continues to mutate, without any outer stimuli, until the host dies.

Even that "T-Virus" has lots of attributes that are quite similar to "G".

It has already been observed that the genetic make-up of one of the "living biological weapons" (a person infected with the T-Virus), who has been placed in a special setting, has continuously "changed".

But in order for this change to occur it is necessary to use outer stimuli as a catalyst. And one can mildly predict which changes are likely to occur.

However, there are no such "laws" concerning a body infected with "G".

No one can predict just how someone infected with "G" will change. No matter what kind of method you use to try to cope with "G", it continually changes, making that "method" ineffective.

7 years ago Birkin noticed a little bit of this effect in the female test subject.

There wasn't the slightest change in her appearance, but deep within her something was constantly changing and she continued to co-exist with the virus used in the experiments.

And so after 21 years of inner mutations, even the "parasite Nemesis" just became one more mutation within her body.

The "G-Virus Plan" was a plan to push those "characteristics" to the utmost limit.

However, the thing that lay ahead could be an evolution to the "final form" for mankind... or it could be a "finale" in which the organism merely dies...

Could we really call that a weapon?

What was Spencer thinking when he approved this plan?

Even though I had been working in the information section for these 4 long years, I had still been unable to figure out what Spencer was planning.

And now Spencer has stopped coming to Arklay.

Almost as if something that he has been eagerly awaiting and expecting has begun to start.

Spencer, like some mirage floating in the desert, had begun to grow farther and farther away from me.

But I was sure that a chance would present itself to me eventually.

That was, of course, if I lived long enough to see that day.

Birkin and I got on the elevator and rode to the top floor.

To the place where we had first met "her".

A man named John, Birking's successor and new chief researcher, was waiting there for us.

He came from a research center in Chicago and was supposedly a very talented scientist but he was a little too "straight" to be working at a place like this.

He began to question the "inhumanity" of what was going on in the labs and made his opinions known to the upper-level executives.

I had heard rumors about him at the information section.

Everyone seemed to agree that if any information ever leaked out, he probably would have been the culprit.

We ignored John and kept on walking, and then began the final "disposal" procedures on her.

"You must kill her".

Due to her being infected with "Nemesis", although only a minor amount, she started to "think" and become conscious. She started to act in "grotesque" ways.

Her behavior has continued to escalate and now she wears the face of another woman that she "peeled off" just like a mask.

According to reports, she acted the same way after they gave her the first "Starter Virus".

I don't know why she began to act in such a way, but because she recently killed 3 researchers, "they" have decided to "dispose" of her.

Now that the "G" research is on the right track, there is no real use for a "test subject" like her.

After constantly checking and re-confirming for 3 days the fact that she was dead, her corpse was, as per Facility Head's order, taken away somewhere.

In the end, I never did find out who she was and why she was brought here?

Of course, she was merely a test subject.

But still though, if she hadn't been here then there wouldn't have been any "G Plan". And Birkin and I would probably be leading different lives now.

I left the Arklay Research Center, thinking that very thing.

I wonder how much of this was according to Spencer's "plan".  
(3 years later the "incident" began)

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15. Resident Evil Games  
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As of now, here are the Resident Evil games and their platforms.

Resident Evil / Director's Cut / Dual Shock

- Gamecube
- PC
- Playstation
- Saturn



Resident Evil 0

-Gamecube

Resident Evil 2 / Dual Shock Edition

-Dreamcast

-game.com

-Gamecube

-Nintendo 64

-PC

-Playstation

Resident Evil 3

-Dreamcast

-Gamecube

-PC

-Playstation

Resident Evil 4 (Announced)

-Gamecube

Resident Evil: Survivor

-PC

-Playstation

Resident Evil: Survivor 2

-Arcade

-Playstation 2

Resident Evil Code: Veronica / Complete / X

-Dreamcast

-Gamecube

-Playstation

Resident Evil Gaiden

-GameBoy Color

Resident Evil: Gun Survivor 4 (Announced)

-Playstation 2

Resident Evil Online (Announced)

-Playstation 2

Resident Evil Movie

-DVD/VHS

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16. Resident Evil Timeline (By WeskerFanGirl)  
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[NOTE: This entire section of this FAQ was written by WeskerFanGirl.]

