



Knife Only Walkthrough (Gamecube/Wii)  
Copyright 2012 Xebaris  
By Xebaris  
Version 1.0

For the guaranteed latest version of this guide please go to [www.gamefaqs.com](http://www.gamefaqs.com).

=====  
Table of Contents  
=====

- I. Introduction
- II. General Strategies
- III. Knife Only Strategies
- IV. Enemy Strategies
- V. Walkthrough
- VI. Boss Strategies
- VII. Contact Information
- VIII. Copyright Information

=====  
I. Introduction  
=====

This is the Resident Evil 0 Knife Only Walkthrough; you're here (hopefully) because you're ready to embark on the most difficult to knife game in the survival horror genre of Resident Evil to date! No matter how many times you've heard it's impossible to beat Resident Evil 0 only using the knife, it's completely untrue. Resident Evil 0 is particularly difficult to knife in comparison to the other games because you have to control two people, the rooms are incredibly small, you have to knife two hunters to death at the same time, and one of the bosses is flying! In order to keep this challenge extreme, easy mode should be avoided because of the overwhelming amount of healing items, and because it makes the epic boss fights laughable; even when you only use the knife. This guide will be focusing on the ultimate knifing challenge on normal difficulty. Think you're up for the task? Before moving on, make sure you meet the criteria:

1. You have beaten Resident Evil 0 at least once on hard.
2. You are ready to load and die a ridiculous amount of times.
3. You have extreme patience; this won't be easy.

Are you still here? Excellent. Good luck!

"The door to safety is shut. There is no turning back..."

=====  
II. General Strategies  
=====

USE MOST/ALL OF YOUR SAVES!  
\*\*\*\*\*

There are PLENTY of Ink Ribbons in this game. Not only are there 3 Ink Ribbons per typewriter, there are also tons of Ink Ribbons hiding in rooms. Don't be afraid to save, especially considering you'll only be using a knife. Be sure to save on multiple slots as well so you can go back to old saves in

case you're short on healing items in the future. This guide will tell you when it's best to save, but you'll also have about five additional Ink Ribbons to spare before reaching the final boss, so feel free to use those Ink Ribbons as well.

#### LOAD OFTEN!

\*\*\*\*\*

If you make a huge mistake and get hurt more than you should have, don't accept it. Load your game and try again. If you reach a difficult section that requires more healing items than you have then you're going to have to start over from a much older save, or start over completely.

#### PRACTICE PRACTICE PRACTICE!

\*\*\*\*\*

No one starts out as a knifing expert. In order to defeat this knifing challenge you're going to have to practice a lot, especially on the bosses. If there's a difficult part make sure to save beforehand and practice until you can conquer it with as little damage as possible.

#### AVOID AS MANY ENEMIES AS POSSIBLE!

\*\*\*\*\*

Although this is a knife only challenge, you should only knife enemies you can't dodge. There's no reason to actually use the knife unless it's the only way to avoid damage. If you're in a room full of zombies and you see an opening, take the chance and run through them! However, if you're in a tiny hallway, don't hesitate to use your knife to clear the path.

#### USE HEALING ITEMS WISELY!

\*\*\*\*\*

You are going to have to milk every single healing item for all its worth. Although you get plenty of healing items throughout the game, you're going to get bit, slashed, squeezed, pounced, thrown, spat on, and punched A LOT! Billy should use full healing items while Rebecca should use individual green herbs. This is because Billy has a lot more hit points than Rebecca, so full healing items are worth a lot more to him than they are to her. You should also only use healing items if your character's health is in danger mode to get the most out of them. While it's possible to survive a hit in danger health, most forms of damage will kill you instantly while your health is this low.

Even if you encounter a Hunter that can slash your throat, killing you instantly with orange caution health, you should still refrain from healing unless in danger because healing items are incredibly precious while knifing Resident Evil 0 on normal difficulty. You'll be saving very often, so if you do get killed instantly by a Hunter, just load and try again.

#### WIGGLE LIKE CRAZY!

\*\*\*\*\*

This may seem like a no-brainer, however, it's incredibly important. Getting bit or grabbed is inevitable, but you can prevent most of the damage by wiggling the control stick and pressing the A button as fast as you can. Every point of damage you take adds up, and could eventually result in reaching a boss without enough healing items. Don't wiggle the control stick with your palm, because by the time your hand reaches the control stick you'll get hurt even more. And don't kill yourself doing it; the top speed for wiggling that the game allows is capped, which means rotating the control stick a million times a second is the same speed as rotating the control stick five times a second. Don't forget to spam the A button!

#### TURN QUICKLY USING DOWN + B!

\*\*\*\*\*

There will be several areas in Resident Evil 0 that require very quick movements, which means you're going to have to turn around quickly when you need to change direction. To do this, press down and B at the same time on your Gamecube controller. Unless stated otherwise, anytime this guide mentions turning around, you should do so with down and B simultaneously.

#### ONLY REGROUP FROM THE MENU DURING DANGEROUS SCENARIOS!

\*\*\*\*\*

Resident Evil 0 features an easy way for characters to split up or regroup by pressing the Start button. While convenient, it's never a good idea to use this while surrounded by enemies. While your characters are giving each other orders, neither character can move during this time which could cause you to take some damage from the nearby undead. Instead, press your Y button (Gamecube controller), select Partners, and choose Solo or Team, depending on what you want to choose.

#### CHECK YOUR HEALTH OFTEN!

\*\*\*\*\*

Since you'll only be using healing items in an emergency, make sure you check your health often if your character is holding his or her side. If your health is in orange caution mode, check your health after every time you take damage and wait until it's in danger mode to heal.

#### TAKE ADVANTAGE OF TEAM AND SOLO MODE!

\*\*\*\*\*

You actually don't have to run both characters through a dangerous room! Instead you can teleport your partner to your position as long as they're in the same room. To do this, first you need to set your partner to Solo mode. Then have your partner stay behind while you enter the dangerous room. Get your character to the door or stairway that you need to reach in the dangerous room. Now immediately push your X button (Gamecube controller) to switch over to your partner. You need to be quick because the character that's waiting in the dangerous room has a greater chance of being damaged the longer you take. Now enter the dangerous room with your partner. When both of you are in the dangerous room, press the Y button, change your partner to Team mode, and then switch to your other character with the X button while in the menu. Now exit your inventory and immediately leave the room. If both characters are in the new room, you did it right and you just potentially saved yourself a lot of health! To reiterate:

1. Wait in front of the dangerous room.
2. Enter Solo mode.
3. Enter the dangerous room with one character, get right in front of the door or stairway you want to reach.
4. Switch to your other character and enter the dangerous room.
5. Open your inventory, switch to Team mode, and switch characters while in your inventory.
6. Exit the room immediately.

