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#
#           Resident Evil Zero / Biohazard Zero
#           FAQ / Walkthrough
#           By Adnan Javed
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#           Updated on 06/1/04
#           Original ver 24/6/03
#
#           www.planetdreamcast.com/residentevil
#           www.rebiohazard.com *under repairs*
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NOTE : Ok I'm sorry i know i didn't list alot of ink ribbons during the course of the main walkthrough, but to make up for that i have made a separate ink ribbon listing and location column.

Resident Evil Zero / Biohazard Zero
 FAQ / Walkthrough
 By Adnan Javed
 Alias AJ
 ChandooG on gamefaqs.com message boards

This walkthrough for Resident Evil Zero has been written by Adnan Javed better known as AJ among his dearly beloved friends and as ChandooG on the gamefaqs message boards. This is a complete walkthrough for Resident Evil zero, so sit back and..

ENJOY...

If you have any questions about this guide or about this game then contact me at this email address : Returnofthemaniac@Hotmail.com

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- * Guide information
- * Game information
- * Introduction to Resident Evil : Zero
- * Story
- * Characters
- * Control's
- * Monsters and Boss battles
- * Weapons
- * Basic Survival Tips
 - > Tips
 - > Health chart
- * Complete Walkthrough
 - > Main game
 - > Leech Hunter
- * Game Item's listings
- * Game File listings
- * Tips and Cheats
- * Misc Information and Important stuff
 - > Official Resident evil Timeline
 - > Wesker's Report
 - > Wesker's Report II
 - > Ink ribbon chart * special *
- * Review at GAMESPY
- * Fun stuff
 - > Game observations
 - > Memorable quotes
- * Boring Legal information
 - > The Allowed - Unallowed list
 - > Legal stuff...

Contact : Returnofthemaniac@hotmail.com

***** Well here I have another one of my walkthroughs which
 * starts off and finishes at the first version, unless
 VERSION HISTORY* someone makes me some maps for this game, i dont think
 * we'll be seeing any updates lately.

v 1.1 ... i guess not hehehe.. well added some more timeline and thats it.
this one is done for .. cya all.. oh and i added that very important
thing which i missed before, about billy and the hookshot..

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Guide for : Resident Evil Zero
System : Nintendo Gamecube
Author : Adnan Javed
Alias : AJ
Blood type : O+
Comments about game : WESKER RULES ALL
Guide size : 251 kb

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Game : Resident Evil Zero
System : Nintendo Gamecube
Developer : Capcom interactive
Publisher : Capcom interactive
Game rating : 18+
Game modes : 3, easy normal and hard
Playable Characters : 2 Billy and Becky
Boss fights : 7
Difficulty : Normal
Endings : 1
Voice acting : Much better

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Well it looks like zero finally did arrive with a big bang didnt it ? Resident Evil zero leads us to as back as 1997 when capcom announced a resident evil game for the N64 but its production was halted after Resident evil 2 was released for N64 and no one heard any word from capcom about it, but soon capcom announced that this would be one of the games for the opening launch of the nintendo's gamecube, but that didnt happen aswell, after capcom's announcement that all the series story games will be exclusive to nintendo, capcom re announced this game and it was released short after the release of the Resident evil Remake. Now its here .

This game, as obvious as by name is a prequel to the original Resident evil and it explains on most part about the true creator of the T virus and how the mansion incident occurred in real. Boasting the power of the gamecube this game towers even the REmake when it comes to graphical power, with some of the most realistic looking characters we will ever see in a game, casting real time shadows and such. This game also has the record for introducing the most amount of new monsters, including the monkey look alike.

In short this game follows the original Resident evil's story from the BRAVO team's point of view, how they landed and what went wrong with them and what is all this about this billy coen. Story wise this is the first true series game after the original Code veronica back in 2000.

In terms of gameplay this game is completely different then the REmake because first of all , this is the only resi game with the new buddy system, the 2 main hero characters will stay together for most part of the game and it is up to them to save each other and you can switch between then at will. The other will be controlled by the AI after that, also you can handle both of their inventories at the same time, and what makes this game unique is the fact that there are NO item boxes in this game, whenever you have to leave an item you can just drop it anywhere and come pick it up later, the game will remember items locations so no need to worry about that. The character switching thing of the game is really not just to show off the game but its also essential in most parts of the game where you will require more then one character to solve a puzzle or move something or get to higher grounds.

Control wise this game is exactly like the REmake, but the extra GCN controls are only used to switch between the 2 characters. Overall this is a fun game which boosts the graphical power of the GCN and the fun factor of any good Resi Evil game. A must buy for GC owners.

FROM CAPCOM :

Before the Mansion. Before the disaster. Evil is Born

Something terrible is seeping into the once pristine mountain air.

The residents of Raccoon City go about their lives unaware of the dark fate that surrounds them. It's only the beginning! Sent in to investigate a series of grisly murders in the area, S.T.A.R.S. Bravo Team scrambles into action. On the way to the scene, Bravo's helicopter crashes. Although everyone survives, what they discover next is a gruesome site. An overturned military transport truck, riddled with corpses. Rookie member Rebecca Chambers is beginning to wonder what she got herself into. Bravo team is about to discover the evil nightmare that is growing all around them.

Game Features:

- * All new prequel
- * See where it all began, the prequel to the ultimate survival horror series Resident Evil!
- * 2 Game Discs of nightmarish action ,play as rookie cop, Rebecca Chambers and escaped convict on the run, Billy Cowen.
- * New Partner Zapping System. switch between each character in the blink of an eye.
- * The most terrifyingly real gaming experience, you can smell the fear!

FROM THE Survivor's GUIDE:

Set before the events at the mansion you take control of Rebecca Chambers. You intercept a speeding train headed for Raccoon City. It appears to be out of control, and spells disaster for the citizens. Arriving on board the train you discover that all the passengers have been horribly murdered. But this was only the beginning of the horror when they start to wake up..

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1998 RACCOON CITY :

Bizarre murder cases have recently started in raccoon and the people of the good city are terrified to get out of their homes now, families who mostly lived on the outskirts of the town were attacked by a group of about 10 people, victims were eaten, thats the best way to describe it.

JULY :

Raccoon city police department chief Brian Irons who has been trying to avoid this topic was forced to answer to the press when the murder cases increased suddenly and it was decided that the STARS would be sent in to the rumored hide out of these murderers and they would go and investigate.

STARS captain Albert Wesker decided to send in the BRAVO team first.

23 JULY :

In the forests outside of raccoon city on a railway track a train is speeding towards its destination, inside the happy people are sitting care free, they are enjoying their train rides chatting with each other and eating their meals. But unknown to them a spectator is watching them from a mountain top. Suddenly the train is attacked by a swarm of large leeches, these leeches are larger then normal in size and they kill the passengers of the train immediately. They had no chance to escape this disaster.

A few hours later the STARS BRAVO team comes in their chopper to investigate the hideout of the murderers, but they have no idea about the train incident. The helicopter is on route when suddenly its engine's burst and the helicopter is forced to crash land in the forest. No one is injured during this landing and the BRAVO team head out in the forest leaving the chopper pilot inside.

Pretty soon they come across a turned over military police vehicle with the bodies of military people, their faces horribly expressed the fate they underwent. Before Captain Enrico can completely examine the jeep, Rebecca chambers, the new recruit of the BRAVO's finds the report sheet of the military personals order sheet. They had the order to transport a convict Billy Coen. But this coen fellow is no where to be found. The BRAVO's assume that billy killed those MP's and ran off in the forest.

Enrico asks his team to be careful cause there enemy is armed and dangerous, then he asks the team to speed out in the forest, rebecca goes in her own direction and soon she comes across a large train in the middle of the forest, she is a bit surprised to see it but decides to check it out anyways. She goes for the train and it starts raining as she enters the train with her gun ready at all times.

After entering the train she is radio'd by enrico and he tells her more about the convict on the loose, becky finds it eerily strange that the train is completely abandoned.. or is it ?

To make the long story short RE:0 is becky's adventure and in this game we find out about the real creator of the T virus, rebecca must uncover the secrets of umbrella with the help of billy coen she must ally with the convict to survive the night and make it out alive. During the course of this game we discover about the alliance between Albert wesker and William birkin and we find out they were the one's who marcus is after.

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NOTE : The decription like this " # DESCRIPTION # " is given by capcom.

REBECCA CHAMBERS :

Age : 18
Blood type : AB
Height : 5ft 2in
Weight : 93 lbs.

Rebecca Chambers- Youngest Member of the S.T.A.R.S Brovo team, where she is the residing field medic. She is only 18 people,,, She is a value member of the Bravo team but she lacks the physical strength and the stamina of most of the member of the team. She is a very intelligent women despite these weaknesses and has proven herself to most of the Resident Evil gamers in the world as Chris's side kick in the original Resident Evil.

She is also known take control of a situation without it letting it take control of her. Physically weak and cannot take many hits. But her skill with first aid makes her invaluable. She is the only one who can mix herbs and chemicals in the BRAVO team.

Rebecca has just been transferred to the STARS BRAVO team where she is acting as the only medic in the team, she knows herbs as well as the other members know their guns and she can cure a life faster then they could kill one. It hasn't been long since she her career started and she's already taken in the team for a serious operation. The BRAVO team respects rebecca because she is an equal member of their team and they dont treat her like a little child because they know that this girl is a whole dynamite in the package.

During the course of the incident rebecca had to team up with an ex marine billy coen to survive the horror, she successfully does that and reached the spencer estate safe, but upon reaching the spencer estate when chris redfield meets her she seems to be more scared then before, the probable reason for this is that after entering the spencer estate she discovered that most of her team mates are dead which made her scared, but when she meets chris she gets back to her action side and helps out chris in many places.

During her first ever mission rebecca chambers experienced more action then old war veterans experience in their whole life, surprisingly she took the whole undead affair quiet well for a teen ager. Let see what her future has to offer.

The youngest member of the group, Rebecca has been recruited for her knowledge of field medicine and First Aid. She is nervous around other members, both because of her age and due to her lack of experience. Rebecca is eager to please and will take on any task assigned to her without hesitation.

BILLY COEN :

Age : 26
Blood Type : A
Heigh : 5ft 9in
Weight : 163 lbs

Not much is known about Billy, except that he is a former second lieutenant for the marines who receives capital punishment for the mass murder of 23 people. There is a long cut scene in the middle of the game where Billy explains what really did happen about that.. The paddy wagon that was transporting him to the prison is attacked. Chaos ensues and taking advantage of the unguarded moment, Billy escapes to the train. This is where he meets up with Rebecca and the two team up to try and survive the nightmare together. Oh yeah he also has this really keel tatto going down his right arm, most speculate that it's the source of his power... Strong and able to take alot of damage. (It to be that tattoo)) Billy can also move things that Rebecca cannot. Billy weak point? He cannot mix herbs. When you are playing Keep billy as mostly your off hand character because then you can keep a better eye on the weaker Rebecca. Plus he's almost unstoppable with a gun in hand. And rumor is he can fit a grenade launcher in his pants... kidding .

Billy coen is just an innocent young man who was robbed off his freedom when he was wrongly accused of murdering all those people. Billy even tried to stop his commander from killing them, but maybe that is the reason why he was blamed for the killings. Billy is a strong man and he can do most of the things becky is unable to do in the course of the game, and since he is also taller then becky he can also reach higher places that becky is unable too.

Billy can handle any sort of weapon with more accuracy then rebecca can and he has a tendency to kill the enemies more quicker then becky can with any gun in hand. Just keep the shotgun reserved for billy and he'll be happy for the rest of the game. Billy has only one disadvantage that he is unable to do much of the herbs, so its a good game strategy to keep all the ammo in billy's inventory and keep the herbs and any other key's and stuff in becky's inventory.

DOCTOR JAMES MARCUS :

Age : ???
Blood type : ???
Height : ???
Weight : ???

Doctor James Marcus is the man who was the original creator of the T virus, and he also discovered the mother virus, but he wasnt so reluctant to hand his research over to umbrella and finally umbrella assassinated him and william birkin vowed to take over his research. But James marcus didnt actually die, he was saved by his own created queen leech, and now he has the power of control over the mutated leeches, and he can also change his appearance at will. We see his 2 forms in the course of the game.

Before James died he was incharge of the other umbrella owned mansion in the raccoon forest, he was also the man incharge of the umbrella training facility in which he used to test the virus's on the test

subjects.

Now that Marcus is alive and well he is out to take his revenge on all those who tried to kill him, the first of those being Wesker and Birkin. He is the one who spills the T virus in the Raccoon forest area and the train and it is because of him that the whole mansion incident occurs. Marcus watches the progress of Rebecca and Billy throughout the game and he only gets madder and madder at them, he tries many ways to stop them but their determination pushes them on.

Near the end of the game Marcus decides that it's time to face his enemies one on one, will Marcus succeed in his plans or will Rebecca and Billy be able to do something about him?.

ALBERT WESKER :

Age : 30

Blood type : O

Height : 6ft

Weight : 186 lbs

Albert Wesker is the leader of the STARS Alpha team. After the bizarre murders started to happen in the Raccoon forest area Wesker was the one who sent the BRAVO's to the forest in the first place, but unknown to the BRAVO's Wesker has his own plans, while the BRAVO team is getting killed one by one Wesker is sitting with his friend William Birkin and he is making his own plans about what to do with Umbrella.

Wesker's story is that of a sadistic mind, he doesn't care for a lot of people in the world and he isn't afraid of killing anyone for his reasons. Wesker was the man who ordered the facility and the train to be destroyed but he doesn't know who caused that incident. After a while in the game Wesker finally finds out that the person responsible for that is someone who he thought was dead.

After Wesker was sure that the BRAVO team is dead he sends in the ALPHA team and goes in with them, during the course of the mansion incident Wesker reveals his own plans to Jill Valentine and Chris Redfield, two members of the ALPHA team. But Wesker is killed by his own creation and presumed dead until Chris meets him in December at Rockfort base.

What does Wesker want? Why is he doing all this and when will he come to rest with all his schemes, play the game to find all this out.

Wesker excelled inside the S.T.A.R.S. organization and led the Alpha Team in Resident Evil. Viewed by many as a "cool guy," Wesker was recruited by a headhunter for his sharp insight. Although he founded the S.T.A.R.S. unit in Raccoon City, he was really spying on Umbrella. He was nearly killed by Tyrant and injected himself with the T-virus which made him all-powerful. In Resident Evil Code: Veronica X, he escaped the destruction and now remains at large.

WILLIAM BIRKIN :

Age : 36
Blood type : O
Height : 5ft 8in
Weight : 147 lbs

William Birkin is the creator of the T virus and he is also known to be the man who created the T virus, he was just a 16 year old boy when he joined umbrella, but because of his smarts and his over evolved brain he was able to do more in a few years which most of the scientists werent able to do in their entire life. He was doing his job great until Alexia Ashford came to being and that totally discouraged birkin and birkin almost worked 24 hours a day trying to make new discoveries. But after Alexia ashford disappeared Birkin got back to his usual self and again continued his research with umbrella.

He was with wesker when James Marcus was assasinated and he is one of the two people who Marcus wants to kill, birkin vowed that he will take over marcus's research and that is exactly what he did, he continued the reserach marcus left and finally in 1998 he managed to create the more strong alternative to the T virus. The G virus.

Birkin has only one friend in the whole ranks of umbrella and that is his partner from the start, albert wesker. They plan everything together and they perform their operations together. Sometimes birkin just gets irritated by wesker's cruelty and during the course of this game we see that birkin tries to warn wesker about what he's doing but wesker doesnt listen to him. Birkin, as a counter measure, gives wesker the new virus he developed which causes a human to go in temporary state of death then reanimates him with superhuman powers.

Soon after the mansion incident birkin founds out the harsh truth that umbrella doesnt like to play games with anyone and he himself becomes a target for umbrella just like marcus before him. But what happens to him ? Play Resident Evil 2 to find out.

##Father of Sherry and creator of the G-virus. He becomes mortally wounded when Umbrella's "special forces" try to steal it from him. To cheat death, he injects himself with the deadly virus and mutates into a monster ##

BRAVO TEAM :

ENRICO MARINI :

Age : 41
Blood type O
Height : 6ft 3in
Weight : 186 lbs

Enrico marini is the proud captain of the BRAVO's, he is a true leader and has a leading quality which not alot of people have. Enrico treats his team like they are his own family and in return the BRAVO team also respects him alot. When the BRAVO team was asked to head into the forests Enrico led his team bravely into the forests.

But he didnt knew that this mission would be the final one of his life.
He was a proud soul and his memory shall live on forever.

When the BRAVO team lands in the forest area Enrico asks his team to spread out in the forest and upon finding Billy Coen's report he believes that it was Billy who killed those MP people. During the course of this game Enrico contacts becky a few times via radio and warns him that billy is a dangerous man and that she should watch out for him. Enrico also shows up in the factory area later on in the game, how he got there was a mystery which remains unanswered.

1 day later Enrico manages to make it to the spencer estate and somehow reach the catacombs area below the mansion, there he tells chris or jill that this all was a trap, but before he could reveal the name of that traitor he is shot, thus ending the soldier's life in a sad way. Killed by one of his own comrades. That is no way for a soldier to go.

##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. ##

FOREST SPAYER :

Forest spayer is the mechanic expert of the BRAVO team, in this game he doesnt have any dialogue and you only see a slight glimpse of him in the opening movie of the game. Forest is a good friend of chris redfield and they used to spend alot of time together, before the mansion incident forest told chris that he didn't had a good feeling about this and he was exactly right, forest spear is shown dead in the original resident evil, he managed to make it to the Spencer estate, but he was wounded, and pecked to death by crows. Sad fate.

##Forest is a great sniper in addition to his duties as Bravo's vehicle specialist. He is a consummate professional and his work earns him great respect from the other members. He instantly clicks with Chris, and it seems they'll end up good team-mate s. ##

KENNETH SULLIVAN :

Kenneth is the chemical specialist of the BRAVO team, he also has no dialogues in this game, he is only shown slightly in the opening FMV of the game. This man also dies later on in the Spencer estate and the ALPHA team find his final recording. He was killed by a single zombie, and his face is eaten when the Alpha's find him.

##A quiet but very talented field scouting officer. Also an expert in chemistry. He wonders why his chemical experience would be necessary in Raccoon City but quickly discounts his hesitancy since Wesker himself sought him to enlist in S.T.A.R.S. ##

RICHARD AIKEN :

Richer Aileen was one of the only surviving member who was able to make contact with the ALPHA team in the Remake, he has no role at all in this game, and like the others, is only shown in the opening FMV, he dies in the Spencer estate when he is either killed

by a shark or by a large snake.

A very important member of S.T.A.R.S. serving as Bravo's communications expert. The only link back to headquarters for teams out in the field, Richard actually has to pull double duty, as radioman for both units since Alpha Team really has no trained operator, except for Jill.

EDWARD DEWEY :

Edward is one of the only few members of the BRAVO team who has some dialogue in this game, nothing was known about this person in the original or the Remake or resident evil. But in this game becky meets him just after she meets billy coen for the first time. Unfortunately all he can do is warn rebecca about all the monsters out there in the forest and then he dies because he is fatally wounded. Assumed injured by the zombie dogs. He was the co pilot of the BRAVO's.

KEVIN DOOLY :

This is the member of the BRAVO's we least know about, he wasn't mentioned in the original RE at all , and in the REmake we only see his dead body in the opening FMV, in this game too all we see is him signing off to becky and his face is covered so we don't get to see that either, he was the pilot for BRAVO and he stays in the chopper after the rest of the team head out. He was murdered probably by the zombie dogs.

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Up: Move forward
Down: Move backward
Right: Turn right
Left: Turn left
Down +B : 180 quick turn

L : Change target in auto aim
R : Ready your characters weapon
Z : Quick opening for the map, otherwise just go to it through inventory
X : Change between the characters
Y : Open up the inventory screen
A : Action button, do all the action things with it , shoot if gun is raised
interact with other objects, select an item in inventory, pick up something

B : Run button, press while up is pressed to run forward, also cancel decision and move back in inventory options
C : Control your partner if the other character is also present with you at the same time in the same room
Start: Its used to turn the game into solo or dual mode play, for example if your in a room with both of your characters in it at the same time then pressing it will cause the character your controlling to say a line then he/she will go on solo.

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NORMAL ENEMIES

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Zombies

These are the regular enemies you find in any RE game, in this case these are the people of the Raccoon city who have turned into zombies due to the T virus, zombies basically bite you from front or behind, if a zombie falls down they sometimes grab you're legs and have a bite out of them. Pretty easy to kill but its just best to avoid zombies if they are less and the area is wide enough to escape. Along the game you will find various kinds of zombies, there are zombies later who can only spit acid at you and can't bite, and later you'll even find the famous naked zombies. But the zombies have been robbed of their power in CV because they fall down easily and can even die easily with the help of the knife.

Cerberus

This is proof that the T virus also affects animals, these are the dogs which have turned vicious due to the virus, their flesh is hanging over their bodies, they move pretty quick but their attacks wont do a lot of damage, easily killable by the knife if there are only 1 or 2 around, otherwise use you're gun. Once you shoot a dog he falls down for a few seconds and gets up after a while, that is the time to keep on shooting it while its still down and they'll soon die.

Eliminator

This is not an accidental thing but during the course of the T virus research they also carried out some research on other animals like monkeys and this is the result, these are the T virus infected monkeys who have gotten more agile than usual, these can be referred to as the smaller versions of the hunters, they are also fast just like hunters but their attacks don't do a lot of damage at the same time, the easiest way to dispose of them is by shooting them with a fast reloading gun because if they avoid a shot they will directly come towards you and make sure that you don't let them get on your back cause they can slowly make up a lot of damage with their speed. Shotgun should be used when dealing with these little critters.

SPIDERS

These wicked things also make a return in zero, but this time they have retained their deadly poison, the best thing to do against them is again, run away, because they are too slow and they can't catch you and it takes them a lot of time just to turn around, so while they are still turning around looking for the player you should simply say aloha and run away from them, or otherwise if you want to kill them make sure you use a gun like the grenade launcher and aim for their front part, even when they die you can sometimes get hit by their moving legs so it's best to be careful. Mostly you will find these things in rooms which are sewer or dirty, be sure to have a quick trigger finger just in case.

HUNTERS

The hunters make another successful appearance in this game and once again take the title of the most annoying enemy in the game, this time they have put the gorilla-like hunters back in the game, not the small weak ones from Re3, but the big ones from the original RE. Sure they look smaller, but damn they kick ass, this time it's Marcus who unleashes the hunters on the heroes after a scene, keep in mind that hunters are very very fast as well as agile, so it's best to take them out with an equally strong gun, namely the magnum or G launcher, or if there's a single hunter in the area then the shotgun will be able to do the trick, but don't start reloading when hunters are around, they can still do that single head-taking off attack just like before. They are scary looking at sight but don't be just scared off them, if you think you have a chance of making it out then try to run out the door, but everytime you face hunters they are really quick to spot you so it's best to fight them.

LEECHES

The leeches were the things who got rid of all the passengers in the train in the starting movie, during the course of the main game Becky first meets them in a cutscene, but later on you can actually fight them too, these things are just like in real life annoying and can stick to your character slowly draining the life out of them, if you're just looking to shoot them then 1 shot from any gun should be enough to kill them or there's another neat trick that whenever you're under attack by leeches just exit the room and in the next room the leeches would have left you without any damage.

LEECH ZOMBIE

This is another new enemy to the Resident evil series, the leech zombie and it gets quiet close to the most annoying enemy ever, these act like normal zombies and you will be tempted to shoot at them with any normal guns, but take my advice and dont shoot them with ANY normal guns, because when your shooting they only start to loose limbs and to completely kill them you would need to take out every limb in their body, plus the side effect is that if you shoot at them then the smaller leeches which fall out of them can come at you with individual attacks, the best thing to do against them is to use fire, during the course of the game its best to make alot of those fire bottle bombs, and whenever you come up against a leech zombie just toss one at them and its game over, the fire burns every leech in them and they die definitely, no more smaller leeches.

PLAGUE CRAWLERS

These are another new addition to the world of resident evil monsters these are basically large looking insects who have a hard ass shell. There shell is almost impenetrable with the normal handgun shots so be sure to take out any powerful gun when facing them like the shotgun or the magnum even, the grenade launcher works best against them and the fire rounds really kick their asses. The best thing to do however is just to run away when you see any of these critters.

CROWS :

These are the once beloved crows of raccoon forest , they have also turned into more vicious things due to the virus, they fly around and hit you on the head whenever they have the chance, its really hard to shoot at them because they are too fast, but they wont take more then 1 handgun shot to kill.

LURKERS :

Lurkers come in and take the spot alongside with hunters as the most annoying enemy in the main game, these frog look alike are not always on your ass and they can randomly jump out of the water area, not always and they will stick to either one of the characters, if that happens then the other character should immediately start shooting so that they would leave the first character, otherwise these lurkers can do some pretty quick kills if they want to. Be on your guard in the area's they show up in.