July 23, 1998

After several murders in the Raccoon City area, S.T.A.R.S. are sent to investigate the area. The Bravo team is sent in first. Their helicopter has to make an emergency landing. Rebecca Chambers, who is on her first mission, gets on a train sitting in the middle of the woods. There, she meets Billy Coen. Billy Coen was supposed to be executed for killing 23 people, but the transport vehicle was attacked by leeches.

They are stuck on the train with several zombies and leeches, so after the

train starts moving, they team up. They eventually have to use the emergency brakes, and end up at the old Umbrella Training Facility. Wesker and Birkin watch Rebecca and Billy through some monitors. Marcus interrupts them as he tells them he was responsible for the virus leak in the lab, mansion, and train. He says it's revenge for the death of James Marcus, although they don't know it's him, because he looks younger.

Billy saves Rebecca's life a few times at the training facility, and he tells her about an incident in Africa that explains the 23 people. They find Marcus' Diary, which says he created the t-virus. They also visit Marcus' lab under a church outside the training facility. Billy and Rebecca get separated for a short time, after Billy is attacked by an eliminator. Rebecca gets in a cable car and ends up at a factory. She uses the turn table and meets up with Enrico, the Bravo team leader. He tries to get her to come with him, but she says she has to find Billy. After fighting a Tyrant and getting in an elevator she arrives at the sewer treatment plant. She finds Billy, and they try to look for a way out of the treatment plant.

James Marcus confronts them, and he tells them who he is. He tells them he was resurrected by the Queen Leech. The queen takes over and he morphs into the boss. They defeat him, and get onto a lift, but the Queen Leech follows them and the self destruct sequence starts. They end up getting knocked off the lift, and fighting the leech queen in a large room with several large boxes and shutters. They open the windows when they find out that the queen is weakened by sunlight. Billy kills the leech queen with a Magnum that Rebecca finds lying on the floor. They make it out in time. They end up in a field overlooking the Spencer mansion. Rebecca tells Billy he is now officially dead, and they go their separate ways. Rebecca heads to the mansion and Billy goes off on his own.

July 24, 1998 (Note: I wrote a combination of Chris' and Jill's senerio)

S.T.A.R.S Alpha team is sent in to search for the missing Bravo team. Joseph is attacked by zombie dogs, and the rest of the team runs, while the helicopter pilot, Brad Vickers, leaves them stranded. Wesker, Barry, Chris, and Jill all run to the mansion. The characters all get separated. Wesker disappears and forces Barry to help him destroy S.T.A.R.S. by threatening his family. Wesker's goal is to get combat data and then destroy the lab and the mansion. Chris meets Rebecca Chambers, who is with Richard Aiken from Bravo team. Richard Aiken eventually dies. Enrico is also killed, along with all the other Bravo team members, besides Rebecca.

In the labs, Wesker tries to shoot Jill, but Barry saves her just in time. Wesker releases the Tyrant, who turns on him. After Jill defeats the Tyrant, Wesker escapes. Wesker sets the self destruct system, and all four go to the heliport to signal Brad. Before he can land, the Tyrant breaks through the concrete and attacks again. Brad drops a rocket launcher, and the Tyrant is destroyed. Chris, Rebecca, Jill, and Barry fly away as the mansion blows up.

September 28, 1998

After there was a major outbreak in Raccoon city, Jill Valentine tries to escape the city. Brad warns her that something is coming for them, and he is killed outside of the RPD, by a B.O.W. called Nemesis. Nemesis chases Jill out of the RPD, and she eventually loses him. She meets a mercenary who was hired by Umbrella named Carlos. She doesn't trust him at first, but later learns to work together with him. She meets the rest of the remaining Umbrella Biohazard Countermeasure Services (U.B.C.S.) team, Nicholai and Mikail. Nicholai tells them the plan for getting out of the city involving ringing the bell at the city Clock Tower. Nicholai later fakes his death, and Jill tells Carlos. After getting all the needed materials, they start the cable car. Mikail sacrifices his life to save Jill and Carlos, when Nemesis attacks. Then Jill and Carlos have to use the emergency brakes, and the cable car crashes.