There is only one thing that could cause this tactic to fail. If your partner gets attacked while you leave the room, your partner will stay behind instead of being teleported with you to the new room. Make sure you're quick to prevent this from happening, or wait until the attack is finished before you leave the room. (It's much more preferable to be quick.) Also be sure the room your partner is waiting in doesn't have any enemies roaming around, otherwise your partner might get attacked while you're trying to get through the dangerous room.

#### KEEP YOUR PARTNER ON IDLE!

\*\*\*\*\*

If you're running through a room and trying to avoid enemies (which you should always try to do) you don't want your partner to start fighting and get hurt. Your AI controlled partner doesn't understand the mechanics of knifing and will always get hurt. Switch BOTH partners from Attack to Idle in your inventory. Always have your partner set to Idle with the exception of the final boss.

IMPROVISE!

\*\*\*\*\*

Although this guide will cover what you need to do in each room, it's not perfect because the enemies will not always be in the same locations. When you first enter a room the enemies will never deviate from this walkthrough, unless they're a random encounter like the Lurkers. However, if you enter the same room another time the zombies may have moved since then, so occasionally you're going to have to improvise. By improvise, I mean you'll have to figure out on your own how to evade the enemy. If the guide tells you to slash a zombie to make him fall to the ground, but you notice there's plenty of room to dodge him, then dodge him! If you're told to dodge a zombie and you get trapped, slash him to the ground! If something doesn't go as planned on this guide, improvise.

PICKING UP ITEMS ON THE GROUND MAKES YOU TEMPORARILY INVULNERABLE!

\*\*\*\*\*

Sometimes you have to pick up items in areas with scary enemies chasing you down. Don't be afraid to pick up the items; while you're picking up an item any monster attacks will go right through you! You can also use this trick to dodge an enemy before they close in on you.

=====

### III. Knife Only Strategies

=====

DON'T KNIFE WITH REBECCA UNLESS IT'S REQUIRED!

\*\*\*\*\*

This is the most important strategy when it comes to knifing! Rebecca is incredibly delicate and can't withstand as much damage as Billy. She deals less damage with the knife than Billy, which means it requires more slashes to make a zombie fall down. Only use Billy when knifing opponents unless it's a mandatory battle only with Rebecca; the final boss is the only exception to the rule.

AIM LOW!

\*\*\*\*\*

Unless otherwise stated in my guide, you're going to be knifing the majority of the enemies while aiming downward, with the exception of some boss battles. Slashing downward is the best tactic against zombies because after two knife slashes with Billy the zombie will (most likely) fall over, allowing you to run past it.

SLASH AND PRAY!

\*\*\*\*\*

Knifing in Resident Evil 0 is rather unreliable when it comes to zombies. There are two ways to successfully knock down a zombie without taking damage. I recommend getting close to the zombie (not close enough so he can bite you), aiming downward and holding down the A button. Now this is the part where you pray. One of four scenarios will occur:

1. The zombie will lunge toward you and miss, allowing you to slash the zombie

- twice in the ankles, causing him to fall over.
2. The zombie will lunge toward you and bite your face off.
  3. The zombie will lunge toward you and miss, you slash him in the legs twice, he refuses to fall over and bites your face off.
  4. The zombie will lunge toward you and miss, allowing you to slash the zombie twice in the ankles, causing him to fall over AND START CHEWING ON YOUR LEG! Wiggle the control stick and spam the A button until you stomp on his head.

Alternatively you can try to slowly back up and let the zombie lunge at you and miss, then start slashing at his legs. Unfortunately, this requires amazing timing, swift reaction time, and takes longer than slashing downward and praying. Most likely by the time you get the zombie to lunge at you while you're backing up, the other zombies in the room will have closed in on you and will cause an even bigger problem than before. I don't recommend this.

Note: Praying is not required for the Slash and Pray strategy to work.

#### KNIFE AND RUN!

\*\*\*\*\*

Just because you've knocked over an enemy doesn't mean you should start stabbing him while he's down. Unless it's mandatory to defeat the opponent, just run past him while he's knocked down because he'll get up again long before you have a chance to kill him with your knife. Always run after you Slash and Pray your opponent to the ground, unless you're required to kill him.

#### KNOCK ZOMBIES OVER!

\*\*\*\*\*

Zombies are like dominoes, if you push one over and other zombies make contact, all of the zombies will fall over! When you are bitten by a zombie and you shake him off, if he gets pushed into other zombies they will all fall over and you'll be able to run past them! Just because you get bit by a zombie doesn't mean it's the end of the world; it could potentially create an escape route for you. Use this to your advantage!

#### ONLY KNIFE ZOMBIES, MANDATORY BATTLES, AND BOSSES!

\*\*\*\*\*

Trying to knife anything other than zombies, mandatory battles, and bosses is a waste of health. Don't even bother taking a swing at other opponents, just try your best to evade them instead of fighting.

=====

#### IV. Enemy Strategies

=====

\*\*\*\*\*

Zombie

\*\*\*\*\*

Should you knife them: Only if you can't dodge them.

Zombies are the most common enemy in Resident Evil 0, and the entire Resident Evil series. Since knifing zombies in Resident Evil 0 isn't 100% reliable (unless you have godlike timing and skill, which isn't practical) you'll want to dodge zombies most of the time.

Resident Evil 0 zombies like to lunge ahead of time, so you're going to need a little more space when dodging them. Unfortunately, this game has the smallest hallways and corridors of the entire series! You're going to have to get creative and utilize the smallest of spaces to dodge them. Here are some

tips to evade them:

1. ALWAYS run when trying to go past or around them.
2. Run to a wall and bait the zombie toward you, then right before it reaches you, run around him!
3. Before running past a zombie, wait and see if they'll turn their bodies away from you, immediately run past them if this happens because by the time they turn around you'll be long gone! This is easiest to achieve when waiting for zombies to turn corners because they have a tendency to walk into the wall instead of turning the corner sharply.
4. If you get bit and you push the zombie over on top of other zombies, run past the other zombies because they'll either fall down or be distracted by the zombie you just pushed over!