#####

BOSS BATTLES

#####

1. The Scorpion * king *

While you are going through the train gettng back Bill will be attacked by a large scorpion now, how the hell did that got in here. As soon as the battle starts head straight up to it with your rifle in

hand and shoot one shot straight to its head, it will scream and throw its claw at you, quickly quick turn and run to avoid. Now we atleast have the first blood :D. Learning this boss's attack patters is really simple, when ever this boss is about to strike you it will make a scream. and whenever its about to make a charging attack it will put its claws together and go in a crouch. Now use the same pattern as we did with the first blood shot and keep on hitting the scorpion right at the head. Remember that the rifle will reload after every 2 shots so its best to reload it manually otherwise you would be left wide open to be attacked. Pretty soon this boss should be dead, if the rifle didnt do the trick then take out the handgun and shoot from a distance. The boss will fall soon.

2. The Centurion Boss

Billy will use the winch now and rebecca will take the item from under the cage, its a fire key, but all of a sudden the huge centurion boss will come and grab rebecca. Now head with billy and start shooting at the boss with the grenade launcher, only shoot at this boss when he has reared up and he is exposing his belly, dont think of shooting at his front skin cause its too damn hard, shoot at the belly many times and it will finally give up and drop rebecca.

3. GIANT Bat

Now once your back in the main hall of the church a giant bat will crash through the ceiling and charge on at billy, now its time for another boss fight, the best thing to use against this bat is the grenade launcher with the flame rounds, remember i asked you to take it from becky, use the flame rounds on the boss and soon smaller bats will start to come, at that point take out the shotgun and start using it, because of the spread shots they will hit both the large bat and the smaller one's aswell making billy's life alot easier, once you have shot it quiet a few times this boss will finally perish and billy will be the victor.

4. Tyrant 1

Now as soon as the fight starts the first thing you should know is that the basic pattern for this boss is to stay away from it as far as you can and when ever it kneels down that means its getting ready for a lunge attack, take out the magnum now and start shooting at it from a distance, the attack patters are much like the tyrant in code veronica but its quiet easy to dodge him, whenever he's getting ready for a lunging attack get behind him and shoot him from behind. The basic things to use here are the magnum bullets, and they should probably be enough, but if you run out of them then take out any remaining bottle bombs and use them on the beast, pretty soon it should be dead. That wasnt so hard now was it ?

5. Tyrant 2

Now the tyrant will be back for another fight with you, but since it couldnt kill becky when she was alone then there is no chance for it killing her with billy, as soon as the battle starts take out the magnum for becky and use the shotgun for billy . Make sure

that you have ALOT of space between yourself and the tyrant and then start shooting off with both guns, its attack patterns are very similar to the first fight but its attack power is very high, so if you ever get hit check your health immediately, if you keep a steady space between you at all times then you can finish this fight without taking any damage at all. Keep on shooting with the respective guns and soon the tyrant will fall for the last time, so much for him.

6. James Marcus

This boss is quiet simple then it appears, for most of the part use the same trick as you used in the second tyrant fight, hand over the shotgun to billy and the magnum to becky, then have them both shoot at it, choose any character to control for this battle, that wont matter, the magnum rounds can actually push the boss back to they are quiet useful here. Keep on shooting at the boss and be sure to run away if its getting a little too close for comfert. Not long after this boss should fall down see i told you it was easy.

7. Queen Leech

The first part of the final battle isnt all that hard, just think like the tyrant fight, equip billy with the shotgun and let rebecca take the magnum, now start shooting at the boss and no stopping now, not long after the shooting part a scene will start.

Now the characters will find out that the only way to kill the boss is via sunlight and becky will start opening up the valve handles one by one now, its up to billy to protect her from the boss while she does so.

Now the second and more harder part of the boss battle begins, as soon as this battle begins take out your most powerful gun and start shooting at the boss, it wont die with your gunfire but the power will force it to turn over to you and leave rebecca, another method of doing this part is to stick with becky and whenever she's turning a valve over you stand right in front of her so the boss hits you and not her, cause becky is weaker in health anyways and she'll die quickly, shoot with ANY GUN at all, ammo shouldnt be a problem here, dont think of saving some for later. Distract it anyway you can from rebecca. Soon becky should have all the 4 valves turned and the final scene begins in a short while and this game is over.

END OF SECTION

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# WEAPONS #  
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1. Knife

Loaded : Unlimited slashes

The knife is probably the most useless weapon in the game, both Becky and Billy start off with it, only and only use it when you're completely out of ammo or you have a death wish or you just want to kill a lone zombie, put this thing down on the ground as soon as you get some good guns. Using the knife means certain death.

2. Beretta M92F

Loaded : 15 rounds

This is the standard issue for all members of the STARS squad, the beretta is usually a good reliable weapon when it comes to arms and gun wars, but in here, in the case of the undead this weapon aint so good at all, only use this gun on the normal slow zombies, and that even if there are less zombies in the area, rebecca will use her handgun for most of the starting part of the game, pretty soon you'll find out that becky's handgun just isnt up to it and you should avoid using it as much as you can but a little late in the game you'll find the parts for this handgun and THAT is when this gun will actually shine a bit. Normally there is a slight chance that this gun might take a head or two off, dont use it on anything greated then zombies, and even zombies should be killed from a distance. Close shooting will result only in them biting you.

3. Military Police Issue 9mm Handgun

Loaded : 15 rounds

This is billy's counterpart for the beretta and by all means this gun is better then the beretta, it has more of a chance to shoot off zombies heads then the beretta and this gun is also slightly faster then the beretta, but since there arent any extra parts for this gun it will get useless pretty early on in the game then becky's handgun, the best thing to do with these guns is to shoot at the zombie or zombies from a good distance and make sure your aiming straight. Otherwise with billy dump this gun after you get some powerful one's.

4. Hunting Rifle

Loaded : 2 rounds

This can be called the low powered version of a shotgun, the hunting rifle is found in the game just before the first boss fight with the scorpion, this gun can use the standard shotgun shells, but at a single time it can carry no more then 2 shells, this gun is slow and jerky and it doesnt have the power or the spread shot capability of the shotgun neither can it take out heads most of the time, this gun is only good at taking out the zombies knee caps and it can also kill them in 1 shot in close quarter combat, dont use this gun against hunters and other fast creatures, infact dont use this gun at all once you have the shotgun in your posession, it can reload slowly too so if your fighting with this gun be sure to reload manually, the characters will take alot of time reloading with this.

5. Shotgun

Loaded : 7 shells

This is the real deal gun of the game, one of the most powerful guns

in the gaming history , the shotgun also proves to be a great gun in resident evil zero, so good that it can be used as far as the final boss through the game, shells can be found few and far between, but still this gun can kill almost all zombies in one shots and aiming up will result in definate headshots, and aiming down will cost them their knees. If you use this gun right then it is the most deadliest weapon in the game, more powerful then the hunting rifle it can also spread the shots meaning that it can kill more then one enemies if they are in a straight line. Use this mostly on zombies and bosses, only use on hunters if there is 1 hunter in the area.

6. Moltov Cocktail

Loaded : Unlimited

This is one of my favourite weapons in this game, a completely new thing to the resi evil games, we can make moltov cocktails in this game by combining the empty bottles with gas canisters we find in alot of places, i like to call these babies bottle bombs. These bottle bombs are really powerful and they can either kill a normal enemy in one shot or damage it badly, the flame release can burn enemies too, this is best used against the leech monsters because they are very weak to fire, just lob one of these at them and watch it burn, the flame makes sure that all the smaller leeches burn aswell.

7. Grenade Launcher

Loaded : 240 rounds

The grenade launcher also makes an appearance in this game, slightly change but still as good as before, again this has the 3 flavors the explosive rounds can be used mostly on zombies and other creatures use the flame rounds mostly on the leech monsters and centipides, the acid rounds on the other hand are precious and they should be saved for the hunters or as a final resort for the bosses, in this game the flame rounds are most important because the leeches and the leech queen are somewhat weak to flame, so its best to save every last flame rounds for those moments. Normally dont waste this gun's ammo on the zombies unless you have alot to spare.

8. Custom Handgun

Loaded : 15 rounds

When you find the handgun parts later on becky's handgun can be modified and for the first time in the game it gets good. This gun is quick and it has alot more power then the normal handgun, this gun also has a high rate for zombie head shots, the best use of this gun is to provide covering fire or distraction fire while your other partner has a slow but powerful weapon on them. The custom is one of the coolest guns in the game.

9. .357 Magnum

Loaded : 6 Rounds

This is the big daddy of the resi evil series and another appearance in resident evil zero wont hurt it one bit, strictly save this gun for the bosses or hunters, nothing else needs to see this in your hands, you find it first in the tram car with becky alone and the first time you

really need to use it will be in the tyrant fight, very powerful gun indeed and it can make definite headshots on zombies without the need to aim up. One shot from this gun can kill all normal enemies except for the bosses. Even hunters die with one shot each.

10. Magnum Revolver

Loaded : Unlimited

This gun can be unlocked from the leech hunter minigame and it comes with unlimited ammo from start, looks alot like barry burton's gun from the Resident evil Remake, this gun is also seen in the ending FMV of the game when billy uses it to finish the job up. Just like the normal magnum this gun can kill almost every normal enemy in one shot and is a good one for bosses, but since this one comes with unlimited ammo i wont ask you to save it. Blow off heads with it and kill hunters and have fun :D. Once you win this gun it can be found in cabin 202, by the dead man.

11. Sub Machine Gun

Fully loaded : 100 %

" Time to test out my new toys " Remember ?, well this is NOT that submachine gun, instead its a single gun which comes with a 100 % meter, the ammo is limited and it can finish off pretty quickly, the only way to win ammo for this game it by playing the leech hunter minigame, otherwise in the main game this gun can be unlocked by finishing the game in less then 5 hours. This gun can kill the normal zombies quickly and since it shoots fast then it is also recommended on the hunters and other creatures. Can be used in boss fights aswell.

12. Rocket Launcher

Loaded : Unlimited

The rocket launcher is the reward if you manage to finish the game in less then 3 hours, its the rocket launcher, and it can kill all the enemies in 1 shot each, works on bosses aswell so if your lucky enough to win one dont let it go for the rest of the game. It comes with unlimited ammo so all the better for the player.

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# BASIC SURVIVAL TIPS #  
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TIPS

* Save your ammo :

I dont know why but capcom has put very little ammo in this game mostly because of the 2 player factor i guess, but still this game has less amounts of ammo compared to the other Resi games, so its best that you use your ammo wisely and run if there is any chance and even use the stinking combat knife once in a while.

* Save your ribbons :

Well this is something which has been passed on from one resi game to another, always have a spear ink ribbon in the item box and be sure to save as many as you can, not just to save your game more often, but also because less saving is the sign of a good player.

* Distance does matter

Whenever you have a gun like the handgun or magnum in your hand then be sure to use them from as far as you can, because these are single projectile guns and they will do the same damage from any distance you take them, the shotgun on the other hand is a different matter, the closer you use the shotgun from, the more damage that gun will do , the same cant be said for the hunting rifle however.

* Head shots make life easy

When your playing with a shotgun in hand and you want to waste a zombie quicker then just wait for him to get close to you, and then raise your gun and just one shot and the zombie will flap like a headless chicken before if falls down.

* Health issues :

This game has alot of nasty monsters who can take down alot of health in a matter of seconds so its best to always keep a spare full herb combo or a first aid spray with you just in case, on the same note only use herbs and other stuff whenever you need them the most, save them if you can because your gonna need alot of them in the later stages of the game.

* The MAN :

Billy is the man of the game and he is stronger and better then becky in alot of cases, so its best that the player keep control of billy in most fights and during the most part of the game because not only can he take more damage, he can dish out more with any gun aswell. Becky on the other hand is only good with herbs, so a good tactic is to clear out the room with billy then becky can do whatever she has to.

* Bottle Bombs :

During the course of the gmae you'll find alot of empty bottles scattered here and there, i've seen people ignore them like they're nothing important, but be sure to save up as many as you can and whenever you find any gas canisters, use them with the bottles and you will gain the moltov cocktails, these things are extremely powerful and are best used against the leech zombies.

HEALTH CHART

Something new done in Resident evil zero in regards to health is that in this game rebecca is the only one who can mix herbs for the characters to use, billy cant do that, this increases the game's potential a little bit.

Health Chart

The health meter in this game is very similar to any other Resident evil game, you'll see the similar green line thingy which i dont know the exact word for, but the rest of it is pretty obvious, here are the health status's.

GREEN FINE :

This means that your character is in top shape and they have their health between 75% and 100%, its best to always keep your character in green fine status, cause they run the fastest, they dodge the quickest and they can turn around much quicker, otherwise shooting is not affected.

YELLOW CAUTION :

This means that your character is suffering a little bit and that their health is between 50 % and 75 %. Now in caution mode your character's running speed is effected a little bit and your character will hold their side and run with a limp as a sign of them being hurt. If your health is in status then its best to use just a green herb as most. Turning around gets alot slower in this mode.

ORANGE CAUTION :

This means that your character is not in a bad way and that their heath is between 25% and 50 %. The character stance and running action in this mode will remain same as the yellow caution but if your in this mode then its best to use a double herb healing item immediately. Hunters are able to do head removing shots from this level on.

RED DANGER :

This is the death row, when your character is between 0 % and 25 % they go from bad to worse, they start limping like hell and their running speed is even slower then a zombies speed. If in this mode immediately find something to heal and use it, no need to be the hero now. Hunters will definetly kill you if you wander into them .

Herb Mixing Chart

Here are the herb mixing charts and the basic explanation of the result you'll get.

1 green + 1 green = 2 greener

This will restore medium health at once

1 green + 1 green + 1 green = 3 greener

This combo will restore full heath without question

1 green + 1 red = full healer
This combo will restore full health without question

1 green + 1 red + 1 blue = Super healer
This combo will not only restore your health but also
poison cured and makes you temporarily invulnerable.

1 green + 1 blue = Small poison curer
This combo will restore small amount of health aswell as the poison.

1 green + 1 green + 1 blue = meduim poison curer
This combo will restore half of your health and poison cured aswell.

1 green
quarter of your health is restored

1 blue
poison is restored

1 red
unable to act itself, this boosts the other herbs powers

first aid spray
instant full health but no cure for poison

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The game starts with a narrator telling you about all the past accidents that umbrella has caused, then the narrator asks us the question about

the t virus and what is umbrella and when was it established, then to answer that he himself tells us that to find out the answers we need to go back in time, before the mansion incident occurred.

A train is shown running at full speed and there are people inside the train who are enjoying their trips, but little do they know that someone is watching them from above a hill. That man spots the train in the distance, meanwhile inside the train a man is looking at some important papers when suddenly he hears a sound from the window, he looks at it but there's nothing there. But a few seconds later, something ugly and frightening slams against the window, then another and another, the man gets frightened out of his seat and he starts screaming and running around, then all hell breaks loose as these hideously large leeches start to pour in the train.

Everyone is helpless and all they can do is run around and scream wildly, nothing could save them from their death, the train's drivers suffer the same fate and the train comes to a screeching halt after they all die. Horribly.

Some time later a chopper flies in on the forest zone, the camera moves inside and we hear rebecca chamber's narration about her story. She claims that nothing could have prepared them for the night that ensued. Each member of the bravo team is shown and suddenly the chopper engine blows and after enrico confirms with the pilot they decide to crash land the chopper. The chopper lands safely in the woods and all of the BRAVO team except for the pilot step out. Rebecca raises her thumb to the pilot before she leaves and the pilot salutes as becky closes the chopper door.

Enrico orders the team to start investigating the area and soon afterwards rebecca spots a turned over MP vehicle. When they check it they find horribly mauled corpses of MP personal and there's a court marshal order for a lt BILLY COEN. This Coen was supposed to carry out his death sentence because he was charged for murder but he was no where to be found. The BRAVO's think that it was billy who killed the men and they all blame him.

Enrico asks his team to spread out and search the forest area, but he also warns them that their friend billy is highly dangerous and armed. They should all be careful and then everyone spreads out. Rebecca goes wandering in the forest until she finds a train track and a whole train standing still on it. She is a bit amazed at this sight but decides to head in it and check it out. As she is walking towards it it starts to rain and thunder from the skies, and becky enters the train .

Once you have started the game watch the beautiful FMV movie and after cursing at rebecca why she had to enter the damn train in the first place. Now the game starts.


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#THE TRAIN #  
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As soon as the movie is over you'll come in control of rebecca, when that happens turn to her left and head down the corridor of seats, enter the door at the end of the corridor. Once in here a scene starts in which becky hears something, she heads forward and after some tussel she is now in the middle of oncoming zombies. This is your first zombie fight. Now head behind the seats here for some cover then shoot at the zombies. Soon they should be dead. As soon as the zombies are dead head to the door on the left.

Enter that door. Now in this new hallway enter the first door you see, in this room you'll find a file, some handgun bullets and a first aid spray, now take them all and head out this door again, then enter the next door in line, in this door you'll find some handgun ammo and a green herb and your first typewriter of the game, now head back out to the hall. Once back here head forward and round the corner, you'll find a body with a key on it. Take it that is the train key, once taken a scene starts in which rebecca is introduced to the culprit. Billy coen. He isnt all that happy once he finds out that STARS are there looking for him. Becky tries to be all grown and arrest him but he ignores her and leaves.

Once he's gone try to head back to the previous hall and along the way another scene in which one of your BRAVO team mates edward will come flying through the window, after warning you he'll die, and some dogs will attack you now, shoot them before they can even get close to rebecca, once the dogs are dead head back to the place where you fought the first zombies. Here you'll see some more zombies, kill them or dodge if you like to and head back to the corridor where the game started. Once here you'll have a scene in which enrico calls in rebecca and tells her some more information about billy coen. He killed *gasp* 23 people.

Once the scene is over head to the door on the right side and use the train key you just got and open the door. Once you enter this new door, this is a stairway room, here you'll have another scene in which becky meets billy again, this time billy wants her to work with her but becky doesnt trust him and she wants to go solo. Once your back in control of rebecca head up the stairs. Once up head to the south side and another scene starts. After this scene is over you'll be attacked by a new type of zombie. Run to the north corner and start shooting from there, a few shots fired and you'll have another scene in which billy comes and saves rebecca's life for the first time.

After this scene is over billy and rebecca decide that its best if they work together, and you'll also see that mysterious singing man outside the train window with all his leeches. Once your back in control head to the north side of the room and this time search by the wall and you'll find a ladder, climb the ladder and your at the top of the train now. Once at the top head forward and you'll find the power controls for the kitchen of the train. Now try to re connect the power and rebecca will fall down the hole in a kitchen of sorts, once your back in control take the handgun ammo and the green herb. Use it if you were injured in your battle.

Once your done here check in the kitchen for another train key, now put this key in the dumbwaiter and send it down. Now change your character and your billy. Head back to the dining car area where you fought the strange zombie now head down the stairs, since rebecca turned the power on we can open the door which was besides the stairs, this door leads to the kitchen. Once in the kitchen head to the upper left part of the kitchen and you'll find the dumbwaiter, open it and take the key from it.

Now head back all the way to where you met edward as rebecca, once your in

there head forward and use this new key to open the door at the end of that hall. This is the conductors room, in this room check out the small closet in the south corner and you'll get the briefcase, then press the switch to the upper right of the room and you'll make a ladder come down now take that ladder up and you'll come out in the lounge area.

Now in this lounge area head to the south and enter the far door , once in here head to the cart and take the ice pick from it, now head down this room and enter the door. In this door you'll find the hunting rifle and some shotgun shells, equip the rifle right now, if you are low on item space then this is the place to drop your combat knife. Now head back and towards the lounge again, along the way you'll come across some eggs but they have nothing to do now, keep on heading back to the lounge.

Once you come back to the lounge head back to the ladder where you came in here with the first place and along the way a scene starts, billy will be attacked by a large scorpion now, how the hell did that got in here. As soon as the battle starts head straight up to it with your rifle in hand and shoot one shot straight to its head, it will scream and throw its claw at you, quickly quick turn and run to avoid. Now we at least have the first blood :D. Learning this boss's attack patters is really simple, when ever this boss is about to strike you it will make a scream. and whenever its about to make a charging attack it will put its claws together and go in a crouch. Now use the same pattern as we did with the first blood shot and keep on hitting the scorpion right at the head. Remember that the rifle will reload after every 2 shots so its best to reload it manually otherwise you would be left wide open to be attacked. Pretty soon this boss should be dead, if the rifle didnt do the trick then take out the handgun and shoot from a distance. The boss will fall soon.

As soon as the boss falls down head forward and towards the wrecked bar and here you'll find a panel opener, take it, now its time to head back all the way to the kitchen. Once your back at the kitchen use the dumb waiter and send the ice pick up to rebecca. Now change your character and as rebecca take the ice pick from the dumb waiter. Now use the ice pick and open the door, then go and meet billy at the main kitchen.

Now turn back to billy and use the panel opener on the small hatch in the corner, then enter it. In this new area kill the doggies before they attack, to your right is a gas canister and some shotgun shells. Down the hall in one of the cages in the gold ring, combine the ring with the briefcase, then go and enter the door at the end. In this new room have rebecca wait by the door here and as billy alone head forward and press the switch, as soon as you do immediately switch to rebecca and take the hook which is shot off by the wall. Now make billy and rebecca join each other and its time to do some back tracking, its time to head back to the place where you fought the first zombies, the seating area.

Along the way a zombie will attack from inside the fridge, kill it and then check inside the fridge and you'll get some empty bottles, combine them with the gas canister and you'll get some moltov cocktail styled bombs. Now head on to the seating area. Once your in the seating area to the right side wall is an open window, use the hook u just got on the window and your on the roof of the train again. This time head south and you'll see a hole in the roof. Jump down this hole.

Now in this room there should be a zombie, kill the zombie and examine

the room and you'll get some handgun ammo and a jewelry box, examine the box and you'll get the silver ring, combine this ring with the briefcase and you'll unlock the case, open it and you'll get the blue key card, head back to the place where billy is waiting for becky. Now once becky and billy are back together head back to the front part of the train, namely to the place where you met edward.

Once your back there use the key card on the reader there, another scene starts now and you'll see that there are more people on this train, more soldiers actually. The man in charge of them is none other then mr albert wesker with his partner in crime william birkin. But the soldiers are killed off by the cool leeches, once the scene finished head forward, run over the dead soldiers and enter the door at the end , this is the control room.

Once in here another scene starts in which the hero's discover that the train is picking up speed even now, they decide that they need to initiate the manual break, one of them would have to go to the back part of the train to do it. You can take anyone you want but i suggest that you keep billy here. Once your in control of billy now take the magnetic key card from the console and head out the control room again, now we have to do some backtracking, we have to go all the way to the room where rebecca got the hook shot from.

Along the way in the seating room there will be a horde of 5 zombies waiting to pounce, either shoot them all or run into them and billy will shove all of them away, that is the time to dash to the door. Continue your path to the hook shot room. Once your in here head to the little console to the right, in order for the breaks to work you must go through this puzzle, now the puzzle starts, you must make combinations which add up to the equal of the number which comes on screen, this is a random puzzle and any number can come but here are the answers to the combo numbers of the most common kind.

67: 9,9,9,9,9,5,5,5,5,2

36: 5,5,5,5,5,5,2,2,1,1

81: 9,9,9,9,9,9,9,9,8,1

Once you have entered the right combination with billy change the control back to rebecca, once your back in control ,check the panel and rebecca will also have to enter the numbers like billy just did back there, the problem with becky is that you wont be able to see the total of the current number combo's. Anywho insert the right combo and a scene will start.

The breaks of the train come into action now but the train doesnt seem to slow down, after heading for the tunnel the train will derail and crash in an unknown place, billy will get up and call for rebecca hoping to see her alive and becky comes out of the dust, and she's fine too.

```
#####  
#                                     #  
# UMBRELLA TRAINING FACILITY #  
#                                     #  
#####
```

Now your in the umbrella training facility, well not yet but we'll be

there in a little while, for now as soon as your back in control of your hero's 3 zombies will attack you, kill them all and look around this room you'll find all of your items lying around here, take all you can carry here and head right towards the door which leads to the sewers. Once in here drop in the sewage and head through the passage until you come to a ladder at the end , climb it quickly.

Now you'll find yourself in another one of umbrella's large mansion's this is the actual training facility building, here just place all the items you dont want to take in the main hall, like the guns and healing items and such. Now head up the stairs and head to the statue, behind it is a double doors, enter them quickly. Now your in some kind of seminar room, check the tables for a file and in one corner there is a typewriter with some shotgun shells, take them and head through the west door and you'll come in a cramped up hallway.

Now in this hall there are some zombies, kill them right now and enter the double doors, in this room there is an ink ribbon and a microfilm A for the taking, so take them. Head left from that door and you'll find a training facility map, take it, take note of that candle besides the door, once we have fuel for bily's lighter we'll come back here, for now nothing can be done with it. There are also small elevators on each side of the wall and a hole in the wall which requires a handle for it. Now ignore all this and head back to the main hall .

Exit through the double doors in the lower east corner of the dining room. Once your in this room you'll come across 4 zombies, kill them quickly and head to the southern side of this room for some handgun ammo, once you take them head for the northern door and enter it. In this room head to the west side and take the stairs down.