Jill wakes up outside of the Clock Tower. Inside she finds Carlos, and

Nemesis is also still stalking her. She rings the bells and exits the Clock Tower. She sees a helicopter coming, but Nemesis blows it up with his rocket launcher. This destroys some of the Clock Tower. Nemesis infects Jill with his tentacles. Carlos tries to help, but he faints after Nemesis fights back with his rocket launcher. Jill fights Nemesis until he walks off into the flames. She then blacks out, and Carlos wakes up and carries her into the Clock Tower.

September 29, 1998 (Note: This follows Leon A, Claire B)

Claire Redfield and Leon S. Kennedy are both driving into Raccoon city. Claire is looking for her brother, Chris. Leon was going to the RPD for his first day as a cop. Leon and Claire meet up after seeing some zombies. They get into a police car, but it crashes after a zombie in the back seat wakes up. They are then separated by a large truck running into the back of the cop car. Leon tells Claire to go to the police station.

At the police department, Leon meets a woman named Ada Wong and Claire meets a girl named Sherry Birkin. After searching the RPD, the four all go into the sewers with the people they met up with.

Leon gets injured when he is shot by Annette Birkin. Ada then meets Annette and finds out she is Sherry's mother. Her husband, William Birkin, was shot by a group of men in biohazard suits, who were sent to get the G-virus. They took the sample and headed toward their rendezvous point. Before he died, William injected the G-virus into his own body. He killed the men while several samples of the t-virus were broken. The rats then spread the virus.

Leon and Ada get onto the turn table. Ada is wounded by Birkin when his claws go through the side of the car on the turn table.

Later, Claire and Sherry also get on the turn table, but it stops halfway down. Claire gets out and climbs through a vent. When she gets to the lab, the turn table lowers.

Leon and Claire make their separate ways through the labs. Annette tells Leon that Ada is a spy sent for the G-virus. Leon doesn't believe it. Annette gets knocked out by a falling pipe, and Leon takes the virus. Ada then tries to get the G-virus from Leon. He is shocked to find out that she is a spy after all. Ada threatens to shoot Leon, but she can't do it. Annette, who is barely alive, shoots Ada, causing her to fall off the platform. Leon can't hold on, and she falls. He throws the virus after her.

Claire and Sherry make their way to the bottom platform, after hearing the self destruct system. Leon goes an alternate way. Claire fights Mr. X for the final time. During the fight, a woman figure believed, but not confirmed to be, Ada, throws Claire the rocket launcher. Leon fights Birkin. Leon defeats him and gets onto a lift to the train, where Claire is.

Claire starts the train, and Leon makes it on just as it starts moving. They think they have made it until there is another emergency. Birkin followed them onto the train. Leon once again fights Birkin, but that still doesn't stop him. Sherry then crawls into the control room and stops the train. They get out and run out of the train tunnel just as the train explodes.

At this point, Sherry stays with Leon as Claire leaves to look for Chris. The date of this is not confirmed, but at some point, Leon surrenders Sherry to a man who claims to be an agent of the U.S. government.

October 1, 1998

Jill wakes up in the Clock Tower. She tells Carlos that she knows she has the virus. He goes to look for a way to help. There is a hospital nearby that has the vaccine. He sees Nicholai there, and finds out that Nicholai is not on their side. Nicholai goes flying out the window when another member of the U.B.C.S. commits suicide with a grenade in an attempt to kill Nicholai. After Carlos gets the virus vaccine, he sees that Nicholai has set a bomb to go off. He hurries out of the hospital and back to the Clock Tower.

He gives Jill the vaccine. Carlos says he has something important he has to check and to watch out for Nicholai and Nemesis, because they are both still alive.

Jill then goes to the park. She finds a hide out for the U.B.C.S. supervisors, and Nicholai confronts her. They are interrupted by an earthquake. When Jill follows Nicholai outside of the hut, she falls into a ditch made by a huge worm-like creature. So she fights the monster and climbs out of the ditch.