If there's a zombie in your way and there's no way to dodge him, here is how you knife him:

I recommend getting close to the zombie (not close enough so he can bite you), aiming downward and holding down the A button. One of four scenarios will occur:

1. The zombie will lunge toward you and miss, allowing you to slash the zombie twice in the ankles, causing him to fall over.
2. The zombie will lunge toward you and bite your face off.
3. The zombie will lunge toward you and miss, you slash him in the legs twice, he refuses to fall over and bites your face off.
4. The zombie will lunge toward you and miss, allowing you to slash the zombie twice in the ankles, causing him to fall over AND START CHEWING ON YOUR LEG! Wiggle the control stick and spam the A button until you stomp on his head.

Alternatively you can try to slowly back up and let the zombie lunge at you and miss, then start slashing at his legs. Unfortunately, this requires amazing timing, swift reaction time, and takes longer than just slashing downward. Most likely by the time you get the zombie to lunge at you while you're backing up, the other zombies in the room will have closed in on you and will cause an even bigger problem than before. I don't recommend this.

\*\*\*\*\*  
Cerberus (Zombie Dog)  
\*\*\*\*\*

Should you knife them: NO!

Cerberuses are incredibly annoying and difficult to dodge because you'll only encounter them on the small hallways of the train compartments, and they don't flinch like they do in the other Resident Evil games when you knife them. The only viable strategy against them is to try to dodge them.

Since you'll have no room to dodge them, the best you can do is run to the side of a Cerberus and hope for the best. You'll have a much higher chance to avoid damage as long as you don't go right into them, and as long as you're always holding down the run button when trying to pass them. Expect to get hurt though, because they will bite you for sure. The bites are worth it because it takes an obscene amount of knife stabs to kill them, which would cause much more damage to yourself in the end.

\*\*\*\*\*  
Crow and Leech  
\*\*\*\*\*

Should you knife them: NO!

Treat crows and leeches the same way; if you see either in a room, just run past or through them as fast as you can. If you get pecked or bit, just shake them off and get out of the room as soon as you can; don't wait around.

\*\*\*\*\*  
Plague Crawler and Giant Spider  
\*\*\*\*\*

Should you knife them: NO!

Plague Crawlers and Giant Spiders should be treated the same, except that Giant Spiders can poison you, and shoot poison at you. Both enemies have the same weakness; their turning speed. If you see one in front of you, immediately run to its side and it will attempt to change its direction. While it's trying to turn around, run past it and move on! If it takes you too long to get around them, they'll lunge at you, but even then you'll probably get past them as long as you're running during the lunge. In conclusion, always run to their sides; not in front of their faces.

\*\*\*\*\*  
Humanoid Leech  
\*\*\*\*\*

Should you knife them: NO!

Humanoid Leeches have two forms. Their first form has the appearance of a man, particularly James Marcus. During the first form the Humanoid Leech is completely harmless, so it's best to try to run past Humanoid Leeches before they even have a chance to transform into their second form, which is hostile.

Whenever you encounter Humanoid Leeches, you'll generally be able to get what you want from the room and exit before they actually transform. In the event that you're too slow, or you encounter an already transformed Humanoid Leech, you'll have to deal with its second form. The second form has two attacks; they'll either take a swing at you with their long arms, or they'll catch you in their grip and squeeze you like a python.

The best way to dodge a Humanoid Leech in its first form is to simply push him out of the way and keep running! Just run right through him while he's in the first form and he'll get pushed to the side. Easy!

The second form is more challenging to dodge. A good strategy to use is to run toward him; right when you see him try to swing his giant arm, run to the side and go past him. Sometimes he won't try to swing at you, and instead when you get close he'll grab you. The best way to avoid this is to turn slightly early before you run into him in case he doesn't try to punch you.

\*\*\*\*\*  
Eliminator  
\*\*\*\*\*

Should you knife them: NO!

Eliminators are pretty much like Cerberuses, except they're more painful and more durable. They should be treated like Cerberuses as well, except when you encounter them they'll actually be in wide open spaces where you'll have room to dodge! Make sure you run without hesitation when you try to get past them.



If you ever played the other classic Resident Evil games, you'll be dodging Eliminators like you would the Cerberuses in those games. First, run toward the Eliminator in front of you. Second, turn to the side before you make contact with the beast. Third, run away! When you run to the side, the Eliminator will jump into the air to try to lunge at you, but then it'll fail because you'll be at its side. Try your best not to get hit by an Eliminator, because if you do the others in the room might try to punch you while you're temporarily stunned, which adds up damage very quickly.

\*\*\*\*\*

Hunter

\*\*\*\*\*

Should you knife them: NO! (Unless it's the mandatory battle sequence.)

For tips on how to survive the mandatory battle sequence against the two Hunters, please refer to Boss Battle #3 in the Boss Strategies section.

Hunters are the deadliest non-bosses you'll encounter in Resident Evil 0. You never want to try to attack them unless it's the required battle. Much like the other enemies, running to the side of them is a viable strategy to avoid damage. There are three ways to avoid a Hunter:

1. Run to the side: Run toward the Hunter and then turn to the side of it slightly earlier than usual in case it attempts to jump toward you. Occasionally this strategy may fail because the Hunter might not jump and just slash you while you go around them, but it's mostly reliable.
2. Run past them immediately after passing a corner: If the Hunter doesn't see you, you'll be able to beat their fast reaction time by turning a corner and immediately running past them. By the time they realize where you are when you turn the corner, you'll be long gone. Not every room with a Hunter has corners though, so you'll only be able to use this strategy occasionally.
3. Force them to jump: This is the riskiest method of dodging a Hunter, but if you can master it it's possible to always dodge them. Run toward a Hunter, but give yourself plenty of room so that it doesn't slash you. Stop and wait for it to jump into the air; when this happens, just run forward and past it! This is a rather tricky maneuver because it requires a quick reaction, and sometimes the Hunter will try to run forward and slash you instead of jumping. If this happens, keep backing up and you should be just out of range of its arms so it won't be able to slash you. Keep backing up, and right when it decides to jump instead of slash, run past it.

\*\*\*\*\*

Lurker

\*\*\*\*\*

Should you knife them: Only if your partner is in trouble!

It's possible to go through an entire game without seeing a single Lurker. They only appear in watery areas during the final sections of the game, but when they do appear you'll want to just keep running and don't stop. Their giant tongues will lash toward you, but if you're out of range then the Lurkers won't be able to pursue you.