Once your down your in the engine room here. You cannot go forward here because the steam is blocking your path, for now head back to the way you came from and head to the east side of the path this time, head down the corridor and enter the door to the storage room. Once your here you'll see 2 zombies, kill them now and head to the other end of the room, and take the shotgun from the other side of the shelves and another gas canister is here and also take the black statue, give the shotgun to billy and head all the way back to the main hall.

Now in the main hall exit through the door in the upper west area. You will come into a little sitting room. Check in this room and you'll find a file then check in the southern corner and you'll see the crank, take it and some crows will come crashing through the windows, ignore them and enter the door.

Now its time to do a little back tracking, head back to the room with the small elevator, remember !? once you get back there have rebecca stand on the elevator and use the crank on it as billy, he will crank the elevator up and becky will go one level up to the clock works room. Once your back up here you'll be attacked by new enemies, the plague crawlers, kill them with the shotgun or alot of handgun bullets, once they are dead take the handgun ammo, then go and check the clock face and another handgun bullets. Take it and head for the east door.

You will come in a balcony of some sorts now, once in here ignore all the crows and head for the door in the west corner, enter it. Now you'll find yourself in a HUGE hallway with a winch in the west corner of it, ignore the winch for now and head along the wall and you'll come across stairs head down the stairs and you'll come across a door, ignore the first door

and head down to the door at the far end, open the door and then go back in control of billy. Have billy and becky join each other again.

Once they are back together take billy in control and head to the door which we just ignored. In this room kill the crawlers you see , then take the grenade launcher and also the flame rounds in here, then take the white statue and head back to the previous room, hand over the statue to rebecca cause you'll need all the item space you can muster up right now.

Now make sure that you have the grenade launcher equipped with billy and also give him the shotgun and some spare shells for it, leave a couple of healing items on top of the stairs cause you'll shortly be needing them here, now take control of rebecca only and have her go to the small breeding pool, once here take the ladder and in this new room move rebecca right next to the small cage with something shining inside it.

Billy will use the winch now and rebecca will take the item from under the cage, its a fire key, but all of a sudden the huge centurion boss will come and grab rebecca. Now head with billy and start shooting at the boss with the grenade launcher, only shoot at this boss when he has reared up and he is exposing his belly, dont think of shooting at his front skin cause its too damn hard, shoot at the belly many times and it will finally give up and drop rebecca.

Now its time to use the fire key, make sure that you make rebecca equip her handgun after that boss fight, now head back to the dining room and use the new shining fire key on the door which leads to the kitchen and open it, once in this room you'll find some empty bottles and some lighter fluid, use the fluid on billy's lighter and you'll now have a working lighter for billy, now its time to do some backtracking.

Remember the room with the candle, the same room with the elevators, now head there and use the lighter on the candle and you will open up the door to the hidden library. Enter the library, here kill the 2 zombies you see and head along forward with the bookshelves and you'll find some grenade rounds, take them and climb to the upper part of the library.

Once your up here you'll see a shelf which seems to be sticking out of the place, use billy and push the shelf aside, and you'll find the book of good. Examine it and you'll unlock a pair of angel wings take them and head back to the previous room where you came from and through to the cramped hallway.

Once your back in the cramped up hallway open the new door with the fire key and enter this room, In this new room take note of the glowing moose eye, (creepy) and climb over the table to take the shotgun shells and handgun ammo, now as billy push the table as far forward as it can go and then as rebecca push the table to the right until it comes directly under the moose head. Climb the ladder now and check the moose head and you'll get the iron needle.

Now its time to do some more back tracking so head back all the way to the clock works room, once you are there head to the clock and use the iron needle on it, now your in a small puzzle where you have to adjust the arms of the clock to unlock some doors, the right answer can be found in the file you found in the sitting room.

To save your time the right answer is mostly 8:15, so adjust the clock arms so that it makes the right time and you'll open some doors.

Now its time to head back to the main hall, once your back there head to the second floor balcony and enter the door which you just unlocked. Once you enter this room kill the 4 zombies in here and then take the verse of poetry lying there, then take the second microfilm and the shotgun shells before you leave and then exit back.

Now head back to the cramped up hallway and enter the door to the west side, once in this room ignore the leech zombie now and run past it and head to the door at the far corner of this hall. Enter that door.

Once inside your in a projector room, so make one of your characters go and take the handgun ammo and the other one who has both the microfilms go and stand next to the projector. Use both the films on the projector and now you'll see a complete layout of the seminar hall room and in the layout you'll see that each desk is marked with a number. You will also get the MO disk after this.

Now its time to do some backtracking so head all the way back to the seminar room, once your here make sure one of the character stays in the seating area and take the other one to the computer on the podium, use the mo disk on the computer and you'll see a code on the screen, now quickly move the first character to the desk with the first digit of the code and move the second character to the desk with the second digit of the code, then use the first character to use the keypad, then use the second character and use the keypad. This will open up all doors which had the knights blocking them.

Now before you enter any other door head straight to the main hall of the training facility, remember where we placed all the items when we started in this place, ok now go there, once you are there take the white statue and combine it with the angel wings, and place it on the scale there. But its still not complete, we need something more For now head back to the seminar room .

Once at the seminar room head to the door which you just unlocked with the computer puzzle, enter it, now you'll come in a hallway with some zombies in it. Kill them and head through the door at the end of the hallway. Now your in the infirmary of the facility and this looks like heaven for rebecca, there are a couple of items here for the taking, including a first aid spray, some blue herbs and some green chemical for rebecca's medical kit, also there is a hidden file on the left bed. Take whatever you can from this room and head back to the door where you came here.

Head back to the previous hallway, now in here enter the double doors and your in the chess room now. This is quiet a chess room actually there is an actual size chess board on the table , have rebecca check that out and billy will do the pushing. The actual size chess board is actually showing the solution of your puzzle, you have to move the righe pieces to the right space to complete it.

** this solution given by my friend from his site with permission **

Have Billy push the white king one square past the black pawn. Then move it west to the edge of the board (-> that way is west). Finally

push it up against the white rook in the top corner. Problem solved. Remember if you make a wrong move poison gas will fill the room and damage both characters. A panel will open on the desk revealing the Book of Evil, take it and examine it. Inside you'll find a black wing. Return to the main hall.

Once your back at the main hall head up to the scale and combine the black statue with the black wings you just found, then place it on the other end of the scale, now this will cause the weights to balance and the portrait of the old man will slide up and now you will be able to head to the basement.

Now before doing anything go and save your game immediately, this is important cause a hard ass place is coming. Head through the passage once your done saving and your about to enter the facilities basement. OhhHHHH scary !!.

Once down here get ready for some major spider slaying.

```
#####  
#                                     #  
# TRAINING FACILITY BASEMENT #  
#                                     #  
#####
```

Once your finally in the basement run down the hallway and kill the spiders if you wish or just run past them and enter the door at the end. Once inside you'll find a file a blue herb and a green herb, take this all and head through the door at the other end of the wall.

Once your in here head forward in this small cell area, now billy will give boost to rebecca and she will fall through the other end of the hole now a scene starts in which rebecca finds herself in a torcher room of some sort, what the hell happened here. While wondering this head to the northern part of the room and you'll find a power regulator here, this is a small puzzle in which you have to adjust the power to the right level the simplest solution to the puzzle is by pressing the switches in this order,

up up down up up

Once you have successfully completed the puzzle another scene starts in which you will discover that the mystery man has been watching rebecca all this time via a monitor room, he says some spooky things and lets a new type of creature loose. Now the screen changes and we see 2 men walking down a familiar hall, its good old wesker and birkin and they are walking down a hall which should be familiar to Resident evil 2 players, while wesker plans to take the alpha's to the site birkin says that he has his own plans and wesker leaves. Now the screen goes back to rebecca and she is attacked by a new monkey creature which is an eliminator and almost falls, but she hangs on to a peace of metal and now its up to billy to save her.

Now the control will turn back to billy and you have to do some serious backtracking to get to rebecca, we just saw in the scene that the steam stopped spraying, right, so thats where we are going, now head back all the way up the basement to the training facility. Once here head back to the dining room , through the holiday then in the west corridor

head back to the area which was previously blocked by steam, remember ?

Once you have successfully reached that area dash to the back side of the boiler and take the northern stairs, ignore any monster in this area for now and keep on running. Run to the west and ignore any monsters you see here until you have reached the door at the end of the hall, take the door to the right here. Once you enter it another scene starts and becky is just about to fall as billy saves his life once again. Now rebecca gets serious and asks billy if he really did killed those people, billy will now tell his side of the story and you'll see one of the best FMV's ever in gaming history. Billy was innocent after all.

Once the excellent scene is over you'll be back in control again, now save the game here if you wish and exit back to the hall you came from. Once your back here there should be some eliminators here, kill them quickly and there should be a handgun bullet pack here too. Take it and head over to the group of animal statues you see, here another small puzzle and you have to solve it by lighting the statues in the right order, here is the right order for you...

Deer Wolf Horse Tiger Snake Eagle

Do this right and a new hallway will open up for you to explore.

Head through this hall and to the south direction, you'll come across a door to the right, enter it right now. Once you enter you'll find yourself in a bedroom of some sorts. Take the empty bottles here and the unity tablet from the fireplace, then exit this room back to the hall where you came from. Keep on heading south now and enter the door at the end of the hallway.

Once you are inside the room kill the 2 zombies here and search the room for a blue herb a green herb and one file, take these items and head out the room again, now time for us to go back so head back to the room where you saved rebecca just a while ago.

Once your back in this room this time head through the door on the left. Once through there are 2 spiders in this room but ignore them and head down the stairs. You will come across a door to your right enter it and your in the drainage room now. Head towards the back side of the room and here you'll see 2 crawlers munching on something kill them with any good guns you got and take the locker key off the crate , now exit this room through the door you came.

Head left from this door now and you'll find a double doors, enter it. This is the armory room so head up the stairs to the main armory room, too bad that all these babies are useless, oh well, this is resident evil. For now open the locker with the locker key you picked up a while ago.

Now inside here you'll find a duralumin case very similar in appearance to the one's found in code veronica, examine it and you'll find the code 385 scratched on its side, now use this code and open the briefcase inside much like code veronica are some handgun parts for rebecca's gun, combine them with her gun quickly and for the first time in this game good ol' becky becomes use full slightly. Inside the locker there should also be some shotgun shells and magnum ammo. Now its time for some action, so keep rebecca near the control panel and take billy down the stairs to the lower floor.

Now take billy to the test area and keep him inside, then switch to becky and press the L button to turn the area around, back to billy now and take the acid rounds which are lying there then head north to the gate and make billy stand against it. Now go back to becky and have her press the L button again, now billy's on the other side, see the shining thing in the cage, we'll get it. Press the red button near your position now and the cage will open up and billy will be attacked by 2 hunters, now make quick work of them with the help of the shotgun and quickly take the water key from the cage.

Time for some major backtracking now. Head all the way back to the main hall of the training facility.

```
#####  
#                                     #  
# TRAINING FACILITY REVISITED      #  
#                                     #  
#####
```

Once your back in the umbrella training facility main hall time for some more backtracking, getting a little boring i know, but we have to do this. Go to the room where you found the grenade launcher in the first place, once you have reached that room head over to the blue door and use the water key on it, discard the key afterwards and enter the new hallway. In this hallway there should be one zombie kill it quickly before doing anything, then make sure that becky is staying outside and enter the door directly to the right of the door you entered from.

There should be a leech zombie in this room, no need to kill or even fight it right now, if billy's alone then just run past the monster and grab the vise handle from the shelf and just like before ignore the zombie and exit back to the previous hall and reunite with becky.

Now head forward and enter the other brown door near the end of this hallway, this is a piano room, much like the one in the original resident evil, brings back old memories, and look , there's a piano here too, have rebecca play it and, no wait, rebecca is not the right one, have BILLY !!! play the piano and much like the original a secret passage will open up, now with becky alone head inside the passage and at the end of it take the battery and again like the original the wall will slide down, play the piano as billy again and it will open again. Now head inside and reunite with becky, then take the magnum bullets and the bottles in here and head back to the previous hallway.

Now back in the hallway try the door at the end of the hall and your now in another hallway. In this new hallway head down to the west side and enter the door at the end of the hallway. In this door there should be some handgun ammo, a green and a blue herb and some empty bottles for the taking, take all you can and head back to the previous hallway, now head all the way to the east end of the hallway and enter the door there.

As soon as you enter this door change your character to rebecca and use her custom handgun to kill all the zombies in here, no need to waste billy's ammo, then head forward and take some handy shotgun shells from the shelves, then head over to the south east side of

the room and you'll find a few vices here, use the vice handle on the middle vise and you'll get another tablet like the one you got earlier, this one is the obidience tablet.

Take this tablet and head back out the room, now head back to the main hall of the training facility. Once your back here head out the main doors to the courtyard outside.

Once your in the main courtyard take a look at the shining thing on the column , were here to get this , then head over to the elevator slot and have the character put the battery in it, now a large crate will be lowered in the courtyard area from the heavens, since billy is stronger and taller then becky he'll do this thing. Head over to the crate and have billy push it in the main courtyard. Then keep on pushing it until its right next to the pillar which has the shining thing. Climb on to the crate and take the thing off.

Its the final of the 3 tablets, the discipline tablet, were almost to the end of disk 1 now, its time to do some more backtracking, but before any of that make sure that you have the hookshot you got from the train in your inventory, you'll need it in a little while .

Now head all the way back to the room where you fought the centurian boss with billy and exit through the double doors on the north wall. You will come into an observatory now. Run over to the north end of the place and try to use the double doors, but they are locked now. So nothing else to do head down the ladder. Once down here head to the base of the huge telescope and use the 3 tablets you have on the slots, once you have used all 3 another scene starts and this time the whole observatory descends a level.

```
###  #  #### #  #          #####  
#  #  #  #      #  #          #  
#  #  #  ###  ##  #####  #####  
#  #  #      #  #  #          #  
###  #  ###  #  #          #####
```

Now the double doors are unlocked so head up the ladder again and to the double doors enter them.

Were in the open area's now again but there's a big building right in front of us so i guess we have to go and check it out right now. Head over to it and you'll find out that the main doors are locked, we'll have to do something else, now split the team and take control of becky, give billy the grenade launcher if she had it and leave billy by the main doors. Now as becky head on over to the right tower and stand on the plate near the shotgun shells. This will cause the doors of the building to open up. But dont step off the tile, looks like becky is stuck here alone while billy goes inside.

Enter the church now.

```
#####  
#          #  
# UMBRELLA CHURCH #  
#          #  
#####
```

Once your inside the church head over to the main alter and from it turn east and enter the door here, which leads to a small office. Once your inside you'll find some shotgun shells and some napalm grenades, make sure your ready cause your about to head into a boss fight. There should be a typewriter in this room too so save your game now and head back to the main hall of the church.

Now once your back in the main hall of the church a giant bat will crash through the ceiling and charge on at billy, now its time for another boss fight, the best thing to use against this bat is the grenade launcher with the flame rounds, remember i asked you to take it from becky, use the flame rounds on the boss and soon smaller bats will start to come, at that point take out the shotgun and start using it, because of the spread shots they will hit both the large bat and the smaller one's aswell making billy's life alot easier, once you have shot it quiet a few times this boss will finally perish and billy will be the victor.

Ok now its time to check out the hole the giant bat came through , remember i asked you to bring the hookshot with you, but before you cehck the hole some serious BACKTRACKING TIME !!!.

Head back to the training facility and bring back ALL THE ITEMS you left there to the chapel main hall, doing this will give you alot of herbs aswell so its best that you do this RIGHT NOW. This will probably take two or three trips and there are monkey's along the way but they shouldnt be bothering and you should make these trips easily. Do this to save yourself alot of time and alot of nuisense. OK ?! This doesnt mean ALL The items you can leave any useless thing back there if you want to , like the combat knife and the hunting gun, they arent needed anymore in the game.

Once you have done all that important backtracking head over to the hole which the giant spider boss made and use the hookshot and billy will climb to the roof of the chapel. Once you are at the roof run to the north side and head down the ladder you see here.

Once you are down of the elevator head to the switch and press it, this will bring back the power of the elevator, now its time to go and get becky, she's prolly bored by now, head through the gates and go and meet rebecca.

With becky take the elevator down, once your out of it head down the hall and enter the door at the end of it. Check this room out for some ink ribbon's and another file, take it . Now move over to the item transport and move rebecca's custom handgun with it, now equip her with all the fire bombs you have right now. Explore the rest of this room and you'll find another hole in the ceiling here, use the hookshot again and have rebecca climb to the floor above.

Now in this new room head to the desk and grab the file besides it also there is a gas tank so you should take it too, continue on in this room and you'll run into another leech zombie, quickly use the bottle bombs and get rid of him quickly and easily.

Head to the corridor behind the leech monster and at the end of it is a sample case, examine it and you'll find the leech capsule take it, there are also some empty bottles on the shelf, combine

them with the gas tank you just found to get some more flaming bottles. Now continue your way down the hallway and exit through the door at the end.

Now in the B1 hallway leave the hookshot here and any other items which you think are unnecessary and exit through the door on the west side. Now as quickly as you entered this room quickly enter the door on the wall opposite to the door.

Now in this room quickly head over to the item transport thing and take your custom handgun which we placed here from the other place, now clean house time and kill all the zombies in here with the gun, now its time to check the place out. In this room there is a green chemical which can be mixed with something in a while and also there is a first aid spray and another file, take all these items and head back to the previous room.

Now in this room head south this time, one of the zombies is alive, the one who has his face down, kill him before you go on and take the file off the desk too. To the left now will be a console which you cant do anything with right now, there should also be a red chemical here, now combine this this with the green chemical and becky will create the stripping agent and NO BECKY DOES NOT STRIP. Once you have made the agent combine it with the leech capsule and you will uncover the leech charm. Now take the shotgun shells off the desk where you got the file too.

Now head back to the room with the item transport and send billy the shotgun shells, the bottle bombs and the leech charm via the transport.

Now change back the control to billy and take all the items which becky sent up, now head back to the hallway with the elevator but be sure to leave some room between you and the far door, now turn back the control to becky and with her go back to the B1 hallway room, here press the switch on the wall and QUICKLY turn back to billy then a wall at the end of the hall opens up and out walks another leech zombie, TOLD YA TO LEAVE SOME ROOM.

NOTE NOTE NOTE NOTE NOTE NOTE NOTE NOTE NOTE NOTE NOTE NOTE NOTE :

After about the 1000th mail i thought why not do this thing again.. the biggest question always asked is what do i do if a accidentally sent billy up the hole instead of rebecca.. now here's the solution..

If you accidentally sent billy with the hookshot then change the control over to rebecca and backtrack all the way to the mansion, more specifically in the area where you had to light the candle a little bit earlier with billy.. ok so there should be a bedroom nearby , have rebecca examine it and she'll find the green capsule in there, check it and becky will find the green chemical, now head back to billy and then change the control over to him, raise the wall there with the switch and then with becky kill the leech zombie quickly, NOW go and examine the red capsule with becky and she'll find then necessary item and your all set hehehe.. simple.

NOTE NOTE NOTE NOTE NOTE NOTE NOTE NOTE NOTE NOTE NOTE NOTE NOTE :

Kill the monster quickly with the fire bombs and then head into the newly opened hallway, here go to the end of the hall and place the leech charm on the door at the end to open it up. Now head inside and your in a doctors chamber, there are some handgun bullets in this room, also take the input regulator cell from the shelves, on the desk billy will find an old photograph and some more discovery on the mystery man's identity. Now exit this room through the door on the south.

In this new room kill all the zombies and head to the back area of the room. At the far end of the room is a statue which is holding another leech charm, take it and head all the way back to the item transport, send that leech charm to rebecca.

Now change the control to rebecca again and take the leech charm from the transport, now head over to the room where you got that green chemical from, in here check the locked door and use the leech charm on it and the door shall open. Enter it.

In this new room kill all the zombies with the handgun and run to the far corner of the room, at the end make a right and you'll find the sterilizing agent, this is the item we need to operate the console so take it and time to head back to the room where you got the red chemical from.

Once your in that room head over to the console and use the agent on it to pump out the poisonous gas. Head inside the chamber now and watch out for the zombie, and take the key. Its the breeding room key.

Ok now with your new key head over to the hallway where i asked you to drop the hook shot, remember ?! Once your there unlock the eastern door with the new key you got. Once inside be ready for a tough fight cause there are 2 hunters inside and becky dont got much of a weapon here, so if you DID have any other gun for becky use it to kill the hunters, otherwise do the dodging game and take care of them with your handgun.

Once the hunters are finally dead you should also be hurt, use a healing item if you were and then check out this room for a file and a dial in one of the cages in the back. Take the dial and head back to the transport room, send the dial to billy now.

Now as billy take the dial and head over to the hall with the door to the doctors chamber, but use the door just before it, place the dial on that door and enter the code 4863 to open the door for you. Enter the door and your in the cable car room, does this remind you of anything ?! Now a scene and billy will contact rebecca and they will have a little chat, when your back in control of billy head over to the control switches on the left and use them. This will move the ladder and reveal an item from under it, head over to it and take it, its the output regulator. Take it, now we have the items required to get this party underway so switch back to becky.

Now back in control of rebecca grab hold of the hookshot from Where ever you left it before and head to the B1 hallway then enter the first door on the northern right side. Once on the other side of the door make sure you have some herbs, so combine them and go and meet up with billy, but the control room door is

locked so leave billy up here alone and as becky head down the ladder.

Once down the ladder head under the control room and you'll find a hole in the bottom of it, use the hookshot here and becky will use the sneaky way up into the control room, take the way and your in the control room. Once your inside open the door to it and call in billy too, change to billy and take the shotgun shells now and then check out the console.

Insert both the input and output regulators in the console and finally the tram will be able to activate now, so without wasting any more time head directly for the tram door. Try to open it and a scene starts and billy will be attacked by an eliminator and he'll fall off the railing, becky goes over to check him but fails to see something coming from behind her its a leech zombie.

Kill the rather quick leech zombie with the bottle bombs you have left, and before anything else go back into the control room and replace the coils back in, how did they got out. Now before you go and enter the cable car i suggest that you go back and IF you have dropped any magnum ammo before GO AND TAKE IT RIGHT NOW !!. We wont come back here anymore. GO AND GET THE MAGNUM AMMO.

Ok, once you have all what i asked for and you are good in health and ammo, then enter the cable car with confidence, upon entrance be sure to check the dead guy on the right side of the car for a magnum. AWESOME. Now think about how bad billy's fate has been so far and wonder if he's alive or not and operate the cable car.

```
#####  
#           #  
#  THE FACTORY  #  
#           #  
#####
```

Ok now your in the catwalk area and pretty soon you'll be on familiar grounds, what grounds ? you'll see. Now as soon as your out of the car take the green herbs there and use them if you were injured in the last leech boss fight, now head for the catwalk and ignore the door in the east side, but place all your useless items like the handgun and its ammo outside that door, dont enter it. Keep the magnum and some healing items with you just in case. Make sure that you have some bottle bombs with rebecca all the time cause these are the best things against leech zombies.

Now head forward and take the stairs up, and exit through the door at the top of the stairs. In this new room run over to the edge of the platform and there is a lift, take it down.

Does this remind you of anything ?

Now when your down the lift run round to the door at the other corner of the catwalk and enter it. In this ** NEW ** room run forward around the corners and at the end of the corners is a control panel, there should

be a key at the base of it, take the factory key, then for a little while take a look at the only lit monitor in the control panel, you'll see something which you'll fight later on in the game, now exit this room.

DID THAT REMIND YOU OF ANYTHING ?!

Now head back to the lift and take it up again, along the way you will be attacked by 2 hunters, kill them with the magnum like you do and this time head over to the south door in the factory area. Enter the south door and you're in a VERY familiar room right now, * REMEMBER the control room from RE2 * . There should be some handgun ammo here and some grenades and a first aid kit, take all these items and head over to the console, use the factory key on the console and it will call for the train.

** Note.. for those of you who are dumb enough to realize it, we are in the area's of Resident evil 2. See. The train's here too **

Once the train has been called head out of this room, before leaving save your game if you wish, now outside head over to the large elevator and to the panel on its side, turn on the control panel and you'll see a little scene of the train going down.

** Now you're in a very familiar place and if you STILL didn't figure it out then I guess you're hopeless. **

Once the elevator stops moving head forward and straight towards the elevator on the far corner, this is the same elevator Wesker took when you saw the scene of him and Birkin talking. Head over to the elevator and another scene starts in which Rebecca meets up with Enrico, but what the hell is he doing down here ! He asks Rebecca to come with him but she says that she still has to find him and ignores Enrico's request. Enrico walks away and Becky never sees him again.

Now when the scene is over head over to the elevator key he dropped and take it, don't worry you won't be able to open any other door in this area, try it if you don't believe me. I guess only Leon or Claire are able to do that.

Ok now head west to the platform and you'll get to the other elevator head over to the control panel and use the key on it to call the elevator but before the elevator comes something else will arrive, it's the tyrant. The one you saw back there, remember.? and Becky is all alone, she has to fight this fight on her own. Becky avoids one mad swing from the tyrant and the fight begins.