She finally makes her way to an old treatment plant. She meets up with Carlos once again and he tells her there is a missile heading to Raccoon city at dawn. She eventually opens a door leading to a large room filled with trash. Nemesis comes, and she is locked in. She defeats Nemesis, and finds a key card to unlock the door. Nemesis then falls to where all the wastes and chemicals are dumped.

A missile launch is then detected. Jill hurries to open the last door she hasn't opened yet. In the Control Room, Nicholai starts shooting at her from a helicopter. She tries to negotiate with Nicholai, but he leaves in the only helicopter. Carlos enters and she tells him that Nicholai left with the only helicopter. Carlos is still determined to escape though. Jill leaves the room through a ladder and finds herself in some kind of junk yard. She once again has to fight Nemesis, this time with a huge rail-gun called Paracelsus' Sword. Carlos is there and says someone is coming in another helicopter to rescue Jill. The pilot turns out to be Barry Burton. They leave in the helicopter just in time before the city is nuked.

November, 1998

Ark Thompson is sent by Leon to Sheena Island. The island is owned by Umbrella. Vincent Goldman is the commander of the Island. Ark pretends to be Vincent, and he meets a sewer manager named Andy. Ark confronts Vincent, and Ark tries to escape with a helicopter, but Vincent hangs on and shoots the helicopter, causing it to crash. Ark wakes up with a headache, and he doesn't remember who he is.

Ark gets up and starts walking around. He sees Vincent lying on the ground, but doesn't know it's him, because of his memory loss. The Island has had a t-virus outbreak, so monsters and zombies are wandering around. After exploring a while, Ark gets a phone call from Andy from a pay phone. Andy still thinks Ark is Vincent. He enters the nearby library where Andy is. Andy runs away and locks the door behind him.

Ark walks up the stairs and through another door. Andy locks him in a room with a Hunter. Ark survives and exits, and follows Andy. He eventually gets into the sewer, where he reads Andy's diary. Andy has a hobby of taking pictures as seen all around the room. Ark finds a picture of himself, but again thinks it's Vincent because of what the diary said. A young boy named Lott enters and when he sees Ark, he gets scared and runs away.

After further exploration, Ark comes to an Umbrella facility. He goes to Vincent's office, where he reads Vincent's diary. He also finds Lott's sister, Lily, who is listening to some recordings. Lott tries to attack Ark with a baseball bat, and he tells Lily to run. Both children run off.

Ark follows them, and sees them jumping over the rail and into knee high water. Ark eventually finds their house. Inside he finds Lily, who tells him that Lott has gone to the labs, and she is worried because of all the monsters there. Ark goes to save Lott.

When Ark finally gets to Lott, Lott tells him the truth. Lott tells him he isn't Vincent. The self destruct system begins. Ark tells Lott to go home and get Lily. Ark has to fight more monsters, including a Tyrant. He finally makes it to the train. Ark, Lott, and Lily all board, and arrive at a helipad. The Tyrant is there too, and attacks. Ark defeats it and boards the plane. The Tyrant hangs onto the plane, Ark finishes it with a missile equipped to the

plane. All three fly to safely.

December, 1998

Claire Redfield breaks into Umbrella's paris lab. She is caught by Rodrigo, and sent to Rockfort Island.

December 27, 1998

Claire wakes up in her small jail cell. Rodrigo staggers in and lets her go. He tells her a special forces team attacked the island. Rodrigo also needs some medicine to stop some internal bleeding. Claire cautiously exits the prison, and into a graveyard, where several zombies attack her. She runs through a door into a courtyard. A light shines in her eyes, and someone starts shooting at her. She picks up a gun and shoots back. The sniper turns out to be a teenage boy named Steve, who was a prisoner on the island. He is now looking for a way out. Steve walks away quickly. Claire follows him.

After exploring the prison area, which is infested with zombies from an outbreak, Claire finds Steve at a computer. Umbrella is monitoring Chris, so Claire sends Leon and E-mail so he can tell Chris he's being monitored and to come and save Claire. Steve doesn't think he will come, and he gets mad and walks away again.