In the event that you get snagged by a Lurker, constantly shake to escape its grasp, then it will flee back into the water. However, if your partner gets snagged instead, you need to run up to the Lurker and slash at it downward with your knife because your partner is incapable of escaping. After enough

slashes, the Lurker will release your partner and jump back into the water.

=====  
V. Walkthrough  
=====

This walkthrough is intended for using only the knife on normal difficulty.

For every room in Resident Evil 0 I will list the following in my guide:

Enemies: What type and how many enemies are in the room.

Items: What type and how many items of use are in the room. I will not be listing documents, weapons, or ammo in these sections. Mandatory items will always be listed first. If the items are listed as "cleared," it means you should have already looted all of the useful items from the room. If you're not sure what items were in the room previously, just scroll up or use the find button.

Maximum Damage: The maximum damage you should take while traveling through a room. I base this on the difficulty of the room. Because Resident Evil 0 is particularly harder to complete only with the knife in comparison to the other games in the series, it's important to keep track of how many times you get damaged each time you go through a room. If you do take more than the maximum damage it means you'll have to compensate by taking less than the maximum damage in another room, or you should load and try again. This is important because you'll need to take as little damage as possible to make sure you have enough healing items for bosses or dangerous encounters in the future.

Whenever I refer to a direction, I generally mean the direction of the screen, not the direction on the map. So if I say to go north, I don't necessarily mean the north section of the map.

Also be on the lookout for this:

```
#####  
WARNING DIFFICULT SECTION  
#####
```

You'll see this warning message when an upcoming extremely difficult part of the game is about to occur. You'll ALWAYS want to save before undertaking this section. Now, without further adieu, it's time for the walkthrough.

```
*****  
Ecliptic Express  
*****
```

The train is probably the most important part of the game when it comes to conserving health items. Each of the train compartments are so small and the zombies are so difficult to dodge that it may require several tries to get past each compartment with minimal damage. Make sure you're very picky when it comes to zombie bites while on the train; don't take more damage than you have to.

-----  
Train Compartment #4  
-----

Enemies: None  
Items: None

Maximum Damage: None

The first thing you want to do is drop your Handgun and Handgun Ammo. You may have also noticed that you don't have a knife! Until you get Billy on your side you won't be fighting any zombies. Head for the door to the south.

-----  
Train Compartment #3  
-----

Enemies: 2 Zombies, 1 Conductor Zombie

Items: None

Maximum Damage: 1 Zombie Bite

Skip the cutscene and prepare to evade! Wait a couple seconds for the zombie from the south to get closer, then run to the small space to the left before he closes in. Wait for the zombies on both sides of you to get as close as possible, then run past the zombie to the south and exit! If the conductor gets too close you'll have to immediately dash past the south zombie and hope for the best. If things don't go your way you can start a new game and try not to get bit. Alternatively if you can't seem to avoid getting bit here you can start a new game and just run straight into the zombie to the south, get bit, and head for the exit. Rebecca chews through health items a lot faster than Billy, so I recommend you keep trying until you successfully get past this room without damage.

-----  
Train Compartment #2 (Conductor's Car)  
-----

Enemies: None

Items: Dining Car Key

Maximum Damage: None

Before going for the Dining Car Key, enter the first door on your left.

-----  
Cabin 202  
-----

Enemies: None

Items: Ink Ribbon

Maximum Damage: None

To the right of the ladder is a single Ink Ribbon; every Ink Ribbon counts! Exit the room.

-----  
Train Compartment #2 (Conductor's Car)  
-----

Enemies: None

Items: Dining Car Key

Maximum Damage: None

Enter the next door you see.

-----  
Cabin 201 (Typewriter)  
-----

Enemies: None

Items: Green Herb, Ink Ribbons

Maximum Damage: None

Take the Green Herb and save your game because you're about to dash through two Cerberuses and several zombies. If you picked up the 3 Ink Ribbons in this room be sure to drop them after you save. Now exit the room.

---

#### Train Compartment #2 (Conductor's Car)

---

Enemies: 2 Cerberuses (Zombie Dogs)  
Items: Dining Car Key  
Maximum Damage: 1 Cerberus Attack

Keep going until you reach a corpse holding the Dining Car Key. Skip the cutscene and prepare to run! Hold down UP on your controller so Rebecca will run straight immediately after the cutscene ends. After you run past the first Cerberus stay on the outside wall so that you can easily run past the second one that bursts through the window; don't stop running and head for the exit!

---

#### Train Compartment #3

---

Enemies: 2 Zombies, 1 Conductor Zombie  
Items: None  
Maximum Damage: 1 Zombie Bite

Keep in mind that the Conductor Zombie turns much faster than regular zombies when you get close, allowing him to more easily lunge at you. The first thing you want to do is run straight without hesitation, right now only the Conductor Zombie should be blocking the path while the other two zombies are standing in front of the seats. When the camera angle changes, wait for the Conductor Zombie to get close to you. Now run to the opening to the left, run around him and head for the door to the north.

If you hesitated during this, the Conductor would have blocked your path before you had a chance to run to the opening to dodge him. If you get bit I recommend loading and trying again because this is one of the easier train encounters.

---

#### Train Compartment #4

---

Enemies: Conductor Zombie  
Items: None  
Maximum Damage: None

Skip the cutscene. Head down from your current position and our good old friend the Conductor will be following! Ignore him; keep going and open the locked door with your newly acquired key and discard it.

---

#### Train Compartment #5 (Dining Car)

---

Enemies: None  
Items: None  
Maximum Damage: None

Skip the cutscene, go up the stairs.

---

#### Burning Dining Room

---

Enemies: Humanoid Leech  
Items: None  
Maximum Damage: None

Continue through the dining room until the cutscene begins. Skip the cutscene, quickly turn around, and run down the stairs before the Humanoid Leech gets you. Skip the cutscenes and you now have control of Billy. Switch your partner from Attack to Idle, change characters, and do the same thing again for your other character. Now immediately equip the Knife and drop Billy's Handgun and ammo because you're too hardcore for guns! Switch to Solo mode and send Rebecca up the ladder at the end of the dining room.

---

#### Train Roof

---

Enemies: None  
Items: None  
Maximum Damage: None

Send Rebecca to the end of the roof, ignore the hole, and reconnect the unplugged power cable. Skip the cutscene.