Now as soon as the fight starts the first thing you should know is that the basic pattern for this boss is to stay away from it as far as you can and whenever it kneels down that means it's getting ready for a lunge attack, take out the magnum now and start shooting at it from a distance, the attack patterns are much like the tyrant in Code Veronica but it's quiet easy to dodge him, whenever he's getting ready for a lunging attack get behind him and shoot him from behind. The basic things to use here are the magnum bullets, and they should probably be enough, but if you run out of them then take out any remaining bottle bombs and use them on the beast, pretty soon it should be dead. That wasn't so hard now was it ?

Ok now you can enter the elevator so take it to level 2. As soon as you get out of the elevator you're in a long hallway, just outside the elevator

door should be some magnum bullets, take them and reload your magnum with them, then head forward and kill the hunter you see here, take the green herb and the blue herb here too and head to the door at the end. Unlock that door from this side and open it and your back in the place where i asked you to leave your handgun and its ammo. Now is the right time so take them now and head back to the elevator.

Now head in the elevator and take it to level 1 and you'll find yourself directly in front of the train wreck, now is the time for some item hunting so if you left any healing item or any ammo at all here or at the training facility then now is the time to go and get it cause were in the final parts of the game and we need all the supplies available. Once your done with this part head back to the elevator.

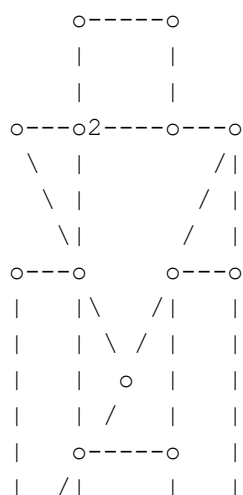
Once you think your fully prepared take the elevator to the 4th level now and another scene in which you'll see that the mystery man has been watching all of this through the monitors, when will he show himself. Interesting.

```
#####  
#                               #  
# TREATMENT PLANT             #  
#                               #  
#####
```

Once you are out of the elevator another scene starts in which rebecca finally see's billy, he's still alive, wouldnt be a game without him, now would it ?! Now its up to becky to save him but billy's already in a bad condition, will becky be able to do it. That is up to the player.

Now once your back in control of becky go and cross over the bridge and enter the double doors at the end. In this room there is an elevator but you cant use it since there is no power currently coming over to this side of the facility, otherwise check out the rest of the room for some handgun ammo and some green herbs, once you've taken the items head over to the control room.

Once your in the control room head over to the power grid and check it, you have to re route the power back to this facility, here's how to do this simple thing.



```

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```

This is really simple and all you have to do is press the buttons in the order that i have labeled them here, press 1 first then 2 and then finally number 3 and your done. Power should be back on in this facility. Now there is a typewriter here so save your game if you wish here and head back to the previous room. Time to check out the elevator.

Now head over to the elevator and take it to the lower level, once you are down here head forward and you'll see some zombies, becky should have enough handgun ammo to kill them all now, otherwise use any remaining bottle bombs you have left, there are also some extra bottles here so if you have some gas with you then make new bombs here and now. Once your done here exit through the door.

Now in this new room head forward and you'll come across a leech zombie if you have any fire bombs left after the last fight use em right now and kill this thing, otherwise run for hell and continue to run across the catwalk to the door at the far end, ignore the door at the west wall now, we'll come back here once we have a required item, for now enter the far door.

Now in this new room there should be some zombies, kill them right now and take the empty bottles here, keep them with you and head down the stairs, in this area you'll see a fork lift but we wont be using it right now, for now drop any item you dont want in this area. Items like empty bottles which you have no gas for and some extra healing items. But keep the handgun and its bullets and some extra bombs with you once your done here head to the door and enter it.

We are very near the end of the game now so its your duty to make sure that you dont go on and spend alot of healing items or ammo from now on, we have to save something cause the final fights are very hard , trust me.

This room is quiet useless for the time being because you wont do anything here till you have billy with you, there's a valve handle on the other side of the room but you cant reach it right now so say bad words to it and take the south door this time. Once taken head down the stairs in this new room and take the other door at the bottom.

Once you enter this room another scene starts and rebecca and billy will finally re unite, looks like becky is of some use after all. Now that billy's back in control its time to kick some major zombie butt and escape from this place. Head back out the door you came in from, take the stairs up again and enter the valve handle room now.

Now that billy is here in this room with you, we can go and get

the valve handle, but before that there should be some shotgun shells in this room, take them up as billy, now still as billy make him climb down into the pit and take rebecca up to the controls. Now as billy you should begin by pushing the metal box east all the way it goes and climb it. Now turn the control over to rebecca and have her rotate the gate towards the right.

Now change back to billy and push the metal crate up to the north wall, now push the eastern crate and take it all the way to the south wall. Now push the other crate up against the east wall and then push it down south all the way till its against the crate which is adjacent to the south wall. Now climb on top of the crate. Turn the control back to rebecca and have her rotate the gate left.

Now change the control back over to billy, finally push the crate up against the south wall, now go back up the ladder and have rebecca fill the tank up with water, now wasnt the Resident evil 2 version of the water crate puzzle hell of alot easier then this !?

After all that crating business is over with switch the control over to billy and cross this bridge to the other side, now on the other side take the valve handle and exit back to the room with the forklift, if you didnt take the shotgun shells before now is the time to take them, exit back to the forklift room.

Once your back in the fork lift room dumb any useless items that billy had in his inventory like any extra healing items or the grenade launcher and its extra rounds.

Once you have cleared your inventory of the useless items, and by useless i do mean useless, head back to the room where we fought the last leech zombie, the room where i asked you to ignore the door to the west wall. Once your back there head over to that door and use the valve handle on it and the door's open. Enter it.

Now once you enter this new room you will be greeted by some zombies, kill them with becky's handgun cause were saving the shotgun for bigger fish now, once the enemies are toast in here head over to the ladder and climb it to the upper level. On this new lever there are some zombies here, kill them quickly and check this area out for some green herbs, a red chemical and another file, take them all and head down the ladder again.

Once your back down the ladder head through the door on the east but make sure becky's in the lead and she has the magnum equipped with her and enter the door. In this new room you'll be attacked by 2 hunters, 2 well places magnum rounds should do the trick here. Take the east door out of here and your in the bunk rooms.

The bunk room is more like a heaven room cause there are quiet a few items back here, there are napalm rounds, handgun bullets red and green herbs here and a first aid spray, take all of these items now. There is a typewriter here so you should consider saving your game now, head over to the other door but before you enter it take the file off the bed next to it. Enter the door.

In this new room head forward and take the stairs down, down here enter the door. Now in this area run through it again and enter the door at the end. Now again exit through the door at the end

of the catwalk and your in the gondola room now. Inside the gondola room you should come across some zombies, try to kill them with becky's handgun if you can, cause were gonna need the rest of ammo in a short while. Once the zombies are dead take the file and the shotgun shells in this room.

On the wall to the west is the control panel for the gondola but to make it work we need to find the control panel. But for now run over to the other side of the room and ride the elevator there down. Once you are down here ignore the damn doors to the dam and head south of this room.

Now the tyrant will be back for another fight with you, but since it couldnt kill becky when she was alone then there is no chance for it killing her with billy, as soon as the battle starts take out the magnum for becky and use the shotgun for billy . Make sure that you have ALOT of space between yourself and the tyrant and then start shooting off with both guns, its attack patterns are very similar to the first fight but its attack power is very high, so if you ever get hit check your health immediately, if you keep a steady space between you at all times then you can finish this fight without taking any damage at all. Keep on shooting with the respective guns and soon the tyrant will fall for the last time, so much for him.

Once the tyrant falls for the last time head over to the light and press the switch, this will call down the ladder, take it up to the upper level, once up here you'll encounter more zombies, but donot waste anymore shotgun shells or magnum rounds on the normal zombies, kill them with the handgun becky has, once they are all dead head forward and take the motherboard, now head back all the way to the gondola control room.

Once you are back at the control room head over to the computer and put the motherboard back in it, with the motherboard the controls work and the gondola will be called upon, it is actually a box used to transport items from one control room to the other, becky is small enough to fit in it but billy cant, so he'll have to deal with it.

After a small gondola ride becky will find herself in the other control room so take the acid rounds here and go and check out the control panel. With the control panel have rebecca drain out the water in the damn area's of the dam. :) Now change the control back to billy and take him back to the room where the tyrant fight happened. This time head over to the dam doors and enter them. Run across the dam and to the ladder on the other side.

Take the ladder up and exit through the door leading into the generator room. Once your inside the generator room kill the zombies in here and grab the handgun bullets, theres another door in here but it needs a magnetic card to open, so ignore it for now and change the controls back to rebecca.

Once your back as becky head through the door to the norht side which leads to the chemical lab, once inside change the controls back to billy and with him enter the north door in the generator room. Once your in here there are some crawlers here, kill them immediately then change the controls back to becky, have her go down the stairs in the room she's in and now billy and becky are back together again.

Now walk over to the shelves in this room and with the help of becky

grab the battery on them. Now 2 more crawlers will break out of the test tubes, kill them and head back up the stairs. Give the acid rounds to billy and the handgun ammo to becca now and pick up the acid grenades as billy. Have rebecca take the blue chemical from the tank next to the door, now combine the blue and the red chemical and you got the sulfuric acid, grab the industrial water from the shelves and now combine it with the acid and you have got the battery fluid. Finally combine the battery fluid with the battery and we are through with this combining game. Now you are in possession of the HI power battery.

Now the game takes a turn for the ending part and we are not so far from the ending fight, but for now head back all the way to the fork lift room. NOW YOU SEE WHY I ASKED YOU TO PLACE YOUR ITEMS THERE !!.

Once your back in the room with the fork life use your new battery on it and it will be working , put rebecca on the controls now and have billy stand on the lift part, now make rebecca raise the forklift so billy can reach the damn magnetic card up there. Take the card from up there and get down from the lift.

Now is your final chance to get all you can from here cause were heading into the ending fights of the game and we need all we can carry, remember that this room has alot of things which we have left before so you should collect most of them right now, for billy take the grenade launcher we left here and equip it with the flame rounds and keep the acid rounds as your back up thing, keep the shotgun in billy's hands right now and drop his sucky handgun right here and now. Grab any shotgun shells you find in here, . As far as rebecca is concerned keep the magnum in her hands with the magnum bullets and also give all the bottle bombs to becky. Fill up the rest of her inventory with full healing items. OK ?!

Now that you have the magnetic card in your hands and your characters are fully healed, its time to finish this thing so head over to the generator room with the card in hand. Unlock the door we saw here earlier with the help of the magnetic card.

Once you have opened the door enter it and you'll come to a passage way, head forward and make sure you take the magnum bullets from the path, fill up rebecca's magnum with the bullets and hand over all the extra bullets to becky. Now go through the door at the end of the hallway.

Once you enter it billy and becky finally come face to face with the mystery man for the first and last time, just like any movie he reveals all of his story just before the end, but his story is quiet interesting he is actually the old man james marcus but due to the control over his virus he can transform into another man, into his own younger state. He tells billy and becky about his past and how umbrella had him assassinated, but his queen leech saved his life. After that scene some energetic dialogue exchange between billy and marcus

" You'll pay for what you've done " Billy
" We'll see which one of us is gonna die " Marcus

Immediately after that dialogue marcus starts to transform and right in front of the eye he changes into this horrible toad like boss, and the bad thing is that now you have to fight him.

This boss is quiet simple then it appears, for most of the part use the

same trick as you used in the second tyrant fight, hand over the shotgun to billy and the magnum to becky, then have them both shoot at it, choose any character to control for this battle, that wont matter, the magnum rounds can actually push the boss back to they are quiet usefull here. Keep on shooting at the boss and be sure to run away if its getting a little too close for comfert. Not long after this boss should fall down see i told you it was easy.

After good ol' marcus falls to his demise pick up the 2 keys he dropped they are both the shaft keys. Now in this battle room there should also be some magnum bullets, take it and refill becky's magnum with it and then head for the large door. Hand over one key to each character and have them stand by the 2 panels on either side of the gate, the gold key should be used first on the left panel and immediately use the silver key on the right panel and the door should open now.

Enter this room, there are quiet a few things here so its time to pick them up one by one, pick up and shotgun shells in here, dont take the handgun ammo, take the 2 first aid spray's and IF there is any magnum ammo here then take it, also save your game here cause this is the final save game of the game. If you have any herbs then now is the time to mix them. Now make your way to the elevator and start it to begin your climb up.

Along your elevator trip in a scene you'll find out that there are only 5 minutes left till this place is blown to bits , thats not all, the HUGE !! queen leech will now attack you, damn it moves fast for its size, the cutscene ends with the hero's finally reaching the top level, but the queen is also with them now, let the final battle BEGIN.

The first part of the final battle isnt all that hard, just think like the tyrant fight, equip billy with the shotgun and let rebecca take the magnum, now start shooting at the boss and no stopping now, not long after the shooting part a scene will start.

Now the characters will find out that the only way to kill the boss is via sunlight and becky will start opening up the valve handles one by one now, its up to billy to protect her from the boss while she does so.

Now the second and more harder part of the boss battle begins, as soon as this battle begins take out your most powerful gun and start shooting at the boss, it wont die with your gunfire but the power will force it to turn over to you and leave rebecca, another method of doing this part is to stick with becky and whenever she's turning a valve over you stand right in front of her so the boss hits you and not her, cause becky is weaker in health anyways and she'll die quickly, shoot with ANY GUN at all, ammo shouldnt be a problem here, dont think of saving some for later. Distract it anyway you can from rebecca. Soon becky should have all the 4 valves turned and the final scene begins in a short while and this game is over.

The finale of the game starts and the creature is exposed to the sunlight it shreiks in pain and at the same time becky finds someone's discarded magnum revolver on the floor, how convenient. Becky will toss the gun over to billy and he'll catch it, the final FMV starts. Billy takes aim and steps for a better shot then says one of the coolest lines in RESI history

" HEY QUEENY .. FEAST ON THIS "

Then he shoots the already in pain queen and it falls down the elevator shaft into the oncoming flames on the self destruct explosion. Becky and billy make it out right in time and the whole warehouse goes KABLAM. After that billy and becky are shown resting on a ledge and becky see's the spencer mansion in distance, she thinks that the rest of her team is probably there, she takes billy's dogtags as proof that he's dead and she walks towards the mansion. Billy says thank you and turns around and heads into the forest. The game ends with a shot of a butterfly ? caught in a spider's web, most definetly a reference of the hero's cought in umbrella's web . Becky makes her way to the spencer mansion where she will find most of her bravo team, dead... and will be introduced to some members of the alpha team.. alive or dead..

Later on in RE 2's ex files we find that becky gave the report that billy is actually dead, but the truth is far from it.

THE END.


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INTRODUCTION

Leech hunter is the special mini game which comes with Resident Evil 0. It is much like the mercenaries mini game from Resident evil 3. But the good thing is that there is no timer here for you to be bothered with, in this game you can control billy and rebecca at the same time just like in the main game, they both start off with handguns and alot of ammo and they have to make their way through the game collecting multi colored leeches and also finding healths and weapons and ammunition along the way to keep them safe from the monsters.

This game has nearly all the monsters from the main game like the hunters and the plague crawlers, you need to use your mind to avoid them and think quick because a normal handgun wont just do the trick, finding more weaponry is essential in this game, also in some rooms the monsters can also re appear making it a harder job for you to finish the whole game.

The whole point of this game is that once you finish it you will get some rewards depending on the number of leeches you cought during your play.

WALKTHROUGH

Note : This is not like a complete walkthrough for the leech hunter mini game, what im doing here is just simply describing the rooms and what enemies and how many leeches are in those rooms.

UMBRELLA TRAINING FACILITY 1ST FLOOR :

* Main hall

Enemies : 0

Leeches : 2 blue leeches, 1 green leech

Notes : Nothing more here then these 2 leeches and the exit.

* Dining room

Enemies : 3 Zombies

Leeches : 2 green leeches

Notes : Nothing else extra in this room either.

* Kitchen

Enemies : 0

Leeches : 3 blue leeches, 4 green leeches

Note : For this door to open you'll need to get the fire key from the basement area's of the facility.

* Hall and Boiler room

Enemies : 2 zombies playing dead

Leeches : 1 blue leech, 2 green leeches

Notes : No need to actually kill the zombies, but just do it.

* Ladder room

Enemies : 4 hunters, really

Leeches : 1 blue leech, 2 green leeches

Note : Dont think of coming to this room without a better gun.

* Bathroom

Enemies : 1 leech zombie

Leeches : 0

Note : There will be ammo for the shotgun or submachine gun and the handgun in this room, so be sure to visit it.

* West hallway

Enemies : 1 leech zombie

Leeches : 0

Note : If your quick on your feet, avoid this leech and run.

* Projector room

Enemies : 0

Leeches : 0

Notes : There are no enemies here, but there should be some herbs for the taking, be sure to take them before exiting.

UMBRELLA TRAINING FACILITY 2ND FLOOR :

* Main hall 2F

Enemies : 0

Leeches : 1 blue leech, 1 green leech

Notes : Just up the stairs, no enemies, but 2 handy leeches.

* Screen room

Enemies : 0

Leeches : 2 blue leeches, 2 green leeches

Notes : Only the leeches here for the taking, take em.

* Hall leading to east wing

Enemies : 0

leeches : 0

Notes : Just an empty abandoned hallway.

* Statue room

Enemies : 2 plague crawlers

Leeches : 1 blue leech, 2 green leeches

Notes : Kill the insents here quickly.

* Hall leading to west wing

Enemies : 3 hunters, tough

Leeches : 3 blue leeches, 4 green leeches

Notes : Kill the hunters with a powerful thing, not the handgun.

* Candle trick room

Enemies : 2 zombies

Leeches : 3 green leeches, 2 blue leeches

Notes : Zombies shouldnt be a problem now, kill with the handgun.

* Library

Enemies : 3 zombies, 2 standing 1 playing dead

Leeches : 3 green leeches

Notes : After your done here, be sure to take the handgun ammo.

* Study

Enemies : Some crows

Leeches : 2 green leeches

Notes : Crows, dont shoot, just run and save ammo.

* Walkway

Enemies : 5 zombies

Leeches : 3 green leeches, 3 blue leeches

Notes : Kill the zombies from afar and loot the place

* Test room

enemies : 2 hunters

Leeches : 2 blue leeches

Note : There is also a grenade launcher in here with 1 grenade
take that after you have killed the hunters.

* Clamping room

Enemies : 4 zombies

Leeches : 2 green leeches, 2 blue leeches

notes : Zombies and handgun dont mix together, do they ?

* Bar

Enemies : 3 zombies, playing dead

Leeches : 3 green leeches

Notes : There should be a mixed herb combo here somewhere

* Monitor room

Enemies : 1 leech zombie

Leeches : 0

Notes : nothing in here but a single leech zombie.

* Room with fireplace

Enemies : 5 zombies
Leeches : 2 green leeches, 2 blue leeches
Notes : More zombies, more handgun blasting.

* East hallway

Enemies : 1 leech zombie
Leeches : 0
Notes : No need to come in here at the first place.

* North west hallway

Enemies : 3 hunters, tough
Leeches : 3 blue leeches, 2 green leeches
Notes : Kill the hunters with a powerful gun like the magnum after you get it.

* Bedroom

Enemies : 5 zombies
Leeches : 1 blue leech
Notes : Kill the zombies first, then check the room and here you'll get the custom handgun and either a first aid spray or a blue herb.

* Small room

Enemies : 4 zombies, all playing dead
Leeches : 4 blue leeches
Note : Run over em if you can or just kill the zombies.

UMBRELLA TRAINING FACILITY 3RD FLOOR :

* Long tunnel

Enemies : 3 plague crawlers
Leeches : 3 blue leeches
Notes : There should be some magnum ammo in here for the taking.

* Telescope room

Enemies : 4 zombies, 1 playing dead
Leeches : 4 blue leeches
Notes : There is a green herb in here too.

UMBRELLA TRAINING FACILITY BASEMENT B1 :

* Sewer room

Enemies : 0
Leeches : 0
Notes : If you check in the sewer area you'll find some shotgun shells aswell as a shotgun in this very room.

* Tunnel room

Enemies : 5, YES 5 hunters
Leeches : 1 green leech
Notes : In this room is the fire key needed to open the kitchen up there and also there's a green herb too.

* B1 hall

Enemies : 5 spiders
Leeches : 2 green leeches, 2 blue leeches
Notes : spiders are slow and clumsy, ignore them.

* Handyman room
Enemies : 4 zombies
Leeches : 0
Notes : kill them all right now.

* Torture room
Enemies : 4 hunters
Leeches : 2 green leeches
Notes : There's another shotgun here too and a green herb along it.

* Waiting room
Enemies : 2 eliminators
Leeches : 0
notes : Monkey bad. kick it.

* Cell block
Enemies : 2 more eliminators
Leeches : 1 blue leech
Notes : In here you'll get either the submachine gun or the magnum.

UMBRELLA TRAINING FACILITY BASEMENT B2 :

* Puzzle room
Enemies : 2 hunters
Leeches : 0
Notes : There is a green herb in this room.

* Bunkbed room
Enemies : 4 zombies
Leeches : 3 blue leeches
Notes : there is a red, a green and a blue herb in this room.

* Quarters
Enemies : 3 zombies
Leeches : 2 green leeches
Notes : there are 2 green herbs in this room too.

* Room with hole
Enemies : 3 zombies
Leeches : 3 green leeches
Notes : Nothing else in here but that hole.

UMBRELLA TRAINING FACILITY BASEMENT B3 :

* B3 main hall :
Enemies : 3 spiders
Leeches : 0
Notes : Spiders again, ignore again.

* Waterfall room
Enemies : 2 plague crawlers
Leeches : 2 blue leeches, 1 green leech
Notes : There is a green herb here too.

* Testing lab room.
Enemies : 0
Leeches : 1 blue leech
Notes : Nothing else here.

Ok once you have taken all the leeches just head back outside the main doors of the main hall of the training facility and the game shall be over, you'll get your rewards now.

LEECH HUNTER REWARDS

Once you have completed leech hunter then you'll get your rewards according to the number of leeches you have captured during the main game. Here is the basic chart of what you win at what amount of leeches.

NO of leeches	Reward
1 - 29 leeches	Submachine gun ammo
30- 59 leeches	Handgun with inf ammo
60- 89 leeches	Hunting rifle with inf ammo
90- 99 leeches	Revolver magnum
100 leeches	Infinite ammo for all the guns.

LEECH HUNTER TIPS

- * If your playing the leech hunter mini game and want to make it a little easier then its best that you should first kill all the monster things in the game, this will take a little time but it will make it easier for you to take leeches. Kill all the monsters then head to the main hall and drop your things there, then go with an empty inventory to get all 100 leeches.
- * Once your leech count reaches 95 (i heard from people that sometimes its 90) then the monsters will start re appearing so its best to leave the leeches in the most obvious places for the end like the main hall and second floor main hall and the projector room because no enemies will come there whatsoever.
- * If you only want some submachine gun ammo quickly then take the leeches in the main hall and exit immediately, you'll get the ammo as desired.
- * Ok so remember how we always wonder wether it will be the magnum or the submachine gun, well there is a way to determine that earlier to bust your bubbles . As soon as the leech hunter game starts take a look at the herbs right in front of you, if they are blue and green then your getting the magnum, if they are green and green then be happy cause your getting the submachine gun, now for this game the submaching gun is much better so start praying.
- * There is also another un tested way to determine the gun your gonna get, if you start the leech hunter minigame from disk 1 then your gonna get the magnum and if you start the game from disk 2 then

your gonna get the submachine gun. ((this theory has been deproven by some people, but i need a solid evidence for it..))

END OF WALKTHROUGH SECTION

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#####`'キ.ク ク.キ'I)ク.キ'I)#####  
#  
#          GAME          #  
#          ITEMS        #  
#          LISTINGS     #  
#  
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```

COMMON GAME ITEMS

BLUE HERB

Found : Alot of places

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

Use the blue herb to cure any type of poison caused by the enemies its found all over the shop and can be mixed with the green herb.

FIRST AID SPRAY

Found : Alot of places

Use it to fully restore health

First aid spray's are really usefull in bad times and just one spray will restore you to full health, keep them for the dangerous enemies.

GREEN HERB :

Found : ALOT of places

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

These are the most common type of herbs you will come across in the game they can restore your health to a quarter, if mixed with other herbs can also raise its powers.

INK RIBBON :

Found : Alot of places

Using this on a typewriter will allow you to record your progress

These are the basic of all resident evil games, if you wanna save your game then u gotta have a ink ribbon with you, otherwise sit and play.

RED HERB :

Found : Many places

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

Thats right, this herb cant be used on its own, but if you combine with other herbs, mainly the green herb then it can raise their potential power.

AMMUNITION

ACID GRENADES

Found : These arent found all that commonly

These grenades are filled with highly-concentrated sulfuric acid.

Save these ammo for only the hunters and other strong monsters and bosses cause they can cause helluva damage at shooting.

EMPTY BOTTLES

Found : Few places

You might be able to use this as a weapon if you fill it with something. Use the gas canisters with them and you will make the infamous bottle bombs, use them on the leech zombies for quick kills.

GAS TANK :

Found : Uncommon

It's filled with gasoline

Use the empty bottles with them and you will make the infamous bottle bombs, use them on the leech zombies for quick and painful kills.

GRENADES :

Found : Common

These grenades are filled with conventional explosives

These are the most common of the rounds of the grenade launcher, use them mostly if you encounter a large horde of zombies.

HANDGUN AMMO :

Found : ALOT of places

Holds 9 X 19 parabellum rounds for use with handguns

This is the basic handgun ammo for all kinds of handgun, can be used with the custom handgun too, pretty large amounts of it in the game so no need to worry about wasting them.

MACHINE GUN AMMO :

Found : Uncommon

A magazine containing sub-machinegun ammunition

To use this ammo you must have first unlocked the submachine gun for the main game, otherwise this ammo is useles on its own.

MAGNUM ROUNDS:

Found : Rare

These Magnum rounds boast several times the stopping power of ordinary ammo

These are the rare rounds for the magnum, once you find a clip use it wisely, only spend it on hunters or bosses.

NAPALM GRENADES

Found : Common

These grenades are filled with a highly-flammable liquid.

These are the best of the grenade launcher for this game, use these rounds on the leech zombies, or the final leech queen cause leeches are weak for fire in this game.

SHOTGUN SHELLS

Found : Common

12 gauge shotgun shells.

These are the basic shotgun shells, these can also be used for the hunting rifle but its best to save as many as you can cause in the later stages of the game the shotgun becomes your best friend.

AREA SPECIFIC ITEMS

THE TRAIN :

BLUE KEYCARD :

Found : Inside the briefcase

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

Just use it on the electronic panel and your job for the day is done.

BRIEFCASE

Found : Closet in conductors room

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

Find the 2 right things and your briefcase will open up.

CLOSET KEY :

Found : Becky's inventory, you must unlock it first

Used to open the train closet.

Open the closet and inside you'll find new clothes for your hero's.

CONDUCTOR'S OFFICE KEY :

Found : Small kitchen on the second floor of dining car.

The tag reads "Conductor's Office."

Use this on the door to conductors office.

DINING CAR KEY :

Found : Dead body around the corner of conductors office.

The tag reads "dining car "

Pick this key up and you get to meet Billy for the first time.

GOLD RING :

Found : Right cage in the rear storage room on first floor

A finely crafted gold ring.

Use this gold key on the briefcase.

HOOKSHOT :

Found : Wall in the rear of the train

A gun-like device used to fire grappling hooks.

This has to be used in many places to advance.

ICE PICK :

Found : On the service tray in second floor of second car.

An ice pick with a finely tapered point.

Rebecca can use this to get out of the kitchen.

JEWELRY BOX :

Found : In the closet in room 102.

It looks like a case for holding jewelry.

Search it to get the silver ring.

LIGHTER :

Found : Billy's inventory

The lighter appears to be out of fuel

You need to find the lighter fluid to fill it.

MAGNETIC CARD :

Found : On the control panel in the engine car.

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

This is a must take item.

MIXING SET :

Found : Becky's inventory

A set of tools used to mix and prepare medicines.

Use this set to mix and grind herbs into medicine.

PANEL OPENER :

Found : On the floor, second floor or car 1.

Used to open the access panels in the floor.

This can be used as a can opener too.. just kiddin.

SILVER RING :

Found : Inside the jewelry box

A finely crafted silver ring.

Use this ring on the briefcase along with the gold ring.

UMBRELLA TRAINING FACILITY ITEMS :

ANGEL WINGS :

Found : Check in the book of good.

White stone shaped like a pair of wings.

These wings need to be used on the balance

BATTERY :

Found : In the secret wine storage room

A standard-type battery. It can be used in a battery case of the same type.

Use it on the right place and it will make something work.

BLACK STATUE :

Found : Small table in the first floor storage room

A stone statue with a single eerie-looking wing on it's back.

use the black wing to fill its second wing to make it complete.

BLACK WING :

Found : Check inside the book of evil

Black stone shaped like a wing. It looks like one of a pair.

Use this on the black statue to complete its wings.

BOOK OF EVIL :

Found : Secret compartment in the chess room under real size chess board.

An elegantly-bound book entitled "EVIL". It seems unusually heavy for a book of it's thickness.

Check inside this book and you'll get the black wings.

BOOK OF GOOD :

Found : Behind the bookcase in the secret library opened by the candle trick.

An elegantly-bound book entitled "GOOD". It seems unusually heavy for a book of it's thickness.

Check inside the book for some angel wings.

CRANK :

Found : Inside dresser in west room 2F main hall.

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

This crank is used in more then one place to raise or lower objects.

DISCIPLINE TABLET :

Found : On the pillar outside the facility.
A tablet depicting a priest. The word "Discipline" is inscribed.
use it on the right slot in the telescope room.

DURALUMIN CASE :

Found : Second floor of the control room after the statue room.
It's locked via a combination lock. Looking closely, you notice
the numbers "385" written in the corner.
Open it with the code and inside you'll get the handgun parts.

FIRE KEY :

Found : Under the empty cage pool on 3F
It's inscribed with a fire design.
Get this key and you'll get your second boss fight.

HANDGUN PARTS :

Found : Inside the duralumin case.
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.

IRON NEEDLE :

Found : Inside the moose head
Could it be part of some sort of decoration? There's a hole in the
base.
Use it on the right place for the needle to work its magic.

LOCKER KEY :

Found : On a crate in the room with the waterfall
It appears to be the key to a locker.
Use this key to open the locker in the duralumin case.

MICROFILM A :

Found : On the small desk near the candle locked door.
Insert this film into a projector to view it's contents.
This will reveal an important item and a puzzle layout.

MICROFILM B :

Found : Over the fireplace in the second floor office.
Insert this film into a projector to view it's contents.
This is the second film and needs to be inserted along
side the first one.

MO DISK

Found : Inside the device next to projector after using
both the MO disks
The label reads "Security System ver. 1.02". It's probably
used to activate some sort of security system.
Use it on the computer in the seminar room and it will do
the rest itself.

OBEDIENCE ROOM :

Found : In the wise room after the wise puzzle
A tablet depicting a slave. The word "Obedience" is inscribe
Use it on the slot in the telescope room to open your path.

STATUE OF EVIL :

Found : After combining black statue with black wings
A statue in the shape of a demon.

Use the statue on the scale

STATUE OF GOOD :

Found : After combining white statue with white wings

A statue in the shape of a angle

Use this statue on the other end of the scale.

UNITY TABLET :

Found : Fireplace in first room beyond animal statue room

A tablet depicting a knight. The word "Unity" is inscribed.

Use it on the slot in the telescope room to open your path.

WISE HANDLE :

Found : On a shelf in one of the rooms, in a hallway opened
up by the water key.

This tool will allow you to operate the vise.

Without this tool you wont be able to get one of the tablets.

WATER KEY :

Found : Inside the right cage in the battle room.

It's inscribed with a water design.

Use this key to open the doors marked with water

WHITE STATUE :

Found : On a table in the art room

A stone statue in the shape of a woman.

Use the angel wings on it to get a full statue.

CHAPPEL LAB ITEMS :

BLUE LEECH CHARM :

Found : Leech capsule

A blue sculpture specially shaped in the form of a leech.

Use this charm on the right door to open it.

BREEDING ROOM KEY :

Found : On a barrel inside the poison filled chamber

A key engraved with the visage of a hideous monster.

Use this key to gain access to the breeding room.

DIAL :

Found : Inside the cage on the left in the breeding room

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

This dial is used to open a door not a safe.

GREEN LEECH CHARM :

Found : Inside the storage room after the door with the blue leech

A green sculpture specially shaped in the form of a leech.

Use it as the other character to open another door.

INPUT REGULATPOR COIL

Found : In the cabinet besides the skeleton in the leech room.

Necessary to get the Cable Car moving again.

Insert the regulator in the control panel to get the car moving.

LEECH CAPSULE

Found : In a large cabinet in room after using hookshot on

the hole in the ceiling.
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.

OUTPUT REGULATOR COIL :

Found : Under the moving ladder
Necessary to get the Cable Car moving again.
Insert the regulator in the control panel to get the car moving.

STERILIZING AGENT :

Found : On the floor in the room opened by the green leech
A small tank containing a chemical agent that can be used to
sterilize rooms contaminated by a virus.

FACTORY ITEMS :

ELEVATOR KEY :

Found : On the floor after you meet up with enrico
A key necessary to get the elevator running again.
use this key on the elevator door and you'll find that your
in a boss fight with the tyrant.

UP KEY :

Found : Mr x room from Re2. Control room in this game.
The tag reads "U".
Use this key on the control panel in the save room
to get the train lift back up.

TREATMENT PLANT ITEMS

EMPTY BATTERY :

Found : On a high shels where 2 eliminators break through the
test tubes.
A hi-powered battery used to supply electricity to hi-powered
machinery. It looks like it hasn't been used for a long time -
all the fluid is gone.
You need to find the battery fluid to get the battery working.

HANDLE :

Found : Water puzzle room
Used to open and close valves.
Well use it.

HI POWER BATTERY :

Found : After filling the battery with fluid
A hi-powered battery used to supply electricity to hi-powered
machinery. It's been filled with battery fluid.
Now the battery can be used on the fork lift.

INDUSTRIL WATER :

Found : On the table in room south of flood gates.
Water that's been treated to remove impurities.
Use it with another item to make another item.

KEYCARD :

Found : After using the fork lift, the character can get it from above.
this keycard looks similar to those used by Umbrella employees.
This keycard will open the final doors to the game.

MOTHERBOARD :

Found : On the upper level of the room where you fight the tyrant
The board is inlaid with various microchips. It needs to be
inserted into a computer.
Use it on the computer to call in the transport for becky.

SHAFT KEY GOLD :

Found : After beating marcus in his mutated form
A uniquely shaped key. A small letter "L" has been engraved into
the gold plating.
Use it on the left panel along side the other key.

SHAFT KEY SILVER :

Found : After beating marcus in his mutated form
A uniquely shaped key. A small letter "R" has been engraved into
the silver plating.
Use it on the right panel alongside the other key.

END OF SECTION

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# #  
# #  
# GAME FILES #  
# #  
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Player Manual 1

Found : You start off with it

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

View status screen:

Press Y button during play.

-You should view the screen in the following circumstances:

-During event movies.

-When taking damage.

-When weapon is readied.

The following functions are available on the screen:

- Equip weapon

- Use item

- View map

- View file

- Leave item

- View map

Select the map item on the status screen...

(You should also press the Z button during play.)

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

Reading the map:

- Blue Room: Your current location.
- Green Room: Visited locations.
- No Color: Locations not yet visited.
- Red Door: Locked door.
- Yellow Door: Unlocked door.

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

The following information is available on the item List:

- Left items.
- Locations of the left items.

Pushing objects:

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

Climbing (Dismounting from raised platforms):

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

Equipping weapons:

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

Attack Stance:

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

Attacking:

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

Quick Turn:

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

Check item details:

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

Player Manual 2

Found : When billy joins you

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

Character Switching:

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

- The character you are controlling is called the "Main Character".
- The character you do not control is called the "Partner Character".

Controlling the Partner Character:

- The Partner character generally moves independently. (You can use the C stick to control the Partner Character.)
- Selecting the "Partner" on the status screen allows you to assign instructions to the character.

Solo: Both 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 Co-operative Action.

Switching characters:

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

Exchanging items:

- When your partner character is nearby, you can exchange items on the Status Screen.
- Choose the item from the active 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 herbs-related items.
- Is weak defensively.
- Can use a mixing set to combine chemicals.

Character Attributes: Billy

- Billy, a former marine, has the following attributes:
- Cannot combine herbs-related items.
- Is strong in combat.
- Can push large objects.

If your partner is attacked..

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

Co-operating with your partner:

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