Claire finds her way to a palace. Claire meets Steve again there. He tries to take some Gold Lugers and is caught in a trap. Claire says she needs them, but Steve wants something fully automatic. He runs off once again. Claire goes back to the main foyer, where she meets Alfred Ashford, who is aiming a sniper rifle at her. He misses, and she hides behind a pillar. Alfred thinks the t-virus outbreak was her fault, but Claire denies it. He still doesn't believe her. He eventually leaves, and Claire leaves the palace, and goes to the island's airport. she needs three proofs to get to the plane. She begins to explore the rest of the island.

There is also a military training facility for Umbrella employees. While walking through a stone courtyard, Alfred tries to shoot Claire again. He misses, and she chases him up the stairs, through the door, and down the hall. He is nowhere to be seen, but he traps her using the shutters. He uses the P.A. system to warn her about whats in the next room. First, however, she checks out a different room and finds some Hemostatic medicine, which is used to stop internal bleeding. She enters the room, and finds the sub-machine guns, but the ammo is on some crates below. A monster then attacks her. It is a rubbery monster that uses a long rubbery arm to slap her around. She defeats it, but when she goes down the stairs she is attacked by another. It grabs her by the head and picks her up. Steve jumps through the window and saves her.

After Steve defeats the monster, he gives Claire a lift to get the ammo for the sub-machine gun. The platform begins to move to a lower level. Steve runs around the area shooting zombies, and testing the new guns he has. He meets up with Claire, and he says guns are more dependable than people. Claire is shocked by this. They continue walking around until a wooden walkway falls from underneath of them. Claire's leg is trapped under some rubble and she can't move. A zombie starts to walk toward them. Claire tells Steve to shoot it, but Steve just stares. The zombie gets closer. Just before the zombie bites Claire, Steve screams "Father!!!" and shoots the zombie until it doesn't move any more.

Steve begins to cry. He explains to Claire that his father worked for Umbrella. They were captured and sent to the island. Due to the recent t-virus outbreak, his father became a zombie. Claire continues to look through the facility.

She takes the lugers and uses them in the palace. After putting in a password in a computer, she finds the Ashford's private mansion. On the second floor, she hears a two people talking, Alfred and Alexia. Judging by the

conversation, they appear to be siblings. Claire waits for them to leave, and then walks into the room. Inside is a music box playing a song. Claire needs to find the missing piece of the jewel shaped like an ant that opens the music box in the opposite room. Claire leaves and goes back to look through the prison with a new key she found at the Ashford mansion.

She goes back to check on Rodrigo and gives him the medicine that he needed. She also gives him her lighter that her brother gave her. Back at the prison she finds the music roll for the piano in the palace. When she goes back to the palace, Wesker is there. He threatens her, and tells her how much he hates Chris. Wesker leaves eventually after getting a call. When she uses the music roll, a slot machine opens with the missing jewel shaped like an ant. She takes it back to the other mansion. This opens a secret door. After climbing the ladder, she finds herself in a room, where the Ashfords keep all their stuff from childhood. She solves a puzzle there and climbs another ladder leading to a loft. There she finds an article about Alexia and the last proof for the plane.

When she tries to leave, Alexia catches her. She aims a rifle at her, but misses. Before she can shoot again, Steve comes in and shoots Alexia. Alexia goes to the opposite room through a secret door. Claire and Steve follow her, but when they get there, all they find is a wig and a dress. Claire goes to look at the wig, when Alfred jumps off the top of the canopy bed, and attacks. Alfred happens to catch a glimpse of himself in the mirror, screams, and runs away. Steve and Claire come to the conclusion that there wasn't an Alexia, and Alfred was a cross-dresser. The self-destruct system starts, and they go to the planes using the submarine.

They use the proofs and get on the plane, but can't leave because of a bridge blocking the way. Claire goes to move it. On her way back to the plane, she is attacked by a Tyrant. She defeats him, and gets back to the plane. Claire and Steve fly away, when suddenly there is a loud noise from the back of the plane. Claire goes to check, and it's the Tyrant again. She fights him and uses large crates to push him off the plane.

Claire and Steve think they are safe until Alfred tells them he won't let them escape using a video screen in the plane. Later, Steve notices that the plane is headed toward Antarctica. Then the plane crashes. They get off the plane after being knocked out for awhile. The t-virus has also spread in the Antarctic Facility. It turns out that this facility was once owned by Alfred's father, Alexander. There is also a horrible monster in the facility called "Nosferatu".