---

#### Service Cabin

---

Enemies: None  
Items: Conductor's Key, Green Herb  
Maximum Damage: None

Go forward and pick up the Conductor's Key. Go back to the service lift and place the key in the compartment so Billy can retrieve it. Pick up the Green Herb and hold on to it with Rebecca. Switch control over to Billy.

---

#### Burning Dining Room

---

Enemies: None  
Items: None  
Maximum Damage: None

Head back down the stairs.

---

#### Train Compartment #5 (Dining Car)

---

Enemies: None  
Items: Conductor's Key (Service Lift)  
Maximum Damage: None

Head south through the electronic door, then when the camera changes go to the opening on the left to reach the service lift. Take the Conductor's Key, make sure your Knife is equipped, and exit through the door you originally came through with Rebecca.

---

#### Train Compartment #4

---

Enemies: 2 Zombies, Conductor Zombie  
Items: None  
Maximum Damage: 2 Zombie Bites

Time to dust off your Knife! If you didn't already, you should read the "Slash and Pray" tactic in the Knife Only Strategies section, as I will be referring to this often. Remember, you need to try to get PAST the zombies, not actually kill them. Run up to the zombie, aim down, and hold down the A button while he approaches you. If you're lucky, you'll cut him down! Unfortunately there's the conductor and another regular zombie to deal with. Run straight and aim; if Billy turns around then keep spamming your L button until he's facing the conductor again. Slash and Pray the conductor. The next zombie should be right behind, but since the conductor's body is in the way he'll have a harder time lunging toward you! Take this to your advantage and Slash and Pray the zombie and exit after he falls down.

I understand loading from this point is rather inconvenient since a lot has happened since your last save. If you're on par with the maximum damage in each section then you're only doing okay; not great. If you're over the maximum damage so far then you should load and try again, due to the importance of saving health items. Certain battles in the future will REQUIRE healing items so you're going to need as many as you can get.

---

### Train Compartment #3

---

Enemies: 3 Zombies

Items: None

Maximum Damage: 2 Zombie Bites

Run forward until the camera angle changes, then stop right before the nearest zombie and Slash and Pray him. If you get bit, you'll most likely push him into the other zombie and create an opening. If you do knife him down, hold your ground and keep Slash and Praying until the second zombie walks into you and falls to the ground.

If you Slash and Prayed both zombies down, refer to #1, if you pushed a zombie down and knocked over the other one, refer to #2.

1. You won't have much time before the zombies you just Slash and Prayed gets up. Run forward immediately and Slash and Pray the next zombie and head for the exit. Don't sweat it if you get bit; you just got through with only one bite.

2. Since you pushed over the zombies at the same time you'll have more time to prepare. Run forward and Slash and Pray the next zombie and head for the exit.

If neither of these scenarios happened, improvise! When you push over a zombie, don't just stand there! If the path is cleared then take it and run! Slash and Pray any other zombies in the way, and if they're ever not in the way be sure to try to dodge them. (Although that doesn't happen very often on the train.)

---

### Train Compartment #2 (Conductor's Car)

---

Enemies: 2 Cerberuses (Zombie Dogs)

Items: Cleared

Maximum Damage: Varies

This is the part where Cerberus bites become inevitable. Trying to knife a Cerberus is suicide. In the other games in the Resident Evil series the zombie dogs were relatively easy to knife down because you could keep them

stunned in place while you repeatedly slash them. In Resident Evil 0 the dogs are hardly phased by a knife attack and are guaranteed to pounce you if you attempt to fight them with the knife. Unfortunately this corridor is too small to dodge the Cerberuses. You're most likely going to get hurt.

#####  
BOSS FIGHT INCOMING! SAVE!  
#####

You need to try to get to Cabin 201 because it has a typewriter, but the Cerberuses won't let you reach it without a fight. The best strategy I've found is to run without stopping; don't bother doing any fancy zigzag dodge moves or anything like that because there's no space. If you see the dogs are closing in on you and you're about to get hurt, take the FIRST door you see. Although it's not the right cabin, it will slightly reset the position of the Cerberuses so that you might have a better chance to reach the second cabin without getting hurt. If by some miracle you get past a Cerberus, just head for the second door immediately. Regardless of how you do it, get to the second door which leads to the typewriter room.

---

#### Cabin 201 (Typewriter)

---

Enemies: None  
Items: Ink Ribbons  
Maximum Damage: None

If Billy's health is fine or in yellow caution mode then you're doing fine. If Billy has orange caution health then you should probably restart. Grab the Ink Ribbons off the floor and save; preferably in a different slot. Hold on to the Ink Ribbons since you'll be getting more soon anyway.

---

#### Train Compartment #2 (Conductor's Car)

---

Enemies: 2 Cerberuses (Zombie Dogs)  
Items: Cleared  
Maximum Damage: Varies

Once again you're probably going to get hurt here. If the Cerberuses take you down to orange health either load the save you just created and try not to get hurt by the Cerberuses as much, or load the previous save and try to avoid more zombie bites. Regardless, when you leave the cabin continue running without stopping and enter the next door you see with the Conductor's Key; as with all discardable items, discard they key after you use it.

---

#### Conductor's Office

---

Enemies: None  
Items: Briefcase (Blue Keycard inside), 1 Red Herb, 1 Green Herb, Train Map  
Maximum Damage: None

Take the map off the wall and push the red flashing button. Leave the rest of the items here for now and climb up the ladder.

---

#### Stinger Room

---

Enemies: None

Items: None  
Maximum Damage: None

Run forward and skip the cutscene. Continue down the train until you reach a door; enter it.

-----  
Train Compartment #3 (Second Floor)  
-----

Enemies: None  
Items: Ice Pick  
Maximum Damage: None

Grab the Ice Pick that's sparkling right in front of you. Now keep going until you reach the door to the right and enter it.

-----  
Cabin 101  
-----

Enemies: None  
Items: First-Aid Spray, Ink Ribbons  
Maximum Damage: None

Hey, I saw you eyeing that Hunting Gun! This is a KNIFE ONLY challenge, remember? Pick up the First-Aid Spray and the Ink Ribbons, then leave the room.

-----  
Train Compartment #3 (Second Floor)  
-----

Enemies: None  
Items: Cleared  
Maximum Damage: None

Head back to the giant room and prepare for battle!

-----  
Stinger Room (BOSS)  
-----

Enemies: Stinger  
Items: Panel Opener  
Maximum Damage: 4 Unavoidable Counter-Attacks OR 2 Unavoidable Counter-attacks and 1 Avoidable Attack

Run forward and skip the cutscene.