```
*****  
Court Order For Transportation  
*****  
Found : You start off with it
```

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 sentence to death by the 0705 rd Military Tribunal. Sentence to be carried out upon arrival.

Samual Regan,
Commander
Donell Marine Base

Hookshot Operator's Manual

Found : Room with hookshot

-Warning-

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

Instructions:

1. Where to use:

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

2. Using the winch to climb.

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

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

Investigation Order

Found : Train's save room

(Stained with blood. Some sections are illegible.)

8 miles north of Raccoon City, in the Arklay Mountains, lies our comp ny's Managment Training facility. It was shut down years ag . Now, w are conductin a preliminary tudy into the re-opening of the faci ities. First Investigation Unit is alre dy onsite and opening th investi ation, I want yo r team to provide suppo t. The following orders re Will m Bark and ls i ves gat o Un t.

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

Notice To All Supervisors

Found : Dining car of train 1F

When closing the dining car, supervisors are asked to switch off the automatic doors after ensuring all the staff have vacated the car. The main automatic door power switch is located on the roof of the fifth car, Inspections will take place when the train is garaged. After inspections is completed, use the ladder at the rear of the second of the dining car.

Umberella Corp
Maintenace Department

Passenger's Diary

Found : Passenger's cabin

July 14th

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

July 16th

Unfortunately, the test production of the B.O.W. (Type -Y139) had to be suspended because of this investigation. It's the same with the Type -Y139. There's still so much we don't know about responses to the crustacean virus. There's a lot of interesting research left... Depending on the species and nurturing conditions, only minute doses of "T" bring about remarkable changes in solidity, size, multiplication of internal toxins and brain development. If these effects can be controlled, a weapon could be produced. But the sudden development of the shell results in corresponding fragility. Certain areas become exceedingly weak. Problematically, one of these areas is the head carapace. This lab we are going to... Were they pursuing the same research? It would certainly help to find data and samples that help us in our research.

July 19th

The day is finally apporaching.. I am growing more anxious. The Raccoon City newspapers and TV stations are full of reports about bizzare murders in the suburbs. It can't be the virus, can it? If it is... No, I can't think of that now. I have to concentrate on this investigation and make sure it runs smoothly.

Brake Operation Manual

Found : When you find out about stopping the train

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

Step 1: Activate the controls

- Brake controls are loacted in the following locations:

First car Driver's compartment

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

Step 2: Enter Rear Deck code Enter the rear deck unit to release the lock. After this, the Driver's compartment code can be input.

Step 3: Enter Driver's compartment code

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

Note From The Conductor

Found : Conductors room in train

The keycard for the driver's compartment is in my bag as always. But I need the other guys key too often to open the damn thing. But it looks like I've lost it somewhere. If it was a normal key, someone is sure to turn it in, but the 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 The Trainees

Found : Conference room of the facility

Training Facility Mission:

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

Training facility Guidelines:

Discipline, Obedience, Unity.

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

James Marcus,
Director,
Umberella Coporation,
Managment Training facility.

Notice To All Staff

Found : Lounge of facility

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

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

- 1F W operations control room.
- 2F SE meeting room.

The entry code shall be:

"8:15"

Thank you.

Marcus' Diary 1

Found : Marcus's office in facility

December 4th

We finally did it....the new virus! We have called it the "Progenitor". I want to carry it back and start detailed investigations immediately.

March 23th

Spencer says he's going to start a company. Well, I don't care, as long as I can continue my research into "Progenitor". He can do what he likes..

August 19th

Spencer keeps asking me to be the director of his new training facility. Maybe it is because of the business but he is becoming intolerably pushy. But maybe I can turn this to my advantage. I need a special facility to properly to explore all this virus' secrets. A place where no one will get in the way...

November 30th

Damn that Spencer! He came to complain to me again today. He thinks of "Progenitor" as nothing more than a money-spinning tool. Fool! But his influence continues to grow, it can only be bad for my research. If I'm to properly develop "Progenitor", I must strengthen my own position, too.

September 19th

At last..

I've discovered a way to build a new virus type with "Progenitor" as a base. Mixing it with leech DNA was a breakthrough I needed.. I call this new virus "T", for "Tyrant".

October 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 the experiments. Otherwise, I will never get any real progress...

November 15th

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

January 13th

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

January 31st

The devices I set to protect my work have been disturbed, it appears someone came looking for "T" and the leeches. Fool. No doubt it's Spencer's group.

February 11th

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

Those two are the only ones I trust. Apart from the beloved leeches, of course, But Spencer.. It wouldn't end there.. Would it? I will announce "T" at the next directors meeting and collect my just rewards..

Assistant Directors's Diary

Found : Study room in facility

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

October 7th

Got a sudden call from the director, it was to tell me to encourage a rival between those two! It's the first time since this training facility was built that Director Marcus has ever shown interest in anything other than his research. Well, whatever, orders are orders. I'm going to have them tearing at each other's throats.

About Power Regulator

Found : Torture room 2 basement facility

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

A Verse Of Poetry

Found : Fireplace in study of training facility

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

Management Trainee's Diary

Found : Sleeping quarters of training facility

What is that Director Marcus is researching all the time? And what's with his weird interest in leeches? Interest? Seems more like love at times.. Rumor has it that

there's something dangerous about those leeches. It is true that when Dennis just touched one, he got ill with a fever.

Again today.. There were those horrible moans. Beyond that door, "let sleeping dogs..." No way I'll go near them. Even if the Director tells me, I no way want to end up like Dennis. That poor bastard. Scratching and scratching. Makes me itch just watching him.

Must maybe go

IF can but hwo

Dennis gone, I go

Hungry..

Help..

Mom.

Microfilm Image

Found : projection room training facility

An image resulting from overlaying microfilms A and B.

Numbers appear on the seats of the Conference Room.

Inmates List

Found : Basement of training facility in save room.

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.

- Davids, A.

Preserved as specimen.

- Clarke, A.

Transported to research facilities.

- Ellens, J.

Transported to research facilities.

- Terrence, O.
Deceased, Disposal Complete.

- Kait, A.
Transported to Arklay laboratory.

- Gerry, O.
Deceased, Disposal Complete.

- Scott, S.
Transported to research facilities.

- Mitchel, F.
Transported to Arklay laboratory.

- Kerry, T.
Transported to Arklay laboratory.

- Roberts, A.
Transported to Arklay laboratory.

(Transported individuals to be deleted from the records).

First Investigation Unit Notes

Found : Sleeping rooms of training facility

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

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

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

Marcus' Diary 2

Found : Library in church

(This page has been torn out.)

Trouble is unlikely, but I closed my babies up in the special capsule. But it won't be safe if I hold it onto myself. I'll hide it in that place. "To hide a leaf, put it in a forest"... To open the capsule, the special stripping agent is necessary. No way Spencer's lackeys could figure how to make it..

Old Photograph

Found : Marcus's study room in church

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

To James,

To commemorate your graduation, 1939.

Investigator's Report

Found : Surgery room in church

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 here at the Training Facility run by Dr. Marcus.. Well, not here exactly, but underground. When we ventured below, we understood..

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

(The rest of the notebook pages are missing).

Leech Growth Records

Found : Poison room in church

February 3rd, 1978.

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

February 10th, 1978.

- 7 days since the administration of the "T". Rapid growth to double former size, signs of transformation emerging. Spawning successful, they double their numbers in an 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 longer 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 worthy of commemoration. Today they began to mimic me! Surely they recognize their father.. Wonderful children, No one will take you away..

Laboratory Manager's Diary

Found : Research room in church

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 childrens growth. But, the Director is a loner, he isn't married and he sure doesn't have any children..

What could he mean?

BOW Report

Found : Breeding room in church

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 co-ordination at the cellular level is essential to enable further growth. I conducted a number of experiments in an effort to find a breakthrough. This is my report:

Insecta

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

Amphibia

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

Mammalia

- The progenitor virus was merged with the monkey's cellular DNA, resulting in an increase in fertility. The resulting young exhibited improved aggressiveness and some increased mental capacity. (As a side effect, the visual power was lost, but this offset by an improvment in hearing ability). However, they were unsatisfactory as weapons. It does seem that no progress can be made without making humans as the base organism.

About Battery Fluid

Found : Save room with beds in LAB

Battery Fluid

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

Battery Acid Purity

- Take care that dilute sulfuric acid solution is of sufficient purity.

Investigator's Report 2

Found : Walkway in LAB

We should have finished with this dump long ago. When this is all started, did anyone expect that there would be guns blazing away like this? We weren't told a thing about creatures attacking us at the briefing.. Guess they were a surprise to the head honchos too. The things in the woods.. just starting attacking people. That had to be planned. Someone deliberately scattered that virus, no doubt about it. But the guards, our fellow soldiers, they must be still around.. Well, whatever. Don't have to worry about that anymore. What I've got to worry about whether to use the last bullet on myself, or on a friend..

That's the only decision I have to make.

Treatment Plant Manager's Diary

Found : Gondola room in LAB

5/10.

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

7/24.

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

Gate Operation Manual

Found : LAB

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

Removing the lock:

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

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

Turn each of the mechanism's handles to unlock the gate.

END OF SECTION


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#          CHEATS          #  
#          AND          #  
#          TIPS          #  
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IN-GAME CHEATS :

EXTRA COSTUMES FOR BILLY AND BECKY :

To get new and cool looking costumes for becky and billy just finish the game once under normal difficulty in any rank and save your game , then start off a new game with that save game and you'll find a closet key in your inventory. Take this key and take it to the room where you found the hunting gun, open the closet in there and inside are some brand new costumes, billy in a tux, becky looks cool.

LEECH HUNTER BONUS MINI GAME :

Complete the game in normal difficulty at any rank and you'll unlock a new bonus mini game called the leech hunter, its a bit similar to the mercenaries mini game from nemesis. You can control both characters at the same time as in the main game and you can win prizes from the game. Awesome prizes that is.

SUB MACHINE GUN :

Complete the game over 3:30 and in less then 5 hours to get an A rank, and if you do that you would also unlock the sub machine gun, not the one from CV, but its still awesome, you can win more ammo for it through the leech hunter game.

ROCKET LAUNCHER :

Finish the game with a time less then 3:30 to get the S rank and if you do that you will also get the almighty rocket launcher from the next game on. The launcher can kill almost everything in 1 shot each.

TIPS :

- * This is a cool trick which can be done with any gun at all and can save alot of ammo in game. Make sure one of the characters has a pistol in hand, and your standing directly behind the other character, now if a zombie will bite the other character his head will lean a little bit and if you shoot at that time then the shot will go directly in the head for a one hit kill. Plus your other character wont get damaged at all. That is neat.
- * When your playing as both characters at the same time control billy and have him take all the pistol ammunition, just give becky a fully loaded pistol and it will save her inventory for other stuff.
- * Ok so if you are playing any puzzle which is time based then here is a neat trick , try to change your character during it and the game will give an error, now dont press anything and the timer will remained paused as long as the error message remains, now you have all the time you need to think it out.

- * Whenever your playing with the shotgun be sure to reload it manually if its running out of ammo cause shotgun reloading animations can take alot of time , and your character can get hurt during that time easily. The same goes for the hunting rifle.
- * When playing with the shotgun aim high at the zombies heads and sometimes the shot can shoot off more then 1 heads in an instance, also try to aim down and shoot them in their knee caps and the zombies will loose their legs and fall down helpless.
- * When you see the first leech zombie in the FMV, you dont have to shoot at it, instead just go back and try to run down the stairs and the next FMV in line will start playing automatically.
- * When you shoot at a leech zombie then before they die they often explode , which can cause alot of damage,now before they explode their legs swell so that is the time for you to run away. Another trick is that you should only use flame based weaponry on the zombies, that way they wont be able to swell and all the leeches burn down.
- * Whenever facing leech zombies be sure to use those bottle bombs, they can kill the leech zombies very quickly and the smaller leeches wont be able to spread and they will die instantly.
- * This is a nifty trick to kill the bat boss in the church area, when the boss comes after you simply go back in the save room and when you come out you'll see that the bat is already dead.

 PRO ACTION REPLAY CODES EU VERSION

(m)

- 1 MP8F-9M8H-Z6EFN
- 2 8675-1FPC-PGZAP
- 3 Y8P7-281U-XG18V
- 4 QBJ2-A2RK-CP1W2
- 5 E9FZ-A3QA-YCERP
- 6 R3Y6-HXXK-F6K84
- 7 A1EN-R5CT-9AYTP

Can always save

- 1 ANN2-A7C4-YX2CX
- 2 00VY-EPH-GKXK6
- 3 CT38-JUBK-C8JXX

Zero saves

- 1 6EK3-TJMX-TG4ZE
- 2 KX09-6XT8-WC5GG

Have all maps

- 1 6NND-8NOV-FTWUH
- 2 8608-J1FE-PEMN8

Have all files

- 1 U2UB-0JKN-XJ11C
- 2 RBVV-9E0F-T2CTU

3 AM4P-EMU5-3TUTB

Timers don't decrease

1 KU2T-K3V8-EDKUY

2 B19H-Q3CG-QYKKN

Infinite Ammo (All slots)

1 920V-8Z08-TU935

2 NB44-8VFA-PAQDZ

3 1R2K-ZP8X-8F1KD

REBECCA CODES

Infinite health

1 A5DY-2DGH-7UVWB

2 2TE8-MU3Y-2XZZC

Infinite Ammo [All Slots]

1 PR30-8XWB-HQZBV

2 30AH-KCEB-7M2NX

3 59K2-R2N3-QV1PJ

4 22H0-A02J-3TF7D

5 617K-F80J-AYJ59

6 0FAD-9NFY-D1KCT

7 8NP7-6YB3-W8GK1

Note: These codes will replace

the items in Slot 1 and 2.

Slot 1/2: Hunting gun

1 32UT-2AH0-7Q0FW

2 AY6K-RAFJ-A065G

Slot 1/2: Shotgun

1 RWWA-ETJT-C146P

2 VJAJ-31C0-1D3CW

Slot 1/2: Grenade Launcher

1 3ZU3-WVJ7-ZN7A8

2 1YXC-RAUF-EQWJ6

Slot 1/2: Sub-machine gun

1 GDJA-AYBF-Y7F3X

2 X515-6N9E-G0UUA

Slot 1/2: Rocket Launcher

1 8HG2-A7MR-H9758

2 9YHG-BRGR-EX438

Slot 3: Magnum Revolver

1 H6JQ-RZYD-DFBH3

2 1G5F-9Y3D-X710U

Slot 4: Moltov cocktails

1 0C5Y-UYTU-RP3NT

2 VCPM-ZKJ4-P3TPZ

BILLY CODES

Infinite health
1 VRRP-QHJ0-KPUCY
2 WEKM-QAMD-WDA6Y

Note: These codes will replace
the items in Slot 1 and 2.

Slot 1/2: Hunting gun
1 T4C8-5WCQ-9K13C
2 E9RV-HEVB-EA1EJ

Slot 1/2: Shotgun
1 696P-6EEW-9T60E
2 KYK1-C55K-0F8GV

Slot 1/2: Grenade Launcher
1 TWNQ-DQPP-0NTKD
2 MEV5-J4K2-1QE4N

Slot 1/2: Sub-machine gun
1 WP6C-ADX1-CZW84
2 DCMY-YFJK-A65JH

Slot 1/2: Rocket Launcher
1 HX4J-APJJ-J4D9A
2 NA1B-5UNR-3BAM3

Slot 3: Magnum Revolver
1 PWZ9-7AJT-8M2X1
2 EJDP-507G-UHZZ3

Infinite Ammo [All Slots]
1 Z2AF-J1ZP-2U3N6
2 BFA3-4131-01CMD
3 WBGK-91H0-28Q4R
4 EG81-URRA-EX8QD
5 Q9M4-VFJ7-8NZWH
6 BCPG-EP3T-KE1B0
7 DKAY-A9Z5-71QQE

Slot 4: Moltov cocktails
1 2GDC-8J7K-QWA92
2 FG4V-ZANN-291R2

PRO ACTION REPLAY CODES NA VERSION

(m)
1 RRXJ-1GCM-EY9X4
2 ETFF-WG8B-9P79R

Zero Saves
1 7ZVZ-U58G-D640A
2 YP1T-22F4-3DG71

All Files
1 VZJN-AG1A-7MKCJ

- 2 98NT-J73U-H3YG3
- 3 30YE-7MG8-PCEUP

All Maps

- 1 A9UR-84P6-J2E0M
- 2 RJBX-FYHT-TR1CV

Rapid Fire

- 1 H0EC-61XA-27UQ2
- 2 85ZB-ED5C-C6FM1
- 3 6TQH-CVRB-GFXMU
- 4 455Q-9UN4-BYJMP
- 5 QXY8-FAEF-G2E7V
- 6 455Q-9UN4-BYJMP
- 7 E9FZ-A3QA-YCERP

BILLY CODES

Infinite Health

- 1 MMPX-1WHN-H9MU8
- 2 AVJV-W740-FY2G8

Infinite Ammo Slot 1

- 1 XC8N-NBRV-KYA5W
- 2 88RQ-QTKT-0FB6V

Have G. Launcher Slot 1

- 1 XEKG-D07R-RJ6RD
- 2 TWMA-7FT6-UU716
- 3 DM40-1KP5-D6BNH

Have R. Launcher Slot 1

- 1 8X7U-1BZQ-TJXPY
- 2 W01Z-5DTE-UGMP8
- 3 DM40-1KP5-D6BNH

Have Magnum Slot 1

- 1 0CG0-B4R7-97VY4
- 2 B954-BQ20-0BCCZ

Wear Tuxedo Costume

- 1 CCZK-KB7P-XN1NT
- 2 AMRQ-D3EX-9V38E

REBECCA CODES

Infinite Health

- 1 Y5ZP-NTAT-KPW2U
- 2 KEMV-KFA0-V48N3

Infinite Ammo Slot 1

- 1 2TPC-HG7C-A61TU
- 2 A5M1-UP1G-BC8EM

Have G. Launcher Slot 1

- 1 0WPY-JJ6M-BX0EM
- 2 RW2P-XJY6-EJFWD
- 3 30E6-22WR-QMEM4

Have R. Launcher Slot 1

- 1 H81X-ZCNK-NYN16
- 2 TEJZ-WKCZ-JT7FV
- 3 30E6-22WR-QMEM4

Have Magnum Slot 1

- 1 ZP1Y-FRY2-DRWH0
- 2 98K6-WT7M-GH1CZ

Wear Leather Costume

- 1 589N-X5F3-XZZ93
- 2 43P5-GBR7-E0HZW

Wear Cowgirl Costume

- 1 7VUC-47X9-GBX65
- 2 BX9G-BKBP-P7C53

NOTES: MUST LOAD A SAVE WITH NO EQUIPPED WEAPON TO HAVE WEAPONS!

END OF SECTION

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# MISC #  
# INFORMATION #  
# AND IMPORTANT STUFF #  
# #  
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NOTE :.. Some people may complain that my TimeLine section looks alot the Excellent TimeLine FAQ which Rob McGreggor has. But I assure everyone that this is completely ORIGINAL STUFF. I DID NOT RIP OFF A SINGLE WORD.

NOTE 2 : Keep in mind this is NOT a complete timeline but just a column for the timeline of the main characters.

OFFICIAL RESIDENT EVIL TIMELINE

1950's

Doctor James Marcus, Lord Edward Ashford and Oswell E Spencer discover the mother virus.

1953

Birth of Kenneth J. Sullivan S.T.A.R.S. Bravo Team Scout.
Deceased July 23, 1998 inside Spencer Mansion. Devoured by Zombie.

1957

Birth of Enrico Marini. Captain of the S.T.A.R.S. Bravo Team. Wounded during Spencer Mansion penetration. Killed July 23, 1998 by a single gunshot wound. Murderer unknown; possibly Barry Burton under the command of Albert Wesker.

1960's

Birth of Albert Wesker, captain of STARS Alpha team

Early 1960's

Alexander ashford graduated with a Ph.D in biogenetics and joins his father in research for the mother virus.

1960

Birth of Barry Burton. Ex S.W.A.T. team member; currently part of S.T.A.R.S. Alpha Team. Working under threats to his family by Albert Wesker. Competent helicopter pilot.

1961

Michael Warren, an engineer, moves to Raccoon city and begins work the city's cable car system. He eventually becomes mayor.

1963

New york city architect George Trevor is hired by spencer to build a huge mansion in the arklay forest.

Birth of Brad Vickers. Part of S.T.A.R.S. Alpha Team. Known as "chickenheart" he pilots the helicopter (and abandons the team) during a botched team disembark at the Spencer Mansion.

1967

November 10, 1967

Progenitor Virus administered to Jessica and Lisa Trevor, wife and daughter of famed architect, George Trevor. Kidnapped and held in the Spencer Mansion, Jessica eventually dies, Lisa lives.

Trevor's Diary: George Trevor's aunt becomes ill and is sent to a nearby hospital. Jessica and Lisa Trevor intend to visit her.

November 13, 1967

Trevor's Private Papers: Architect George Trevor arrives at the Spencer Mansion, which he designed over a five-year period for Lord Ozwell E. Spencer. Spencer tells Trevor that Trevor's family has recently departed to visit a sick aunt. Both gentlemen feast in the dinning room before viewing the mansion's art collection. Trevor mentions the house's "numerous secrets."

Lisa Trevor's Letters: Part torture subject, part bio-experiment, Jessica Trevor writes a final, emotional note to her daughter, pleading for an escape plan and fearing the worst is upon them.

November 14, 1967

Trevor's Private Papers: Trevor views Lord Spencer's collection of European paintings and parchments. Spencer tells Trevor he is contemplating turning the residence into a seaside resort. He also wishes to start an "international industrial medicine company." The company's name would be "Umbrella."

Lisa Trevor's Letters" Lisa Trevor feels dizzy from the shot she was given four days ago. She wants to escape the mansion, but her mother hasn't returned.

November 15, 1967

Lisa Trevor's Letters: Lisa finds her mother and they eat together. Lisa is happy until she realizes her mother is a "fake" and "different inside." She locates her mother's face, peels it off her skull, and attaches it to herself.

November 18, 1967

Lisa Trevor's Letters: Lisa mentions a coffin under the house where her mother rests. Little else of the letter is comprehensible.

Trevor's Private Papers: Trevor notes in his diary that his wife and children have not returned from their Aunt Emma's. There are no telephones, so he can't check their whereabouts. Trevor heads to a second floor terrace. Large crows perch here; Trevor feels strange, as if he is being watched. He spies a lower courtyard with a ladder leading down into a hole — this wasn't in his design.

November 20, 1967

Trevor's Private Papers: Trevor notices that the shotgun gave Lord Spencer has been swapped for a broken one. Trevor is alarmed at his family's disappearance, and his employer wants him back at work.

November 21, 1967

Trevor's Private Papers: Trevor is ushered into an enclosed reception chamber, where a man in a white lab coat tells Trevor that his family is dead. Trevor feels pain in the back of his neck; he falls to the floor.

November 24, 1967

Trevor's Private Papers: Trevor is imprisoned in the room' the man in the white coat brings him "revolting" food. Only he and Spencer know the mansion's terrible secrets. He mentions preternatural entities roaming the manor grounds. Trevor wonders if Spencer is testing the mansion's "secret mechanisms" on him. A strange ant-like creature lands on Trevor tramples a number of them. Trevor's Diary also notes these occurrences.

November 26, 1967

Trevor's Diary: George Trevor loses his favorite lighter — the one Jessica gave him.

November 27, 1967

Trevor's Private Papers: George Trevor escapes from his room, but the mansion is securely locked. He mentions Crests, an eye needed for a statue, and a Golden Emblem. He hasn't time for these games.

November 29, 1967

Trevor's Private Papers: Trevor begins to lose his mind. He stumbles upon a room with a giant plant growing through it. He describes it as "absurdly gigantic." Trevor escapes the mansion and moves through a laboratory, in to a cave system. He mentions high-heeled shoes. He hopes his wife escaped by this route. Trevor's diary entries become increasingly disjointed. He hasn't had food or water for days. He feels trapped.

Trevor's Diary: Trevor continues to ramble on about being trapped, writing about large glass tubes and wet, eerie caves.

November 31, 1967

Trevor's Private Papers: Trevor is in the dark. He scrambles through a secret tunnel that ends in a damp chamber. Something monstrous looms in the shadows. With his final match, he illuminates the room. Near him is a headstone carved with his name carved into it. Trevor

scrawls a final goodbye to his wife.

Sometime in 1967

It is assumed that Lord Ozwell Spencer and Alexander Ashford completed the experiment known as the T-virus.

Sometime in 1967

The Special Tactics and Recovery Squad (or S.T.A.R.S.) is formed in New York City as a special branch of the police force. Its specially trained troops deal with cult-affiliated terrorism.

1969

Birth of Forest Speyer, S.T.A.R.S. Bravo Team sniper and vehicle specialist. Deceased July 23, 1998 on a balcony inside Spencer Mansion. Devoured by an unknown entity.

1970

Estimated "birth" of Alfred Ashford and Alexia Ashford, twins in a long line of Ashfords. Their father Alexander (along with Lord Spencer) created the T-virus. The twins then experimented on Alexander, turning him into a "Nosferatu". After the invention of the T-Veronica Virus, Alexia enters a cryogenic state chamber to mutate and strengthen her powers.