When Steve tries to move the digger, he accidentally causes poisonous gas to leak. Claire finds a valve and shuts off the gas. Alfred tries to shoot Claire again, and Steve shoots Alfred, causing him to fall off a ledge.

Steve and Claire get into the digger and use it to escape the facility. They get out and climb to a helipad. They are just about to go down the stairs when Nosferatu walks up and knocks Steve off the helipad. He hangs on to a piece of metal hanging off the side of the helipad. Claire fights the monster and saves Steve. They then make it to a snow-mobile and try to drive to the Australian base.

Alfred is barely alive, but manages to get to a lab where his sister has been frozen for the last 15 years so she can get the best possible results from the T-Veronica virus. Alfred dies, and Alexia somehow manages to trap Steve and Claire and bring them back. She controls these tentacles all around the facility.

Chris goes to Rockfort Island to rescue Claire. He meets Rodrigo. Rodrigo tells him that Claire has left. Then a large worm swallows him whole. Chris fights the monster and saves Rodrigo. Rodrigo gives Chris his lighter before he dies.

Chris explores the remains of the military facility. He sees Wesker again.

Wesker tries to strangle him. It turns out that Wesker now has super powers, and a new employer. Alexia appears on a screen. This gets Wesker to let Chris go, since Wesker is looking for Alexia.

Chris gets into one of Alfred's jets and flies to Antarctica. At the facility in Antarctica, he reads a diary by Alfred. Nosferatu was actually his father that Alexia tested the virus on, and Alfred and Alexia were created from the genes of their ancestor, Veronica. Chris finds a mansion that looks very similar to the Spencer mansion. He finds Claire there. She is safe, but she is concerned about Steve. They run up the stairs, and the tentacles destroy some of the staircase. Chris falls to the main floor. Claire goes to find and save Steve. After walking through the mansion's hallway, she ends up in the prison area. Steve is being held captive there. Steve says Alexia injected him with a virus. He begins to feel pain, and turns into a T-Veronica monster, much like Nosferatu! He grabs the axe that was once holding him back, and chases Claire. Claire runs under a gate just in time. Steve hits the bars with the axe. One of the tentacles grabs Claire, and Steve breaks the gates. He is just about to hit her with the axe, when he regains some human memory, and instead hits the tentacle. The tentacle recoils and injures Steve. He turns back to normal, and tells Claire he loves her just before he dies.

Back in the mansion's main hall, Wesker is trying to make Alexia come with him, because she has the T-Veronica virus. Alexia changes and attacks Wesker. He escapes and Chris is forced to fight Alexia. After winning, Chris hears Claire crying behind the door, but he can't open it because it's locked. Claire shoves a folder with a key card in it from under the door. He activates the self destruct system so the lock will be released. Claire meets Chris at the top platform outside the control room. Alexia regenerates and tries to kill Claire, but Chris intervenes in time. Chris fights Alexia, and destroys her for good. Chris runs and sees that Wesker is kidnapping Claire. Chris follows them. He makes Wesker let her go. Wesker says he has taken Steve's body because it has T-Veronica virus in it. Claire then runs to the jet to wait for Chris. Chris and Wesker fight until Wesker gets badly burned. Chris makes it back to the jet, then Chris and Claire fly away as the facility explodes. They are now on a mission to stop Umbrella.

September 18, 2002

Morpheus D. Duvall and his followers steal three t-virus samples from the Paris lab. Morpheus tells his followers he is going to auction the items on a ship called the Spencer Rain. He instead spreads the virus.

September 22, 2002

Bruce McGivern is sent to the Spencer Rain after it was contaminated by the t-virus. He works as a spy for the U.S. government. Morpheus holds a gun to Bruce's head and makes Bruce drop his gun. Morpheus is just about to shoot Bruce, when Fong Ling, who was sent by the Chinese government, throws a grenade. Bruce notices it before Morpheus, and jumps out of the way in time. Morpheus is wounded, but escapes.