#####  
BOSS BATTLE #1: Stinger  
#####

Most likely you're not going to do perfect the first time. It will probably take you several attempts to achieve minimal damage to yourself. Just remember to PRACTICE PRACTICE PRACTICE! If you're unsatisfied with your performance by the end of the fight, load and try again.

Your objective is to force Stinger to attack so that you have a chance to counter-attack. The first thing you want to do is face your back to Stinger and walk into it. When you get close enough it'll unleash one of three attacks:



1. Stinger will cover its face, crouch down, and swing its scorpion tail at you. This attack deals the most damage and also makes the boss lunge at you further than his other attack, causing you to run low on space.

2. Stinger backs up slightly and then tries to claw you.

3. Stinger backs up slightly and then tries to headbutt you.

The moment you notice Stinger beginning an animation to attack, run forward away from it. If Stinger does attack number 1, you need to run far away to avoid damage.

If Stinger is closed in on you and you've ran out of space, simply exit the room and come back to the fight! Stinger's health will remain the same amount that you left it. When you re-enter the fight, if Stinger is right in front of you just run up to it quickly, without hesitation, and slash it downward. Otherwise run up to Stinger, turn your back to it, and let Stinger try to attack you first.

If Stinger does attack number 2 or 3, you need to run a few steps forward (opposite direction of Stinger), but not very far at all. Treat attack number 2 and 3 the same because they're both very similar. You mostly want to focus on attack number 1, when Stinger covers its face with its claws.

For this fight you will be aiming down. Immediately after its attack finishes, run toward Stinger and slash it downward. If done right, Stinger will screech and recede backwards. Alternatively it may counter-attack you with an unavoidable claw to the face. Don't worry about shaking the controller if this happens, just wait for Billy to get up.

After Stinger backs up from getting slashed, or claws you in the face, run up to it and face your back to it again. Once again it will do attack number 1 or attack number 2 or 3, so react accordingly. Don't forget to exit the room and come back if you run out of space. Also make sure that you only do one slash at a time. Each additional slash you do to Stinger increases the odds of a counter-attack from it. To reiterate:

Step 1: Run up to Stinger.

Step 2: Face your back to it.

Step 3: Get close.

Step 4: Dodge the attack.

Step 5: Slash Stinger downwards.

Step 6: Repeat steps 1-5 until Stinger dies.

When you do the final blow, Stinger will do one final unavoidable counter-attack on you before dying.

If you do this boss fight perfectly you should have only been damaged by unavoidable counter-attacks that Stinger does to you when you slash it with your Knife. If you were so unlucky that Stinger did 5 unavoidable counter-attacks on you, or he hit you with more than 1 avoidable attack, you should probably load and try again. With enough practice you should be able to do this fight without getting hurt at all except by the unavoidable counter-attacks. With enough retries I was able to only get hit by two unavoidable counter-attacks.

After Stinger screeches its last screech, run past it and grab the Panel Opener. Climb down the ladder.

-----

Conductor's Office

---

Enemies: None

Items: Briefcase, 1 Red Herb, 1 Green Herb

Maximum Damage: None

Take the Briefcase from the cabinet and leave the two herbs here. Exit the room through the door.

---

Train Compartment #2 (Conductor's Car)

---

Enemies: 2 Cerberuses (Zombie Dogs)

Items: Cleared

Maximum Damage: Varies

Watch out for the Cerberuses, which will most likely give you a love bite or two. Head south to the first cabin to save.

---

Cabin 201 (Typewriter)

---

Enemies: None

Items: Cleared

Maximum Damage: None

Did you kick Stinger's butt? Did you take a low amount of damage? Are you satisfied with your performance? If you answered yes to all of these questions then save! Otherwise, load and try again! Remember, you're going to need to save as many healing items as possible for upcoming battles. After you save, drop your Ink Ribbons.

This will be the longest time you'll have to go without saving. It's going to be challenging and you might have to reload several times to reach the typewriter again without sustaining too much damage. If you get hurt too much just load your game and try again.

---

Train Compartment #2 (Conductor's Car)

---

Enemies: 2 Cerberuses (Zombie Dogs)

Items: Cleared

Maximum Damage: Varies

Continue out of here, attempting to dodge the Cerberuses along the way. Just try your best; avoiding damage here is nearly impossible.

---

Train Compartment #3

---

Enemies: 4 Zombies

Items: None

Maximum Damage: None (Or 1-2 if the zombies are blocking the path)

The coast is clear! Run straight for the door and don't stop, unless there's a zombie blatantly blocking your path. Each time I've done this section the path has been clear, but if for whatever reason it's not for you you're going to have to improvise, which generally means you either dodge them or Slash and Pray. If you run completely straight with no hesitation and still get bit, load your save and Slash and Pray any zombies blocking your path to knock them

down and exit the room through the door.

---

#### Train Compartment #4

---

Enemies: Conductor Zombie, 2 Zombies

Items: None

Maximum Damage: 2 Zombie Bites

The conductor Zombie is in your way; no matter how large the opening next to him looks, don't try to dodge him. He'll turn around and grab you so quickly that he'll break the speed of sound. Instead get close to him, Slash and Pray, and run past him toward the other two zombies. Since the other two zombies are too close to each other you're probably not going to be able to dodge them. Block the hallway and Slash and Pray the first one down. One of two scenarios will happen (assuming you succeed):

1. The zombie falls down, the other zombie wanders to the opening on the left. Just ignore him and run for the exit!

2. The zombie falls down, the other zombie should get stuck and completely fail to grab you; take this time to Slash and Pray him, then exit the room.

Although the maximum damage you should take here is 2 zombie bites, I would recommend you aim for 1 or no bites at all. Might take a little luck, but it's very easy to load and get back to this point since you can just run straight in the previous room to dodge all the zombies.

---

#### Train Compartment #5 (Dining Car)

---

Enemies: None

Items: None

Maximum Damage: None

Head through the electronic door and go to the service lift. Place the Ice Pick into the compartment and send it to Rebecca. Switch control to her.

---

#### Service Cabin

---

Enemies: None

Items: Ice Pick (Service Lift)

Maximum Damage: None

Retrieve the Ice Pick from the service lift and use it on the door. Exit the room.

---

#### Burning Dining Room

---

Enemies: 2 Zombies

Items: None

Maximum Damage: None

Ignore the flaming zombies and quickly run down the stairs!