1971

Birth of Joseph Frost, S.T.A.R.S. Bravo Team vehicles specialist, who joined Alpha Team under orders from Albert Wesker. Deceased July 23, 1998 on Spencer Mansion grounds. Devoured by zombified hounds.

1972

The Raccoon City chapter of S.T.A.R.S. is established.

1973

Birth of Chris Redfield S.T.A.R.S. Alpha Team member. Dishonorably discharged from the Air Force, Chris is recruited from S.T.A.R.S. by Barry Burton.

1975

Birth of Richard Aiken, S.T.A.R.S. Bravo Team communications specialist. Bitten to death July 23, 1998 on Spencer Mansion grounds.

14th Feb 1975

Birth of STARS alpha team member Jill valentine.
Current status. Active.

1978

Wesker's Report II: Albert Wesker arrives at the Arklay Laboratories ignoring the Umbrella president and remaining aloof to the other staff. He commences research on the Ebola Virus, and attempts to create a Bio Organic Weapon (B.O.W. Entities). Wesker first encounters the "woman," a creature who has been constantly experimented on with multiple viral strains since her first injection on November 10, 1967.

1980

Birth of Rebecca Chambers, S.T.A.R.S. Bravo team medic and part-time pianist. One day before Alpha Team's arrival in Raccoon Forest, she investigates a mysterious train. Albert Wesker shoots her in the chest, but she survives and escapes the mansion.

Her status is currently active.

1981

Birth of Steve Burnside. An immature but good-hearted child, he is held on the remote Rockfort Island with his father as a prisoner of Umbrella, Inc.

July 27, 1981

Wesker's Report II: Ten-year old Alexia Ashford is given permission to head up Umbrellas' remote Antarctic research station. Her family's reputation is legendary (her father, Alexander Ashford first discovered the T-virus), although Alexander's son, Alfred, is useless. Wesker vows to commence research on the laboratory's older workers, but Dr. William Birkin is envious of Alexia and isn't mentally capable of helping Wesker. An imprecise killing machine, name the Zombie, is created. However its infection ration isn't perfect. The "woman" still lives, and Wesker is surprised at how resilient she has become.

1983

January 30, 1983

Alfred's Diary: Alfred Ashford, inside the secret Umbrella Antarctic base keeps a diary where he mentions a hidden passageway, accessible only by using three family brooches. He cannot retrieve his father's brooch.

February 17, 1983

Alfred's Diary: Alfred manages to secure the brooches and enter the sealed room. He makes a shocking discovery-his DNA was spliced from a family ancestor and surrogate mother; both Alfred and Alexia are experiments. Angry and jealous that his father chose Alexia (she exhibits genius intelligence, but Alfred does not), Alfred is determined to avenge his blundered birth.

March 3, 1983

Alfred's Diary: Alfred and Alexia begin to experiment using the T-Veronica Virus on a "human body" they find- most likely their father. Alfred worries that the family butler will find out about this macabre experiment.

April 22, 1983

Alfred's Diary: Alexander Ashford is turned into a freakishly mutated being that comes to be known as "Nosferatu," and he's locked away in a secret basement room. Alexia, meanwhile, continues to experiment on herself, and she informs Alfred that she needs to be frozen for 15 years before the T-Veronica Virus can completely consume her. Alfred, now alone, mentally degenerates completely.

December 31, 1983

Wesker's Report II: Wesker hears that Alexia died after injecting herself with the T-Veronica Virus. He can't rely on Alfred to help with research. Wesker begins to wonder why Oswell Spencer locate the laboratory here, especially as Wesker believes other species (both animal and vegetable) could be affected by the virus. He realizes that placing a base in the Antarctic wasn't so crazy after all. The "failure" at the laboratory (the woman infected back in 1967) has been forgotten. Wesker's true intentions- that he's been planted in the Umbrella organization by another company 1

are still secret.

1986

Birth of Sherry Birkin, daughter of Umbrella scientists, Doctor William Birkin and Annette Birkin. Sherry wears a small neck pendant that carries the G-virus. Albert Wesker's forces may be holding her against her will.

1987

Residents of Raccoon City elect Michael Warren (the engineer who pioneered the town's cable car system) mayor of Raccoon City. Warren holds this position until the town is destroyed; he dies in the nuclear explosion.

1988

Wesker's Report II: Wesker can't believe Birkin is bringing life into the world when he works in such a place, especially as work has begun on the Tyrant, a genetically superior soldier. However, very few "test subjects" could survive with the T-Virus inside them; most turn into Zombies. Only 10 people in the United States have the correct DNA. Hear the Umbrella France has recently started the Nemesis Project, Wesker requests appropriate samples, realizing that a tremendous soldier can now be created. The Nemesis parasite has a short life expectancy outside of the host body, so Wesker resolves to plant the Nemesis parasite into the "woman." The results are surprising 1 she devours the parasite and lives. Wesker switches his research completely and begins to work on the "failure".

1992

After five years as mayor of Raccoon City, Michael Warren begins to rely heavily on Umbrella's "charitable" donations. The money helps to build a hospital, a public utility works, a municipal building, and helps "keep the public peace."

1993

The newly appointed Raccoon City chief of police, Brian Irons, begins to take bribes from Umbrella, Inc. to ignore the disappearance of locals, Umbrella's "experimental" areas of the city, and other atrocities. Chief Irons becomes more erratic.

1995

July 31, 1995

Wesker's Report II: Wesker returns to the Arklay Laboratories after a four-year absence. Birkin heads the G-Virus experiment that Wesker began. The G-Virus continuously mutates its host, creating a creature that resurrects itself from the dead. Spencer spends less and less time at the Raccoon facility. A new lead researcher named John arrives, and the experiment on the "woman" begin to turn violent 1 she rips the faces off careless researchers and wears them on her hunched back. She is destroyed, but Wesker wonders what Spencer has in store for Umbrella.

1996

While Mayor Warren and Police Chief Irons stonewall any protests, Umbrella, Inc. is permitted to construct the Arklay Laboratories near the old Spencer Mansion, away from the main business district, but still within Raccoon City Limits.

1997

Barry Burton leaves his job as S.W.A.T. team sergeant to become a full-time member of S.T.A.R.S. Burton recruits Chris Redfield, and both move to Raccoon City to revamp the S.T.A.R.S. team there. Ada Wong, a spy infiltrating the Umbrella organization to gain more information on their viral experiments, manages to become intimate with an Umbrella researcher named John. The Raccoon City Police Department moves into the disused Raccoon City Art Gallery. Artwork remains in the building during the move, but many more expensive paintings and statues arrive shortly afterward. They belong to Chief Irons.

1998

April 25, 1998

Manager's Diary: A technician is hired to manage Arklay Laboratories and "disposal" facility. The lab is near the mansion, disguised as a factory.

May 10, 1998

Keeper's Diary: The keeper looks after a new specimen, which may be a Chimera. The beast dismembers and disembowels its meat (a wild pig) before eating. Secretary's Diary: Chief Irons acquires another disgusting painting; a naked human, being hanged.

May 11, 1998

Keeper's Diary: A T-Virus leak shuts down the Arklay Laboratories basement area. The keep dons a haz-mat (hazardous materials) suit.

May 12, 1998

Keeper's Diary: the Keeper feels "musty" and "itchy" after 24 hours in the haz-mat suit.

May 13, 1998

Keeper's Diary: The Keeper goes to the laboratory clinic when his itchy back becomes swollen. He removes his haz-mat suit, and they bandage his back. Prisoner's Diary: On Rockfort Island, a prisoner complains that his cell "stinks of death." He shares a bunk bed with an "interesting" fellow named Bob.

May 14, 1998

Keeper's Diary: A blister appears on the Keeper's foot; he hobbles to the dog pen. Some of the hounds have escaped. Manager's Diary: Arklay Laboratories tests a special, but unstable, gas that decomposes living cells.

May 15, 1998

Keeper's Diary: An armed guard prevents the Keeper from leaving or making phone calls.

May 16, 1998

Keeper's Diary: A scientist is shot trying to escape from the secured Laboratory. That night, a piece of rotting flesh falls off the Keeper's arm. Prisoner's Diary: Bob says that he was the assistant to Alfred Ashford, but was imprisoned over "a tiny little mistake."

May 17, 1998

The T-Virus accidentally saturates a laboratory plant in Arklay Laboratories, creating Plant 42. An angry researcher floods the

mansion's lower rooms, freeing sharks infected with the T-Virus.

May 19, 1998

Keeper's Diary: The T-Virus metamorphosis is almost complete.
The Keeper attacks and eats the guard.

May 20, 1998

A female hiker is found on the bank of the Marble River. The body shows signs of animal lacerations.
Manager's Diary" Despite possessing a keycard, the Manager is accidentally locked inside a "treatment room" in the Arklay Laboratories.
Prisoner's Diary: Military personnel move Bob to a building from people never return.

May 21, 1998

Plant 42 Report: Umbrella researcher Henry Sarton writes about a mutating plant that attacks by crushing its victims in its vines or by bloodletting with its tendrils. This monster has preyed on several scientists.

May 27, 1998

The Raccoon Times writes a report on the discovery of the dead hiker.
The police think a grizzly bear attacked her.

June 7, 1998

Manager's Diary: Staff members are becoming unruly and will not correctly dispose of experimentations.

June 8, 1998

Researcher's Note: John, a researcher, tells his sweetheart how to correctly exit the Arklay Laboratories. Pass codes are mentioned.

June 16, 1998

The Raccoon Weekly runs a story about strange "dog-like" creatures roaming the Arklay Mountains near the Spencer Mansion. The paper urges people to try to photograph or capture a specimen.

July 9, 1998

The Raccoon Times: "Mystery in the Arklay Mountains" reports that local authorities closed the roads into the wilderness area; they summoned S.T.A.R.S. to help investigate. Grotesque monsters are still in the area, and more families have vanished.

July 16, 1998

Manager's Diary: Bodies in the facility are still being dumped into exterior containers and not burned per instructions. The plant disposal system cannot cope with "demand." The workers feel a little strange, they're taking medicine, but it isn't working.

July 22, 1998

White Umbrella: A clandestine organization give strict orders about an "X-Day." S.T.A.R.S. members are to be lured into a laboratory to battle the mutating experiments.
Suicide Note: A researcher, writing to his wife, details a viral outbreak in the Arklay Laboratories. He destroys his colleague with an ornate pistol and then hangs himself.

July 23, 1998

Raccoon City television runs a story about 10 families missing in

the Arklay Mountains. Human remains have been found in the area. A military police vehicle is discovered inside the Arklay Mountains. Rebecca Chambers reports that corpses of Military Police, plus an unidentified body, are uncovered near the vehicle. Alpha and Bravo S.T.A.R.S. teams are ordered to look for any survivors. The teams assemble on the evening of July 23rd. Bravo Team makes an initial sweep of the lower-lying forested areas.

But before the Bravo team can do much their chopper malfunctions and they are forced to make a forced landing in the Raccoon forest. The team spreads out except for the chopper pilot Kevin who decides to stay there to make some repairs. Rebecca Chambers the rookie member of the BRAVO team soon finds an overturned car which has the corpses of a few MP personnel among it, the MP vehicle also contains a report about a convict being transported named Billy Coen, but Coen's body is not among the rest of the people which meant that he is out there in the forest. The BRAVO team captain Enrico Marini warns the team about this man and then asks them to spread out in the forest.

Rebecca soon finds a train in the middle of the forest, cautiously approaching it she readies her gun, but before she can enter the train it starts to rain. Rebecca enters the train and soon she comes across Billy Coen, not surprisingly enough he points a gun to her but doesn't shoot and asks her to go, not long after their first encounter Edward, another member of the BRAVO team comes crashing in through the train windows but dies before revealing anything important to Rebecca. A little while later Rebecca is contacted by Enrico again and he tells her some more information about Billy and the amount of people he killed, Rebecca finds it hard to believe that he could kill 23 people.

Not long after that they both meet up again, Billy and Rebecca don't get along at first but after Rebecca encounters a strange zombie and Billy saves her life they decide to stick together, but suddenly the train starts to move again.

They make their way to the cockpit only to see some soldiers being killed by some huge leeches along the way, they make it to the cockpit and try to stop the train but are unable to do so and the train crashes near a training facility. Inside the facility we see the robed man mocking Albert Wesker and William Birkin. Rebecca and Billy start exploring the training facility.

After saving her life once more Billy finally tells Rebecca about the people he killed, he actually didn't kill them, but Billy was the man they all put the blame on, Rebecca knew it. The 2 heroes find several things regarding one doctor James Marcus throughout the training facility, who is he!?

The two make their way across the facility then go through Umbrella's own private little church. During this course they find some more things related to this doctor Marcus.

Rebecca and Billy finally make it to a cable car system but Billy is attacked and he falls down somewhere, Rebecca goes through the cable car alone and she comes to a place with a huge elevator, there she meets up with his captain Enrico, and that was the last time she ever sees him, after Enrico leaves Rebecca continues her search for Billy, soon after she finally finds Billy clung on for dear life. After saving Billy, they both head forward and finally encounter

the robed man, he explains his story to the two heroes and we find out that the robed man is actually James Marcus, then suddenly James Marcus starts mutating and turns into a monster, a huge battle ensues which sees Marcus's defeat in the end.

William Birkin and Albert Wesker turn on the self-destruct system to this facility as Rebecca and Billy struggle to get out of the facility, along the way they are attacked by the Queen Leech who feels almost no pain from any weapon but sunlight is lethal to it. So using sunlight Billy and Rebecca kill the Queen Leech and Billy shoots it down into the flames, they both escape the place just in time. Outside Rebecca spots the Spencer estate and she heads towards it and takes Billy's dogtags with her and claims that officially Billy Coen is dead....

July 24th, 1998

After contact with BRAVO team is lost Albert Wesker takes out the ALPHA team for search and rescue, soon they arrive at the Raccoon forest. The ALPHA team locates the BRAVO's chopper but they don't find anything inside except for the dead body of their pilot Kevin. Joseph can't take the sight and he almost throws up. The team starts searching the forest for more clues. While searching Joseph comes across some noises but before he can do much a horribly skinned dog attacks and kills Joseph before he could defend himself. Jill tries to shoot the dogs but the bullets have no effect. One of the dogs notices her and tries to attack but she is saved right in time by Chris. They both make it to their feet and run away but a dog closes in on Chris, this time it's Wesker who shoots the dog away.

The ALPHA team's pilot Brad Vickers chickens out and leaves the team alone in the forest, Chris spots an old abandoned mansion in a distance and asks the team to head for the mansion, along the way they don't stop for anything, this was supposed to be an old abandoned mansion and luckily they could find a hiding spot in there.

Jill, Barry and Wesker enter the mansion and discover that Chris is not with them, suddenly they hear a gun shot and thinking it might be Chris Jill and Barry head out to investigate, but all they found is Kenneth J. Sullivan's body, being eaten by something or someone. Upon dispatching the zombie they return back to Wesker only to find out that he's missing too.

Jill and Barry go their separate ways then, while Chris Redfield in the mansion finds the only surviving member of BRAVO team Rebecca Chamber who is terrified out of her life. Together they both find Richard who was bitten by a large snake, even though they try to, they are unable to save him. While Barry and Jill find the body of Forest Spayer from the BRAVO team, Chris and Rebecca make their way to the guard house behind the mansion, where they find a large mutated plant called Plant 42. Luckily with Rebecca's knowledge of chemicals they are able to kill the snake and upon finding a valuable key they return to the mansion.

When Chris and Rebecca return to the mansion they find out that it's been taken over by a new kind of enemy, the Hunters, while Chris and Rebecca take care of these things Jill has managed to find a way out of the mansion, she makes her way to a cemetery and a

cottage outside the mansion, there she finds a new monster , it looks alot like the hunchback from the fairy tales, but this one isnt a nice one and jill cant seem to kill her at all.

Escaping the place jill makes it to the guardhouse where she overhears barry talking to someone else but barry blows the topic off and ignores it, then the two make their way to the catacombs below the mansion. In those tunnels jill finds the BRAVO team captain Enrico Marini but before he can reveal the indentity of the traitor in the STARS someone shoots him, jill gives chase only to be led to an elevator with barry on it leading down into a huge pit.

But before they can do down again barry and jill are attacked by that thing jill met in the cottage again, jill turns to barry for help but finds out that he left her alone, jill gets really mad at this and dodges the thing again, taking a ladder to the cottage again she makes it to the mansion and a secret alter right under the mansion main hall. She finds barry in the alter and barry almot tries to ambush her after they have an arguement. But the thing attacks them again, jill thinking wisely gives barry his gun back and they both shoot the thing down a large pit.

Jill and barry make their way into a secret lab below the mansion via a secret passage into the alter, chris and rebecca are in hot persuit as they make their way to the lab not soon after, but there they have to fight a large spider which they kill togather. Meanwhile in the secret lab jill finally discovers albert wesker's plans and finds out that barry was involved in them thats why he waa acting weird towards jill.

But barry doesnt want to hurt jill so he turns against wesker and during this the tyrant impales its own master, wesker. Barry tries to stop it but the tyrant knocks him out, jill is left alone to fight the thing and after a very close battle jill finally gets the upper hand and the tyrant is knocked out. Barry also wakes up in time, and they both find out that the mansion is about to explode, they both make their way to the heliport and run into rebecca and chris on their way back. Togather again all of them head for the heliport. The tyrant is however up now and it blows a hole to the roof of the mansion while brad is closing in to catch the team, the tyrant throws chris away and the rest of the team is left to fight the tyrant. Brad vickers from the chopper throws down a rocket launcher which chris redfield catches right in time and he shoots the tyrant dead with it. Brad sets the chopper down and the team climb it and escape with the mansion exploding behind them and the sun rising up.

August 7th, 1998

Jill valentine cant still get over her experience at the spencer mansion, she writes in her diary that her physical wounds may have been healed but her emotional wounds may never heal.

August 13th, 1998

Chris redfield causes a little commotion in the Police station

and punches one of his co workers.

August 15th, 1998

Chris invites jill over to his apartment where he shows her some confidential pictures of a new umbrella virus in testing the G virus. jill cant believe what she see's.

August 24th, 1998

Chris and barry leave for the umbrella base in Europe, chris lasts the last note in his diary for his sister, jill elects to stay behind in case of any emergencies and she quits the RPD.

September 28th, 1998

After chris and barry had opted for going to umbrella's europe branch jill decided to stay behind in the city and investigate more on this new rumored G virus, but suddenly near the end of september the whole town was infested with zombies, an outbreak of the T virus, the same virus which cause all the residents in tne mansion to turn into zombies had been leaked into the city, nearly all the townfolks had turned into zombies, and those who hadnt were being eaten alive by them. Jill surprisingly escapes infection and begins her escape from this town from her apartment.

Not long after she starts she comes across dario russo, a novelest to be who just lost his daughter out there among the zombies, jill asks him to come with her because she knew there wont be any rescue attempts, but dario frustrated locks himself in the back of a truck and asks jill to leave immediately, jill tries to talk him into coming with her but he just doesnt listen. Not long after that jill spots his old team mate Brad Vickers but he is being chased around by a group of zombies, jill gives him chase only to meet him in a bar, he tells jill about something which is coming to get all the STARS member and he warns her that they're all gonna die. Then he leaves jill. Then at the main entrance of the RPD jill again finds brad but he looks in very bad condition, before he can reveal anything to jill a new kind of monster, nemesis, comes down from no where and kills brad mercilesly right in front of jill, she tries shooting it but her bullets dont work. Jill retreats into the RPD. Using her STARS badge she makes it to the RPD office where she catches a grumbled transmission from someone.

Before she can escape jill is attacked by nemesis again inside the RPD, she quickly dodges it using her skills and makes it out of the station. Exploring more parts of the city jill comes across a man named carlos, together they both fight nemesis but before carlos leaves he tells jill about his team's mission, later jill comes across a cable car and when she goes inside she finds more men like carlos, their leader is apparently injured, nicholai isnt really pleased that they need to take help from an outside but carlos's persuasion convinces him, they are from the UBCS and there mission was to cleanse the city and take care of survivors. Now they have to escape to the clock tower where a chopper is waiting.

Jill along with carlos find the necessary parts neded to run the trolley and together they all ride to the clocktower, once reaching the tower they

find that its also infested with zombies, solvign puzzles there and obtaining the mechanic parts needed to operate the clock tower bell jill gives the extraction team the signal, but before they can land their chopper a rocket fired by nemesis blows up the chopper and jill is left to fight the monster, with some help from carlos and after an extraordinary fight jill finally gets rid of nemesis , for now. But during the battle nemesis had injected her with the T virus and as soon as the fight is over jill collapses and carlos takes her to the chappel.

September 29th, 1998

Raccoon city now almost dead from the zombie assault lies quiet as 2 strangers leon S kennedy and claire redfield make their way into town from opposite ends, leon is here for the first day of his job and claire is here to find his missing brother. After some commotion with the zombies leon and claire finally meet up together in the back alley of a diner, thinking that it would be more safer for them at the police station leon and claire ride on an empty police vehicle , but a zombie ambushes them from the back seat and leon loses control of the car as it slams into a wall, a large truck is coming in straight for them and they both jump on the opposite sides to save themselves. Now the fire separated them and they have to find their way to the police station.

Not far from the crash leon comes up to a human , the owner of a gun shop, but he doesnt live long as zombies break through the glass and eat him before leon's eyes, he runs for his life and after some running through the city streets leon finally makes it to the front entrance of the RPD. Claire has a shorter run to the station but when she gets there she has to go via the roof. When she climbs to the roof via a back alley staircase she see's a failed chopper rescue attempt which ends with the chopper crashing into the RPD. Claire quickly scatters into the station and finds the tool needed to put out the fire, but before she can go back in another chopper comes overhead, and it drops a large capsule on the station. Claire goes in and spots what it was, a huge human like monster which just doesnt give up. Claire dodges it and continues her journey into the RPD.

Both claire and leon make it to the STARS office at the same time where they discover that claire's brother is no longer in this town, they both decide to split up and find anyone living and get the hell out of there. Not long after that claire finds a little girl but she is too terrified to tell anything and runs away, claire gives her chase only to be led to the office of chief brian irons, there is a girls body on her desk and he tells claire that she was the mayor's daughter and the zombies killed her, even though the bullet wound is visible. She goes in a door through iron's office and finally confronts the little girl, she tells a little bit about herself before she runs away after hearing a monster's scream. Claire gives chase but she see's that iron's has disappeared too. She see's a painting with 3 holes in it. She needs to find something to fill them up with. Meanwhile leon finds his way to the RPD parking lot where he meets another survivor, a chinese women who's name is ada wong. She claims to be searching for a reporter who knows where her boyfriend is. Using the aid of leon they both finally find this reporter called ben who has locked himself up. But he refuses to leave his cell.