Bruce climbs into the cruiser and explores. He eventually gets a call from his boss. Morpheus is black-mailing the government or he will send missiles to the U.S. and China. Fong Ling sneaks up on Bruce and kicks the radio out of his hand. After kicking him around a bit, Fong Ling decides that she doesn't want Bruce around. She runs off, and Bruce continues to search the cruiser.

Bruce eventually finds a valve he needs to open the door to the cargo room. As he is leaving a huge hand breaks through the window and knocks him down. Fong Ling then takes the valve and runs off. She makes her way past dozens of zombies to the pool deck. Bruce follows her there. Morpheus is watching them through a monitor. He releases some Hunters, and Bruce kills them. Morpheus then gives up and injects himself with a new virus called the tG virus.

Bruce and Fong Ling go down the ladder. Fong Ling runs ahead of Bruce.

Bruce walks around until he comes to a larger room that has theatre seats, and a room with a sliding door. He finds a crowbar there and takes it. When he tries to leave, Morpheus (in tG virus form) comes through the sliding door and picks up Bruce by the neck. Bruce tries to shoot him, but with the effects of the virus, it doesn't do anything. Morpheus now has electrical powers, claws, and high heels. He chases Bruce down the hall. Bruce uses the crowbar to get a key card he uses to open a door. He runs down the hall until he sees Fong Ling. He then shuts the door behind him. Fong Ling crawls through a vent at the top of the door and electronically opens it. Bruce closes the newly locked door behind him, and locks it. They wait until Morpheus leaves.

They leave the room, and go their separate ways once again. Bruce finds the room where Morpheus injected himself. There is a file there saying that Morpheus was fired from Umbrella because he was blamed for the incident in the Spencer Mansion on May 11th (RE0/RE1).

Bruce walks up a few flights of stairs, and hears an alarm start to go off. Fong Ling is looking out the window. The cruiser is close to hitting a cliff. Fong Ling runs for the exit first, and Bruce follows her. The monster that hit Bruce earlier is out there. Bruce tells Fong Ling to go after Morpheus while he fights the monster. After defeating the monster, Bruce jumps off the cruiser and into the ocean. He swims to a nearby island. It's another island with an Umbrella facility. Bruce happens to see a fence destroyed with an electrical current coming from it. He knows Morpheus has been there.

He jumps down the hole and into the Umbrella waste disposal facility. There are several sewer-like places in the facility, as well as zombies and other monsters. Bruce finds a radio he uses to call headquarters. He tells his boss that he knows about Fong Ling. The man on the other end tells Bruce that the Chinese government has given in to Morpheus' deal, so Fong Ling's presence is no longer needed.

Fong Ling is also at the facility. When she steps into an outside area, a large aircraft is seen in the sky. A laser is pointing towards her. She just stands there in shock. Bruce pushes her out of the way. They look back to see a huge hole in the concrete where Fong Ling was just standing. They run towards a nearby office. Bruce notices that a symbol on the aircraft is the same symbol she has on her arm. He cuts the tattoo on her arm. There was a computer chip under it. Bruce steps on it, and the aircraft's laser fades.

Fong Ling thanks Bruce, and he goes on his way. Fong Ling stays behind for the moment to take care of the wound. Bruce then finds an elevator leading to Morpheus' underwater facility, where the missiles are going to be launched from.

A large Tyrant attacks Bruce. After he defeats it, Fong Ling catches up with him. They get into the elevator. Morpheus is standing on the top of the elevator and cuts the cords holding it with his claws. Bruce uses the emergency brakes to stop the elevator. He helps Fong Ling out of the elevator. When he tries to get out, however, the elevator falls.

Fong Ling explores the facility. She uses an elevator to get to Morpheus' office. Morpheus sneaks up behind her and knocks her out.

Bruce wakes up on a different level of the facility. He also uses another elevator to explore the 2nd and 3rd floor. Along the way he finds a new weapon that is used to destroy tG virus creatures called the Charged Particle Rifle. He gets to Morpheus' office, and reads his diary. It talks about building a kingdom in Africa. Morpheus uses the flat TV screens in the room to show Bruce that he has Fong Ling. Bruce goes to rescue her. He takes the secret elevator down. He comes to a large room filled with several pillars.