---

#### Train Compartment #5 (Dining Car)

---

Enemies: None  
Items: None  
Maximum Damage: None

Switch control to Billy and use the Panel Opener on the panel. Switch from Solo mode to Team mode, then enter the crawlspace together. Billy needs to lead because the zombie dogs up ahead will more likely attack the person leading rather than the person following.

---

#### Storage Room

---

Enemies: 2 Cerberuses  
Items: Gold Ring, First-Aid Spray  
Maximum Damage: Varies

Two Cerberuses will burst out of their cages and attack you. You'll be facing straight; immediately run to the side to the nearby shelf and grab the First-Aid Spray. If you accidentally target a useless item, just pick it up for now so you can attempt to pick up the First-Aid Spray again. Now it's time to get the Gold Ring further down the room. As you run to this second item, if there are any Cerberuses right in front of you, try to avoid them by running around them. Run forward until the camera changes, then grab the Gold Ring hidden to the left of the exit. (Not the door next to the crawlspace, the other door.) Run for the exit!

Note: If the Cerberuses are completely blocking the Gold Ring and you can't push them out of the way, it might be better to just go for the exit instead. If you do that, switch to Solo mode with Billy and re-enter the Storage room, turn around (since you'll be past the Gold Ring), grab the Gold Ring, then go to the exit to the back of the train again. Switch from Solo mode back to Team mode.

---

#### Back of the Train

---

Enemies: None  
Items: Hookshot  
Maximum Damage: None

Drop any unusable items you may have picked up while trying to grab the First-Aid Spray. Switch to Solo mode and position Billy in front of the Hookshot. Switch to Rebecca and position her in front of the lever. Use the lever to release the Hookshot, switch to Billy, and pick up the Hookshot. Go back inside the train as a team.

---

#### Freight Car

---

Enemies: 2 Cerberuses  
Items: Cleared  
Maximum Damage: Varies

Hold up on your control stick and get to the door. If you're running straight into a Cerberus, try to run around it. Unlock the door, then enter the kitchen again.

---

#### Train Compartment #5 (Dining Car)

---

Enemies: 1 Zombie  
Items: None  
Maximum Damage: 1 Bite

A zombie is waiting for you in the refrigerator! Run past the refrigerator without stopping; the zombie will violently burst out the refrigerator door, lunge at you, and miss as long as you run the entire time. Now it's time to KILL the zombie, but before you do that you need to put Rebecca in a safe place. Go past the electronic door, switch to Solo mode, then run back to the kitchen, but stop in the middle of the electronic door. Slash and Pray the zombie down. The moment you see him fall, run up closer to him and start slashing down at his body. While he's getting up, run away from him before he grabs you. Since this zombie is by himself, it's very possible to kill him without sustaining any damage. There are two ways to do this:

1. Slash and Pray him again, run up to him as he's falling and slash downward. Run away before he gets up. Repeat until he's dead.

2. While he's getting up, position your back toward him and stay JUST out of lunge range. Right when he gets up he should try to lunge at you. Run forward slightly just to make sure he doesn't grab you, aim (it'll turn you around instantly), Slash and Pray him down. When he falls over run to him and slash downward. Repeat until he's dead.

Option 1 requires more luck, but it's less risky. With Option 2 you should be confident with the distance it takes for the zombie to lunge. If you do it right, you can always avoid getting bit this way. You generally won't be killing zombies with the knife, so Option 2 is only useful for killing a single zombie that's alone in a room.

After you kill the zombie, position Rebecca in front of the door leading to Train Compartment #4, but don't go in. Switch to Billy. Make sure you're on Solo mode. You're going to warp Rebecca past the enemies to keep her safe; see "Take advantage of Team and Solo mode" under the General Strategies section for more details. Prepare for lots of bloodshed, and enter the door leading to Train Compartment #4 with Billy by himself.

---

#### Train Compartment #4

---

Enemies: Conductor Zombie, 4 Zombies  
Items: None  
Maximum Damage: 3 Zombie Bites

This tiny train compartment is PACKED! Run forward until the camera changes, get close to the zombie blocking your path, then Slash and Pray him down. After you knock him down the conductor zombie should be approaching you, and a zombie from behind you will awaken. Slash and Pray the conductor and run forward when he falls down. Two more zombies are in front of you, try to get close to them so that when you aim it doesn't force you to turn around on the conductor behind you. Slash and Pray them both down (or if things don't go your way, just push them down) and run right in front of the door but don't go in yet. Switch to Rebecca.

---

#### Train Compartment #5 (Dining Car)

---

Enemies: None  
Items: None  
Maximum Damage: None

Enter through the door.

---

Train Compartment #4

---

Enemies: Conductor Zombie, 4 Zombies

Items: None

Maximum Damage: None

Open up your inventory, switch from Solo mode to Team mode. While still in the inventory, switch to Billy. Exit the inventory, then open the door with him.

---

Train Compartment #3

---

Enemies: 4 Zombies

Items: None

Maximum Damage: None

If you did it right, both Billy and Rebecca should be in the room together. Make sure you're quick for this next part because the zombies in this room are slowly closing in on you. Also make sure that Billy has the Hookshot, Briefcase, Gold Ring, and 2 available slots. Combine the Gold Ring into the Briefcase if you haven't already. Switch back to Solo mode and run to the open window. Examine the window so you know you're lined up with it and are ready to use the Hookshot. Use the Hookshot and Billy will be on top of the train.

---

Train Roof

---

Enemies: None

Items: None

Maximum Damage: None

Immediately switch to Rebecca.

---

Train Compartment #3

---

Enemies: 5 Zombies

Items: None

Maximum Damage: None

Run up the nearby stairs before the zombies catch up!

---

Train Compartment #3 (Second Floor)

---

Enemies: None

Items: Green Herb

Maximum Damage: None

Take the Green Herb and switch control back to Billy.

---

Train Roof

---

Enemies: None

Items: None

Maximum Damage: None

Make sure to hold on to the Hookshot; there are three more instances where you'll need to use it. Go forward until you reach a hole; jump down into it.