Meanwhile back in the RPD claire finds the stone pieces she needs and heads back to iron's office where she meets shery again, this time she doesnt run away, leon on the other hand also makes his way to the sewer

system . Claire encounters iron's in a torture room of some sort but he is pulled down by something hideous, claire goes down and she finds what did it, a humanoid monster with a large claw which had an eye on his right side. Claire fights off this monster and he throws himself over the railing. Claire and sherry make their way to the sewer system. Leon on the other hand runs into a woman in a lab coat but she tries to shoot ada, leon gets in the way and takes the shot. Ada runs off to get the shooter. She finally does and finds out that she is the wife of the man responsible for all this. After some talking and a little fight annete falls down into water and ada goes back to searching.

Leon wakes up in the mean time and finds ada hanging around in the sewers, together they make their way across a cable car where they are briefly attacked by william, but he runs away. Claire and sherry are also close behind them, leon and ada make it to a vertical elevator which they take to ride down to the umbrella base, but during the way ada is injured and when they reach down leon asks her to rest and he goes to find something. Claire on the other hand gets stranded in the umbrella lab and sherry is left alone. While searching for her claire runs into annete again, together they spot sherry in danger via the monitors, claire quickly makes her way to where sherry is and she outsmarts mrX and he falls down into a pit of molten lava. Leon on the other hand finally finds out the truth about ada, but before he can talk her out of it annete arrives and shoots ada off the railing into a deep pit. Leon , angrily throws the g virus he just acquired off the railing behind ada. Claire and sherry finally make it to an elevator which takes them to the escape train. Claire turns the power on but she is attacked by a mutated MrX which apparently dies after someone drops a rocket launcher for claire to take.

Leon on the other hand runs into william birkin again, but using his skills he kills him and makes it to the emergency train just as claire is leaving, together they ride the train, which is ambushed by william again, the train's auto destruct system goes on and it blows along with william as the hero's run for safety.

September 30th, 1998

claire and leon along with sherry escape the town but they run into an argument and claire leaves to find her brother, leon is picked up by some strange men who give him an unknown offer, they also take sherry away from him.

October 1st, 1998

jill finally awakes after 2 days, carlos had been watching over her all this time, carlos goes to find a cure for jill only to run into a hospital full of zombies and hutners, there he successfully finds an antidote and jill gets cured thanks to it. Now healthy again jill continues her escape as she makes her way to the city park , fighting a huge worm in the park she comes across nicholai there who is apparently a traitor, jill escapes him and then she finds her way to a treating facility, there she confronts nicholai again but he escapes again. Jill finds out that this plant was used to get rid of the bodies of the test subjects, carlos arrives on the spot and tells jill that a nuclear strike is about to happen on this city and that they need to get out of here ASAP.

Jill along with carlos's help in several occasions finally make it to the control room of the plant, but not before she gets rid of nemesis for good. At the control room jill confronts nicholai for the last time and he escapes in a helicopter after telling jill that she's as good as

dead. Not long after that jill and carlos receive a message from someone on the radio that he is looking for jill. They both get happy at this hope of life, and make their way to the helipad behind the plant. Along the way jill finally runs into nemesis for the last time but this time she gets permanent rid of him with the help of a rail cannon which blows nemesis into bits. Upon reaching the helipad carlos and jill see the chopper coming in at a distance, when they get in it jill finds that the pilot is someone who she knows very well, barry. They make it just in time as the city is attacked by the nuclear bomb.

?? November, 1998

An island on the atlantic ocean, named sheena island, apparently is another one of umbrella's test grounds, much like raccoon city this is a completely bought out place where the people work for umbrella and umbrella own nearly all of the town's important places, it is here that a stranger wakes up from a chopper crash. He doesnt remember anything about himself. All he has is a gun in his hand, and now his search for truth begins. Very soon he discovers the body of a man in white who is holding dogtags with the name Ark Thompson, the stranger assumes that was his name and continues on his path , after encountering a church full of zombies this man comes across an alley where a phone is ringing, but before he picks it up it hangs up. Not long after the man spots another phone, this time he picks it up in time and the man on the other end starts calling him a murderer and killer, and reveals his name vincent.

Vincent continues on with his passage through an arcade where he comes up with some cleaning squad which are apparently sent to clean everything, which means killing everything. Getting rid of them and making his way through the sewers he finds the sewer chief's diary in which he finds out what he thinks about vincent. Spotting an unknown boy vincent gives chase and comes out in a prison, while making his escape he runs into a large monster, but it goes down after a fight. Vincent makes his way through several more of these large monster and goes through a night club and turns out in front of a large complex owned by umbrella. Entering the complex he makes it to the top floor where he finds an office which was apparently vincent's. Then vincent spots another child through some monitor's and gives chase. The 2 kids run away from him and lead him to their house, here vincent spots the little girl and some talk later she tells him that her brohter went out himself.

Vincent goes after him only to be lead through a mountain passage full of these large trench coated monsters, the trail ends at a large mansion and vincent enters it, he hears the boy's scream, following his scream vincent comes across a hidden laboratory under the mansion, he finds out that those large trench coated monsters (MR X's) were being built there, vincent finally finds the boy and after some talking the boy tells him his true identity, our hero's real name is ark thompson, and vincent was the real man who cause all of this. Not long after that the facility's auto destruct sequence is activated by the cleaner's leader, but he falls pray to the tyrant. After escaping it once, ark fights the tyrant again on the helipad, the tyrant goes down after a massive fight and the hero's escape the exploding island. But the tyrant catches the chopper , ark with his quick thinking skills launches the chopper's missiles with the tyrant on board, and they all fly away to safety.

December 17th, 1998

3 months after the raccoon city incident claire redfield finally gets a

lead on his brother which leads him to the umbrella facility of Paris. Claire manages to infiltrate the base but inside she is spotted and some guards chase her down the halls. Suddenly a chopper comes right in front of her, she dodges it only to find herself face to face with a dozen troopers, getting rid of them with a sneaky move claire runs out of ammo and a guard captures her and she is taken to a prison.

December 27th, 1998

Claire wakes up in a prison after hearing some explosions upside, a little while later a man walks inside the area and opens up claire's prison, claire uses her lighter to see that its the same guard who caught her. The guard lets her out and tells her about what happened, this place was just attacked by a special forces team, but the guard warns her that there is very slim chance of her escaping.

Claire runs out of the prison area but before she goes she checks up the man's name on a list and also finds out that he needs some hemostatic medicine. After some commosion top side claire comes face to face with a dozen zombies, her nightmare relived, quickly dodging them she moves to the next area where she meets another prisoner who almost shoots him. Steve burnside, but he's got a rotten attitude and he leaves claire goes away. Claire follows him and soon they meet again in a computer room, this time steve asks her if she's related to chris, after some more of his attitude steve goes out of the room leaving claire to wonder about it.

After managing to get herself the right keys claire escapes from the prison and comes up to a training facility, most of the doors here are locked however to she heads up to a nearby palace. Reaching the palace claire finds a strange room with a lock which needs 2 guns to be opened a little while after that she finds a childs room where she reveals a secret door by playing a movie of 2 blonde childs torturing a dragonfly. She finds the 2 guns she was looking for but taking them out releases a trap so she puts them back in. But before claire can leave she hears steve scream from that place, using her quick thinking claire sets him free from the trap and asks steve for the guns but he isnt trading until he gets something better. Again before claire can escape she encounters a new man, alfred ashford. After some threatning alfred leaves. After that claire uses a submarine to find the underwater seaport, she finds a plane but its locked so she has to get the keys for it.

With the help of steve claire follows alfred into one of his traps and he releases a new monster called the bandersnatch on her, steve saves her again and claire gives chase to alfred only to be trapped by her sister alexia in their bedroom, holding alfred's rifle. Steve comes in the nick of time and saves her, alexia gets shot but she escapes,, heading through the passage they discover that alexia was actually alfred in disguise. They dont even want to kill alfred after his reaction, the two make their way to the seaport but the bridge is blocking their way, claire volunteers to get it out. Claire goes and raises the bridge but she has to come the long way now, along the way alfred releases a tyrant on her, she barely makes it to the plane and they take off. The tyrant comes into the plane and claire has to push it off the plane. Not long afterwards alfred takes control of the plane and makes it crash land in umbrella's antarctic base.

Once they wake up in antarctica they split up, soon after claire finds a huge monster trapped inside a floor and later she finds out from some files that its actually alfred's father, finding an ice digging vehicle they start raising it but steve causes a blunder and the whole area fills up with gas, claire finds a gas mask and as soon as she shuts off the

gas valve she is attacked by alfred, this time steve shoots him down a huge chasm, alfred drops his rifle before falling. Claire and steve use the ice digger and they blow a hole in the wall allowing them escape via a heliport. On top of the Helipad claire comes face to face with alexander but using alfred's sniper rifle she fires at his overgrown heart killing it instantly. Soon after alfred still alive from an unknown place goes to see alexia, but he cant live long to see alexia coming out of the sleeping pod. Alexia is awake. !

Alexia mad at what claire and steve did releases a tentacle which literally flips their snow mobile over, and it starts burning as alexia watches from a monitor.

Chris arrives in rockfort island as claire and steve are in the antarctic. not long after arriving he comes face to face with rodrigo but before he can tell chris alot a huge worms swallows him, chris fights off the worm which spits out rodrigo's dead body before it dies, chris continues his journey and finds most of the island already destroyed, he finds a hanger which still has a harrier jet standing, but he needs the right key to open the hanger door. Soon after wards while exploring the base chris comes face to face with his worst nightmare, albret wesker, apparently albert has somehow gained superhuman powers and he kicks chris's ass, but after seeing alexia on a monitor he lets chris go.

Soon afterwards chris finds the key he is looking for but he has to fight a large underwater monster for it, after obtaining the right items chris makes it to the hanger and flies to antarctica in the last remining harrier jet.

The plane lands in antarctica and chris continues his search for claire through the rooms of the umbrella base, one of the floors has a exact replica of the main hall of the spencer estate, chris finally finds claire behind the staircase there, but alexia interrupts their reunion and after hearing steve scream claire runs after her, but they are separated again thanks to another tentacle, claire goes after steve while chris stays there. Soon afterwards claire finds steve but he mutates right in front of her and almost kills her, but after claire's life is in danger due to another tentacle, steve's human side takes over and he kills the tentacle but it whacks steve pretty bad into the wall. After finally telling claire that he loved her steve dies and claire is left crying.

Chris in the main hall see's wesker confonting alexia, after alexia refuses they get in a battle, wesker shows some more of his super human abilites and cracks one on alexia's jaw, but after discovering chris wesker leaves him to take care of alexia. Chris kills alexia easily and goes and finds claire , claire tells him how to turn the self destruct system on and after he does it claire and chris finally get together again. But alexia interupts again and this time its for the last time, chris asks claire to leave and stays there to fight, using umbrella's own linear launcher chris gets rid of alexia for good. But when he makes his escape he see's wesker taking claire hostage. Giving chase they end up at wesker's submarine.

Wesker lets claire go for a chance of revenge from chris, the battle starts but chris knowing that he can never match up to wesker's superhuman speed and strength tries to find something useful to aid him, he spots a metal bar and quickly picks it up and smacks wesker across the face, another charge and chris attempts a power hit but wesker amazingly blocks the hit with his left arm and even more surprisingly the bar bends .. wesker grabs the bar and quickly delivers a kick to chris's side, chris flies sprawling and falls about 20 feet away.. ,then chris is literally taken to hell by wesker. Wekser hits chris

with a barrage of punches and knee's to the stomach, causing some bleeding chris quickly dodges wesker's final blow and uses a level to lower some I beams which crush wesker, chris takes a sigh fo releaf but thats quickly taken away from him when wesker emerges out of the beam puddle, visablly staggering but still as determined to kill chris, they start to get ready for round 2 of the fight , but after one explosion separates the two of them wesker lets chris go, until the next time, chris returns to the jet and claire and chris escape just in time as the base explodes behind them.

WESKER'S REPORT :

My name is Albert Wesker. I aspired to become a leading researcher at Umbrella Inc. A pharmaceutical enterprise who covertly conduction 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 decided to take a different path - William Birkin.

In time I shifted my position to S.T.A.R.S., a special forces unit of the Raccoon Police Department. Umbrella, for crisis management reasons of their illegal Bio Organic Weapons development had many of it's 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.

July 1998

The freak murder incidents had occurred in the forest near the mansion started it all. The mansion was Umbrella's secret BOW laboratory and it was clear that the in development T-Virus was the cause of the murder. Initially, Umbrella instructed me secretively 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 was 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 just 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 scheme went as planned. Then the winds turned unexpectedly.

I had to eliminate Enrico who found out what was behind it all. I used Barry to get to him. After I successfully got rid of that nuisance I awaited the sample specimen that Barry would bring to me in the Tyrants room. 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. Therefor 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 the plan I devised which cost me my humanity ended in failure. Now anything and anyone who stood in my way would be terminated. It's 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 1998

Two months had passed since the mansion incident. To regain everything I had lost in my new organization I joined hands with Ada Wong, a female agent who was 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'd 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.

September 28th

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 would also obtain the Nemesis data.

September 29th

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 of his studies in his daughter Sherry's pendant. It was very possible that 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 priority is 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'd 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.

September 30th

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 to Leon and Claire, we succeeded in gathering samples of the G-Virus from his dead body.

October 1st

In the morning the government bombed Raccoon City in an attempt to stop for the viral outbreak. This was, of course, their feigned reason. Later, Claire left for Europe to find her lost brother Chris, and Leon joined forces with a underground anti-Umbrella organization. Sherry is safe in our hands. I would never underestimate Birkin.

There's something about this little girl...

WESKER's REPORT 2

When I first visited that place, I was 18 and it was summer. Twenty years ago. I still remember the smell when the helicopter landed and the rotar caused the wind to stir. From the air, the mansion seemed normal but from ground level, something was different. Birkin, who was 2 years younger than I, seemed only interested in the research files he had as usual.....

1978 July 31 (Monday)

Two days ago, the two of us were assigned to that place. Everything could have been planned out from the beginning or it could have all been a coincidence. The only person to know the truth is most likely, Spencer. Spencer at that time was using the Arklay labs for the research on the t-virus.

As soon as we got off the helicopter, the president of the lab stood in front of the elevator. I don't remember the guy's name. It didn't matter what was said officially, from that day on that lab was ours. We were assigned to be chief researchers at the facility. This of course, was Spencer's will. We were the chosen ones. The two of us ignored the president as we entered the elevator. We had already been briefed about the layout of the area as well as Birkin's, and with no bad intentions we ignored everyone as usual.

Usually, when someone sees our actions, they would react quickly. But the president didn't react at all.

At the time, I was only a youngster so it didn't bother the president. The president understood what Spencer was thinking and didn't take notice of someone like me. While the three of us were on the elevator, Birkin kept his eyes on the research files. The files contained information about a new firo-virus found 2 years ago in Africa called Ebora. Even now there are thousands of people researching the Ebora. But the people are always divided in half -- one group dedicated to saving people from the virus, and the other to kill people with it.

It is known if a person is infected with the Ebora, that the chance of dying is 90%. It has the quality to destroy the physical structure within 10 days and even now, a cure hasn't been found. If used as a bio-weapon it would display incredible destruction. But because making a bio-weapon is against the law we would not use the virus as a weapon. But I'm certain that someone out there would use this as a weapon. So to prepare for a case of that nature it is good to do research on it now. But the line between finding a cure and making a bio-weapon is thin. This is because the actual research conducted do not differ at all between the two. So one could say that they are reseaching for a cure and be making a bio-weapon.

But Birkin was not interested in either cause. He just wanted to research the Ebora itself. There was little known about the virus at the time. They did not know that the virus would die within a few days by itself, and would die instantly when hit by sunlight. They were also unaware of the speed that it would kill its host. It kills the host so quickly that there is virtually no time for the virus to infect another person. The virus has to physically touch another person in order to infect them and therefore can easily be quarantined. But that brings me to the following thought...

What if a person that was infected with the Ebora virus could stand up and walk around? That infected person would have a disrupted chain of thought, and what if they could infect others that weren't infected? What if the DNA of the Ebora and the RNA had a direct impact on the DNA of a human? Due to those factors, would the person be harder to kill? The person would be dead from a human's point of view, but would still act as a bio-weapon spreading the virus.

It is fortunate that the Ebola had features like this. We would be the only ones to possess this knowledge.

Umbrella, with Spencer as the head was a organization created to do research on viruses with these qualities. As a cover they tell the world that they are a company researching cures for these viruses. But the truth was that they are a bio-weapon development organization. The finding of the original virus which restructures the human DNA was the start of everything. Using the original virus as a base, an enhanced virus would be made to be a bio-weapon. This was the T-virus plan.

The original virus was an RNA virus and would cause abnormalities that would enhance a person. Birkin planned on combining the two viruses to make an enhanced virus. The sample of the Ebola had already been brought to this research facility. We had gone through many elevators and had finally reached the destination. Upon entering, even Birkin was impressed by the sight. This was our first encounter with that woman.

We were not told anything about that woman. Everything relating to her was kept top secret and the data was not to be leaked to the outside. Information obtained from records showed that she had been here since this lab was created. She was 25 years old at that time. But what her name is and why she is here is a mystery. She was a test subject for the research on the T-virus. The research began on November 10, 1967.

For 11 years, she had gone through the tests with many viruses.

I heard Birkin whisper something. Whether those words were cursing/swearing or praising I do not know. We had come to a place we could never leave. We didn't know whether we were to take the research to it's completion or if we would end up like her. For us we, only had one choice. The woman who lied on the pipebed had moved something within both of our minds. Is this also a part of Spencer's plan?

On this day, a ten-year old girl was deployed to Umbrella's Arctic facility as a Head Researcher. Her name was Alexia Ashford. At that time, I was twenty-one and Birkin was nineteen. Ruefully, the rumor of "Alexia in the Arctic" occupied our topics at the Arkley Facility. The Ashford House was a legend among long-time employees.

Whenever our research didn't go well, the unskilled old researchers would say, "If only Professor Edward were still alive..." Certainly, Edward Ashford was one of the founders of the "starting virus" and might be the greatest scientist ever since he established the T-virus plan. However, Edward died soon after Umbrella was founded. It has been thirteen years since his death. After all that time, I wondered what we expected from Ashford House.

To tell the truth, the Arctic Facility that his son established, had not developed anything for thirteen years since Edward's death. His granddaughter Alexia's brain might not be good enough.

However, after that day, our useless older scientists began to say instead "if only Alexia were here..." I believed these old men didn't

have any future because they judged people solely on the name of their family or their blood. That's why they could not work without any direction and could not ever get promoted when they were old enough to have one leg in the coffin. However, I remained sensible.

If I was too hot about this issue as a manager, the Arkley Facility's T-virus development would run late. Under these circumstances, if we didn't judge the situation calmly, we would not succeed. At that time, I thought that if I used these old men well, the results of our research would show progress. I also thought the scientists were suitable for the very dangerous experiments because they were so old. After all, if I didn't use my workers efficiently, I wouldn't be such a higher manager.

However, Birkin was now a problem. His reaction to the Alexia rumors were miserable.

Although Birkin would never admit it, he was proud of becoming the youngest manager at sixteen. However, a ten-year-old girl had just broken his pride completely. It was the first time Birkin had ever been defeated. He couldn't admit that a young girl from a famous family had defeated him. Indeed, he was just a child. Although Birkin had an immature mind we needed him to get over it, because our research had been in the second phase for three years.