He uses the new weapon to defeat Morpheus. Bruce wakes up Fong Ling. Their goal now is to disarm the missiles. Fong Ling guides Bruce, while he goes through a maze-like missile silo.

Fong Ling tells Bruce that Morpheus is coming, as Bruce is heading to the missile silo. Bruce looks back, and sees a very large monster coming his way. Bruce hurries through the maze, but there is a locked door. Fong Ling tries to



open it, while Bruce shoots at Morpheus. He goes through another maze. The door to the last room is locked. Morpheus is still following Bruce. Bruce fights Morpheus and defeats him for good. Fong Ling tries to catch up to Bruce after giving him directions, and she sees Morpheus mutating and becoming even larger. Bruce is trapped on the other side of Morpheus. Morpheus explodes, destroying the entire facility. Bruce and Fong Ling manage to escape by submarine, as a helicopter comes to rescue them.

Credits:

I do not own Resident evil. I would like to thank Capcom and all those involved in making all the games.

I would also like to thank everyone in the RE community. I've learned so much about the games from you and the games themselves.

WeskerFanGirl

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17. Cheats and Codes  
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Unlock Leech Hunter Game

Beat the game on any difficulty.

Extra Costumes

Complete the game on Normal or Hard mode. The CLOSET KEY will be in Rebecca's inventory when you start the game.

Ending Bonuses

- D: (9:01+) Leech Hunter & Closet Key
- C: (7:01-9:00) Leech Hunter & Closet Key
- B: (5:01-7:00) Leech Hunter & Closet Key
- A: (3:31-5:00) Submachine Gun, Leech Hunter & Closet Key
- S: (3:30-) Rocket Launcher, Submachine Gun, Leech Hunter & Closet Key

Glitch: Kill Giant Bat without Wasting Any Bullets

At the church, run past the bat then enter the save room. When you exit back out, you will find the bat dead. (Credit to Steve Howard (A.K.A. Big Steve [big\_sah@yahoo.co.uk]) NOTE: THIS DOES NOT WORK ON THE PAL VERSION OF THE GAME!

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18. Links  
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Here are some Resident Evil Sites I found very interesting.

BIOHAZARD EXTREME

-<http://www.biohazardextreme.com/>

Resident Evil Fan

-<http://www.residentevilfan.com/>

Resident Evil Horror

-<http://www.rehorror.com/>

The Horror is Alive

-<http://www.resident-evil.com/>

Resident Evil .IT

-<http://www.residentevil.it/>

Resident Evil Survival Horror  
-http://residentevil.metropoli2000.com/

Umbrella - Inc.com  
-http://www.umbrella-inc.com/

Resident Evil X  
-http://www.residentevil-x.com/

Evil Factory  
-http://www.evilfactory.tk/

Resident Evil Sitez  
-http://www.resitez.com/

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19. Credits, Contact Info, and Everything Else  
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This FAQ/Walkthrough was written by DjSiXpAcK14.

WHAT TO DO IF YOU SENT BILLY UP THERE WITH THE HOOKSHOT:

If you sent Billy up there, you're gonna have to do a little running. As Rebecca, you need to run back to the West Bedroom, which is in the hallway with the room with the giant chess board. In there, you'll find a tank of GREEN CHEMICAL. Then you can mix it with RED CHEMICAL for the STRIPPING AGENT. Use the lift to transport the LEECH CAPSULEs.

My E-mail:  
Benn[at]Linger.com  
Just put in @ for [at].

Things that I REALLY REALLY need badly:  
A speed walkthrough

NOTE: If you write me a story and plot analysis or a speed walkthrough I will put your name/nickname all over anything that has anything to do with it.

Things that I REALLY REALLY DO NOT need:  
Dancing Hamster (but would be rather enjoyable)  
Chimp  
A list of all the known cheeses in the world.

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Thanks to:  
EastAce  
ABF  
BusyBeeBandGeek  
JessicaLS  
Steve Howard (A.K.A. Big Steve) for that Giant Bat Glitch & other helpful stuff  
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Actually, I'll get rather unhappy if you copy any of this stuff, because I actually typed out everything myself.  
If you have any questions, see my e-mail above.

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