At this point of the T-virus development, the production of the "Human biological weapon" the so called "Zombie" was stable. There was not 100% virus infection to DNA. There are so many kinds of chemical differences among people. If a group of people received the infection from a "Zombie", ten percent of them would not get infected. We can't change this result even though we continuously studied the DNA. If 90% of people got the infection, this would be enough to be a weapon. However, Spencer's opinion was different. Our boss wanted an independent weapon that killed 100% of the people. However, for what?

Originally, the advantage of biochemical weapons was that they were cheap to develop. However, our research into the "Human biological weapon" was getting expensive. If Spencer wanted to get money the ordinary way, he would not have chosen such a method. If he used this as an ordinary weapon system, he would get enough money. However, if he continued to study it as an independent weapon, it would be too expensive.

Why does he continue this research even though it costs so much? I would understand if he aimed at a monopoly of all military industry to change the general idea of war. So I still don't know Spencer's real intention.

Apart from Spencer's real intention, what Birkin considered an ideal "Human biological weapon" was what he attached as a weapons importance to the battle field of that time. He tried to create that weapon by not only changing the T-virus DNA but also incorporating other creature's DNA information. He devised a Human biological weapon for battle that destroys people who are armored or received a vaccination for the virus. This experiment was called the "Hunter" in later times. However, that experiment had to stop for a while to protect our main experiment.

Birkin felt it meaningless to compete against Alexia. He began to act like losing was standard behavior. He stayed at the facility twenty-four hours a day and continuously experimented on casual ideas with no plan.

I tried to use other researchers to extract as many biological samples as possible before the experiment bodies died. However, I could not catch up with the speed of Birkin's experiments. The facility head supplied new experiment bodies and acted like nothing was wrong. However, those bodies were dying continuously. That place was like hell. However, the "woman experiment's" body was the only one who survived that hell.

She was already twenty-eight. That is, she has been in this facility for fourteen years. She might not have any thinking ability as a human since getting the "Starting virus". If she had her mind, her only hope would be death. However, she survived. I wondered why she was the only one who survived for such a long time because the data of her experiment was not any different from the other bodies we experimented on. Until we solved this mystery, we needed more time

It has been the 6th winter since I worked at this Arklay facility.

During the last two years, we had made no real progress with our research and time passed by. But this had come to an end. We had received word that Alexia had died. The reason was the virus that Alexia herself created, the (T-Veronica virus). It seemed like the 12 year old Alexia was too young for such dangerous research.

I had heard rumours that Alexia had injected the T-veronica virus in herself but this I could not believe. She probably couldn't handle her father's death one year ago and made a simple error in her research.

Later, the research at the Antarctica facility was continued by Alexia's twin brother, but no one had expected anything from him. In the end, the Ashford family couldn't bring any results and would crumble down.

Like I had stated earlier, the Ashford family was a legend and will stay as a legend only.

With Alexia's death, Birkin had changed back to what he was before. Now there was no one who could surpass him, and all the researchers had to acknowledge him. But it was still a taboo to talk about Alexia in front of him. Even when I tried to get a sample of the T-veronica virus, he had strongly objected.

I had to put aside finding out about the research that Alexia had done for now. I had come to realize Birkin had not changed at all, when everything around him had changed. But I had a much bigger problem on my hands.

Our facility was located in a very dense forest. I went out walking into the woods many times but because this facility was in the near center of the forest, we would never encounter any other humans. The only way to get here was by a helicopter. It was a needed precaution dealing with a bio-weapon. Since if by chance, the virus is leaked out, it would prevent the chances of spreading. But a bio-weapon isn't so simple. The virus can also affect non-human beings as well.

A virus isn't always limited to affecting only one kind of organism. For example, the Influenza virus not only affects humans, but birds, pigs, horses and even seals. In each of these species, not all who come in contact with the virus are affected. Seagulls and chickens are, but all other birds are not. Also, the same virus may have different effects on different species. The problem lies in how the

T-virus can affect many different life forms.

During the time when Birkin made himself useless, I had done my own research on the T-virus. I had discovered that the T-virus can affect most life forms out there. Not only mammals but plants, bugs, and fish can also be affected. Everytime I walked in the woods, I always thought to myself, why did Spencer choose this place?

There are many different forms of life in these woods. What would happen if the virus were to leak out? If only an insect were infected, it is small in size and probably would not go through a big mutation. But insects could spread the virus at an incredible rate. If this were to happen, how far would the T-virus spread? If it were a plant that was infected, the plant itself could not move and would seem safe. But what about the seeds the plants give out?

It would be very dangerous for such a case to happen. Now that I think about it, it was a smart move for the Ashfords to locate their facility in Antarctica. But here it almost seems like someone wants the virus to spread. But that could not be possible. What is Spencer trying to make us do?

This issue was far too great and I could not discuss this with any other researcher. The only one who I could talk to was Birkin, but he probably wouldn't be interested. I need more information. I had started to realize my limits as a simple researcher. To find out what Spencer was truly thinking, I needed to get to a position where I could obtain more information.

For that I would throw away all my current positions. But I cannot do this quickly. I could not let Spencer notice my plans for if so, everything would be over.

I had continued to do research with Birkin so that no one would detect my intentions. During that time, that 'woman test subject' was forgotten. A "failure" that just lived on. Until that day, 5 years later.....

The 11th summer had come since we started working at this facility. I was 28 at the time. Birkin had become a father to a 2 year old girl. The wife was also a researcher at the facility. It was natural that people who conducted research at the same facility fall in love and have children. But a normal person would not be able to continue research at this place. Everyone who is still here is crazy.

We had gone into phase three of our plan in the ten years. A programmed life, to be used as a soldier, a bio-weapon for combat. This bio-weapon was to be called the "Tyrant". But this project had a huge problem from the start. Finding a test subject for this Tyrant was easier said than done. There were very few who were qualified enough to become the Tyrant.

This was due to the nature of the T-virus. Any human could be used to make a zombie or a hunter but their intelligence would be lost in the process. A certain amount of intelligence was needed to create a Tyrant. Birkin had created a different way of creating the Tyrant to compensate for this problem. But only a very small amount of people could be used for this different way. In the simulation, only 1 out of 100000000 mutated into a Tyrant, the rest became zombies.

If our research continued, we could create a different kind of T-virus that was compatible with far more people. But for this to happen we needed another test subject. But even if we searched through all of

America, we would only find ten or so people that were compatible. Other research facilities had encountered the same problem. We ran into a wall even before our research began.

But we had received word that the Europe facility had devised a plan to conquer this problem in phase 3. This was the Nemesis project. I had urged Birkin to get a sample of the project to further our own research. Although Birkin had strongly opposed, I convinced him otherwise. Until we found a compatible host our research would not proceed forward, and Birkin had to accept this.

We had received the package a few days later with a number of precautions written on it. The package brought to heliport was in a small box labeled "Nemesis Project". To gain this sample from the France facility required quite their effort, and credit for this accomplishment went to Spencer for backing us up. Birkin took no interest in the package till the end but had at least admitted to tests. The sample was new and was for test purposes.

A biological life form created by manipulating DNA. That was what the Nemesis was. The intelligence was the only thing enhanced and this lifeform alone, could not do anything. But once it finds a host, it becomes a parasite and would take over that host and would cause it to have incredible combat ability. The host for the weapon and the parasite would be made separately and later the intelligence of the parasite and the body of the host would be combined to create a bio-weapon. If this were to succeed it would overcome the problem of the intelligence and we could create a bio-weapon. But the problem was when the parasite takes over the host.

In the research files, the only information recorded was the death of each host once taken over by the parasite sample. Within 5 minutes of the parasite taking over, the host would die. But we were already aware of the danger that lied in the prototype. If we could prolong the time the host would survive, we would gain the credit to the "Nemesis project". That was my plan. The host would be that woman test subject.

Her incredible life rate could survive longer against the Nemesis prototype. And even if it failed, nothing would change on our side.

But the test had created a result I had not expected. The Nemesis prototype that tried to enter her brain had disappeared. At first, we could not tell what had happened. We did not expect her to consume the Nemesis. That was the beginning. Something was happening inside that failed experiment. We had decided to start research on her from scratch.

In the past ten years, we had conducted every bit of research possible on her, but we had decided to throw all those files away. Within the 21 years that she lived, something was beginning to show. Only Birkin had begun to notice the change. Indeed, something had begun to change inside her.

But that was something totally different from the T-virus project. Something new and would bring a new idea to us.

The project which changed our destiny, the "G-virus project"

it had been 17 years since I first came to this place. Every time I come here, I remember the smell of the wind from that day. The buildings and the surroundings all looked the same as before. On the heliport, I could

see Birkin. It has been a long time since I've seen him. Four years have passed since I left Arklay labs.

4 years ago, when Birkin's G-virus project was authorized, I requested to be transferred to the secret (intelligence) service. This was easily authorized. Most people saw it as a natural change, going from the research profession to another field. In reality, the research conducted on the G-virus was far above my level. Even if I wasn't out to discover what Spencer was truly thinking, I could feel my limits as a researcher had reached their peak.

Even as the wind blew, Birkin didn't take his eyes off of his research files. He came to Arklay quite often, even though he was not employed here anymore. Not too long ago, an underground lab under Racoon City was built. This was the place that Birkin's G-virus project would take shape. To be honest, I didn't think that Spencer would authorize "G". I thought this because "G" was considered far from being a weapon, and had too many unknowns about it.

"G" was slightly different from "T-virus" because the host would spontaneously react to the virus at a repetitive rate. It was very easy for a mutation to occur since the DNA would be open to a virus. But this is isolated to the virus itself and not the host's DNA. Even if the virus could cause some form of change, it would be rare for the host's DNA to become mutated. Enter an outside force such as radiation, and it would be a different story. But in the case of "G" it was different. Even without an outside force the "G" would keep mutating the host until death.

Something very similar in nature did exist within the T-virus though. When a bio-weapon is put in a specific area, the virus inside the host would cause some form of mutation. This has already been confirmed. But for this an outside force was always needed. But the "G" has no need for such an element. No one can predict the pattern of the mutations. And even if we could think of a way to stop the mutation, the virus would just improvise.

7 years ago Birkin discovered this in that woman. At first look the woman appeared to have no physical changes. But inside of her various mutations had occurred, each consuming every kind of virus we injected her with, and had continued to live on. Over a period of 21 years, it had mutated so much that it would even consume the Nemesis. The G-virus project was to take this mutation to highest point possible. But this could lead to the "Ultimate life form" or it could end in complete disaster

.....could this be called a weapon?

What was Spencer thinking when he authorized this project? Even when I moved to the secret intelligence service I could not find out anything about Spencer's train of thought during these 4 years. Spencer hasn't been to Arklay labs in a while now. Almost as if he is expecting something to happen there. Spencer was slowly drifting away from me, just as an oasis in a desert. But my chance will come soon enough. That's if I can live until then.

The elevator took Birkin and I to the highest level in the lab. To that place where we first saw that woman. There, we met the new research leader, John. He had come from a Chicago lab and was an excellent researcher, but he was too normal to work in a place like this. He had started to question the

motives of the research, and had repeatedly questioned the superiors.

This news reached my ears in the secret (intelligence) service. If information had been leaked out, he would be the first to go? This was the general opinion amongst the masses.

We both ignored John and started the clean-up of that woman. We had to kill her. When she had consumed Nemesis she started to regain some intelligence and exhibited some peculiar behaviors. The behavior would worsen. She would ripped off another womans face and would wear it herself. According to the records she showed the same behaviors when she was first injected with the original virus. Recently three researchers had been killed as a result of her behavior, and this is what prompted her immediate termination. Because the "G project" was progressing so well, we had no use for her.

Her death was confirmed over the course of 3 days, and her "dead body" was carried somewhere by the president. After all was said and done, no one knew who she was or why she was here. But this was also true of any of the other test subjects. If she had not been here the G-project would not have existed. Both Birkin and I would had be in completely different situations. I had this on my mind as I left the Arklay labs.

How far was Spencer planning on taking this?
(the "incident" would happen 3 years later)

INK RIBBON CHART

Im sorry that i didnt make much of an ink ribbon notification during the main walkthrough and to make up for it im making a small section here which will tell you where the ink ribbons are in the course of the game.

1. On the desk of room 201 in the train
2. On the floor in room 101 in the train.
3. Desk in the right side of the staircase in the main hall of facility.
4. In the seminaar room 2F umbrella facility.
5. From the seminar room to the double doors on the computer desk.
6. On the round desk in the chess board room.
7. Room at the end of the hall after paintin is raised for the passage
8. Torture room small table
9. On the bookcase in the save room of the church.
10. On the desk in the room with the small elevator.
11. On the upper level of the cable car room.
12. On the table in the save room of the factory.
13. Fifth floor basement office of the treatment plant
14. In the bunk bed room where you a find too.
15. The second last room of the game, the one after the marcus fight.

There ya go, i guess i did my part here.

END OF SECTION

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Gamers should be scared to enter retail outlets across America this holiday season, and not just because of the requisite crowd of unwashed Yu-Gi-Oh! jumpsuit-wearing rejects stationed at every counter! In a terrifying turn, Resident Evil, the survival-horror stalwart that birthed an entire genre through shock therapy, has returned. But while the latest installment is a welcome addition, expanding upon the principles that made its predecessors such successes and adding much-needed hi-res atmospheric flair, the truly frightening part is it's a bit shy of must-have status due to pressing issues with artificial intelligence, item collection, and game balancing.

I, assuredly like many of you reading this, must admit to being a shameless fan of the franchise. So, when the opportunity to pursue a storyline that serves as a prequel to the original adventure presented itself, the chance was too good to pass up. In at least one regard, I can cheerfully report the title lives up to expectations, casting you as Rebecca Chambers, a S.T.A.R.S. team operative who arrives in creepy Raccoon City on the eve of impending disaster.

Her partner in crime -- literally, since he's an escaped criminal wanted for murdering two dozen innocent people -- is Billy Coen, with the two getting to know and rely upon each other through a random twist of fate. Together, through all-new partner swapping functions, the pair must investigate the much-speculated origins of the T-Virus and Umbrella Corporation.

For a longtime admirer, it's a familiar state of affairs. Which, of course, means all the old downsides have returned to haunt players as well. I, for one, cannot understand why nothing has been done about the control system, which still requires you turn in place before moving across the lavishly rendered 3D landscapes. The game's loading times between rooms have also failed to be cut down, with the typical transition scene (door opens, view ascends a ladder, etc.) still in place.

Dialogue is -- as always -- fairly cheesy as well, detracting from your suspension of disbelief, and puzzles again require either too much backtracking (if a briefcase is locked, why chase down two medallions rather than just smash the @\$#! thing open) or too little mental effort. And, for every truly inventive enemy introduced, typically as it bursts out of nowhere and begins chasing you down a hall, there's a giant bug or frog to take the edge off ... a

bad thing, since drastically pumping up the suspense and paranoia is what the game should be doing.

Anyone for a threesome? Similarly, the newfound ability to drop items wherever desired instead of stashing them in trunks backfires a bit; it's a real pain remembering exactly where that green herb or shotgun is hiding. More so, since the onslaught of enemies seldom lets up for a second, there's nothing like barely surviving a room or tumbling from a train wreck right into a nest of burning baddies before a typewriter save point is encountered requiring you play the last 20 minute sequence over again. Ouch!

Pros: Incredibly atmospheric; excellent puzzles; superb audio; standout storyline.

Cons: Difficult; dicey AI; control problems; too much backtracking; item recovery issues.

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OBSERVATIONS :

* Again like before capcom have turned down the fans and have totally forgotten to put something about rebecca after the mansion incident, ok we all know she's alive, but where is she and what has she been doing for the past months, thats what we wanna know.

* Billy's tatoo looks alot like the tatoo from another movie who's name i have really forgotten. Baah.

* How did enrico manage to get to the underground base area and he comes out of the lift which wesker uses in the FMV. How did he got all the way up there without going through the cable car, and after that he managed to get all the way down to the catacombs area in the spencer mansion, now either enrico is really really good at finding hidden paths to things, or he is a mutant and he can go through walls.

* Billy was a clear sheet , the poor man didnt even shoot any villagers as shown in the flashback movie. He even tried to stop the evil commander from shooting but the camera zooms into his shiny eye and he kills the villagers.

Who by the way were innocent too.

- * Rebecca says at the end that officially billy is dead and she keeps her word by writing in her report that she found billy's dead body. This report is one of the ex files in the N64 version of Resident evil 2.
- * The first time you come across the monkey eliminators i really dont know why but that monkey really reminded me of marcel, the pet monkey of ross from friends.
- * OK NOW we finally know who the real creator of the T virus is, dr james marcus, and william only took his research after marcus * died *
- * The soldiers who shoot marcus in his flashback fmv look exactly like those who shoot birkin in resident evil 2. Now we know that umbrella also has trained assassins who have the tendency to leave there targets almost dead but they rise as HUGE monsters.
- * How exactly did the leech queen save marcus's life, i really dont get it, and why does marcus have such a surprised look on his face when he starts to mutate at the end, i mean is that mutation unknown to marcus or was it uncontrollable to marcus.

MEMORABLE QUOTES :

- 1 . " We'll see which one of us is gonna die "
Just after that quote marcus mutates and gets his ass kicked by billy and becky, guess he answered his own question.
2. " Officially leutenant billy coen is dead "
aww aint that sweet, becky wants to kill someone who's alive and well.
3. "That's irrelevant! We must make sure no knowledge of this gets out.
Destroy the train. Completely!"
wow, how more meaner can you get then that, mr wesker shows some more of his evil side in this game.
4. "Their superior combat training should make them perfect test subjects."
One more of wesker's evil EVIL quotes, he dont care about human life.
5. "Ah, time to die, doctor."
Wesker is absolutely the most evil man in this series.

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THE ALLOWED - UNALLOWED LIST

First off before i say anything about the Legal issues let me make one thing clear, on the whole face of the internet there are only 2 sites which have the permission to edit this walkthrough and change it and do whatever they want with it, except of course call it their own :) And those two sites are the following.

1 : www.planetdreamcast.com/residentevil
2 : www.rebiohazard.com

LEGAL MUMBO JUMBO

mucho's boredome thingy..

This guide was made only for the purpose of helping other people, and i dont intend to use it for profit, and i would really really appreciate it if no one else does it too. This guide is as free as everyone of us is. Use it nicely. The following sites have are the special sites who this guide belongs too in full right... ((PS ... this doesnt mean that other sites cant use the guide, any site which i want this guide to go to and any site which tells me before using it shall be allowed)))

www.planetdreamcast.com/residentevil
www.rebiohazard.com
www.gamefaqs.com
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www.neoseeker.com
www.cheathappens.com

And any other site which take my permit first...

Any other site can also use this guide as long as they keep it to themselves and inform me about my guide being used, and i really wouldnt like it if anyone uses it for money PLEASE TELL ME BEFORE YOU USE MY GUIDE.

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are plagrized for money and thats.. very VERY bad..

CONTACTING INFORMATION

If you want to contact me just mail to this address
returnofthemaniac@Hotmail.com

I will reply only to those mails which have something important for me , or
which will ask me some decent questions. No funny stuff.. that is my
family e mail add for gods sake.

the address again is :- returnofthemaniac@Hotmail.com

CREDITS AND THANKS

- * First and foremost God for making us all and giving me the power to do
this work
- * Secondly my friend kad... without kad my internet life would never have
been the way it is right now, and besides she knows alot more about RE 0
then i do. LOVE YOU .
- * Thirdly another good friend sean for making his superb site and MI trooper
along him for making the RP spencer mansion, its all cause of you people.
- * Randy for not getting mad at me when i kinda did a bad thing (which i wont tell)
- * Again randy for clearing my name for a little honest mistake * not telling either *
- * Now the formal thanks.. Thanks capcom for making this game
- * thanks STEVE for being in the series
- * Thanks billy for being in this game, i dont think i couldve stayed sane
if it were only becky's game.
- * Thanks wesker for being EVIL
- * Thanks marcus for being the queen :D

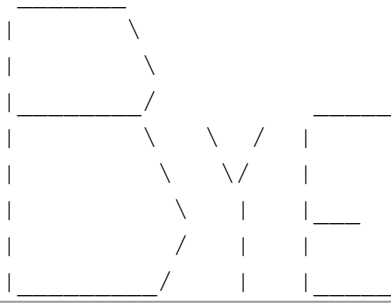
Closing moments :

WESKER ALL THE WAY
STEVE AND CHRIS SECOND BEST
JILL IS SUPERIOR THEN ANYONE
NEMESIS IS MY BEST FRIEND
MARCUS CAN KISS MY BUTT
THANK GOD BIRKIN IS DEAD
SHERRY SHOULD DIE TOO.

BROCK LESNAR IS GOD !!! MAHAHHAHHA !!!

This has been fun... will do it sometime again soon... for now its
curtains i tells ya .. curtains...

PEACE.. LOVE AND FRIENDSHIP FOR ALL
ENJOY YOUR LIVES WHILE THEY LAST



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