-----  
Cabin 102  
-----

Enemies: 1 Zombie

Items: Jewelry Box (Silver Ring), Knife

Maximum Damage: 1 Zombie Bite

The zombie you immediately see needs to be killed because you aren't allowed to leave this room until you do so. (The game claims that the zombie is blocking the door from opening. Pfft!) Get close to him and wait for him to turn completely around. Keep spamming the L button so you continually realign yourself with him. When he's close to the right side of the screen start Slash and Praying. When he falls down, run up to him and start slashing downward. Before he gets up, run away toward the closet since it has the most space. Slash and Pray him again, run up to him and slash him and run away to whichever side has the most space. Slash and Pray him for the last time, then run up to him and finish him off when he falls down. Grab the Jewelry Box in the closet, and then grab the Knife on the opposite end of the room. Now Rebecca has a weapon! However, you should NEVER use the knife with Rebecca unless it's a mandatory battle because it takes her more than two knife slashes to knock over zombies and she takes much more damage than Billy. Open your inventory and open the Jewelry Box to receive the Silver Ring. Combine the Silver Ring into the Briefcase to receive the Blue Keycard. Try to open the door, skip the cutscene, then try to open the door again to exit the room.

-----  
Train Compartment #3 (Second Floor)  
-----

Enemies: Leeches

Items: Cleared

Maximum Damage: Varies

All of the eggs have hatched and leeches are now freely roaming the room. Regroup (switch to Team mode) and head toward the room on the opposite side, which is the same room you fought Stinger in. Make sure to do this quickly or else a leech might clamp its teeth on you.

-----  
Stinger Room  
-----

Enemies: None

Items: None

Maximum Damage: None

Head to the opposite end of the giant room and go down the ladder.

-----  
Conductor's Office  
-----

Enemies: None

Items: 1 Red Herb, 1 Green Herb

Maximum Damage: None

Take the two herbs with Rebecca and combine them. Then give the Blue Keycard and the Knife to Rebecca. Equip the Knife and make sure both Rebecca and

Billy are set for Idle, rather than Attack. Make sure Billy has a healing item, then switch control to him and switch to Solo mode. It's been so long since you've saved, so it's time to make a dash to the typewriter. Exit the room with Billy.

---

Train Compartment #2 (Conductor's Car)

---

Enemies: 2 Cerberuses (Zombie Dogs)  
Items: Cleared  
Maximum Damage: Varies

Run south and try to dodge the first Cerberus by running to the west side of it. Exit through the first door you see before the second Cerberus pounces you!

---

Cabin 201 (Typewriter)

---

Enemies: None  
Items: Ink Ribbons  
Maximum Damage: None

Before you save, check how many healing items you have total with Rebecca and Billy. If you only have one full healing item then you're in pretty bad shape and I'd recommend you load and retry. If you have one full healing item and some herbs, you're doing alright. If you have more than that, kudos to you! If you think you could have done better, you should try reloading just because you'll want to hold on to as many healing items as possible.

From now on there will be an abundance of typewriters and Ink Ribbons available! After you save, keep your Ink Ribbons and position Billy in front of the door. You're going to teleport him to the next room using the Team and Solo mode trick like you did earlier. Switch control to Rebecca.

---

Conductor's Office

---

Enemies: None  
Items: Cleared  
Maximum Damage: None

Exit the office through the door.

---

Train Compartment #2 (Conductor's Car)

---

Enemies: 2 Cerberuses (Zombie Dogs)  
Items: Cleared  
Maximum Damage: None

Run north until you reach the door with the card reader. Go to the card reader (not the door) and use the Blue Keycard. Discard the Blue Keycard. Before switching to Billy you want to make sure the Cerberus is nearby so Billy has some breathing room when he leaves the typewriter room. If all you see is the door, back up a little so you can see what's going on behind you. Right when you see the Cerberus, switch over to Billy!

---

Cabin 201 (Typewriter)



-----  
Enemies: None  
Items: Cleared  
Maximum Damage: None

Quickly exit the cabin.

-----  
Train Compartment #2 (Conductor's Car)  
-----

Enemies: 2 Cerberuses (Zombie Dogs)  
Items: Cleared  
Maximum Damage: None

Immediately open your inventory. Switch from Solo mode to Team mode, then switch control to Rebecca. Exit the inventory and immediately try to open the door. There will be a cutscene; remember you'll still be in the same room when it ends! Skip the cutscene, and open the same door again. If you did this fast enough then Billy should not get hurt at all.

-----  
Train Compartment #1 (Engine Car)  
-----

Enemies: None  
Items: None  
Maximum Damage: None

Ignore the bodies, run forward to the door, and exit.

-----  
Control Cab  
-----

Enemies: None  
Items: Magnetic Card  
Maximum Damage: None

Skip the cutscene and choose Rebecca to stay behind since Billy can withstand more damage. Grab the Magnetic Card in front of you, then head for the door.

-----  
Train Compartment #1 (Engine Car)  
-----

Enemies: 2 Zombies  
Items: None  
Maximum Damage: None

Run straight and don't stop; the bodies may rise from the floor but as long as you don't slow down they won't be able to get you in time. Before you exit, pause here and read the next section, then go into Train Compartment #2.

-----  
Train Compartment #2 (Conductor's Car)  
-----

Enemies: 1 Zombie  
Items: Cleared  
Maximum Damage: None

The Cerberuses are gone! Instead there's 1 zombie waiting for you. Don't pause here because you need every second you can get since the zombie is in the perfect spot. Run and stay toward the wall away from the windows and the doors

that lead to the cabins. Assuming you didn't stop at all, the zombie should be distracted and you'll be able to run right past him! Enter the next compartment.

---

### Train Compartment #3

---

Enemies: 4 Zombies

Items: None

Maximum Damage: 1 Zombie Bite

Getting past this part without getting hurt requires divine intervention, so you have two choices:

1. Run straight ahead like Leeroy Jenkins, get bit by the first zombie, push them all over and run for the exit!
2. Be like Chuck Norris and Slash and Pray your way to the exit without taking a single bite.

Since I assume you're not Chuck Norris, choose option #1 and exit to the next train compartment.

---

### Train Compartment #4

---

Enemies: 1 Zombie

Items: None

Maximum Damage: 1 Zombie Bite

Since you most likely took damage in the previous train compartment, I recommend you try to Slash and Pray this zombie without getting hurt at all because it's only one zombie. If you get bit you should load and try again. One bite probably won't be the deciding factor of whether you beat this game or not, but since you'll rarely ever have the opportunity to contend with an alone zombie you should keep reloading until you get past him with zero damage. But in the end, it's your call. Exit to the next train compartment.

---

### Train Compartment #5 (Dining Car)

---

Enemies: None

Items: None

Maximum Damage: None

Go through the kitchen and enter the door.

---

### Freight Car

---

Enemies: 2 Cerberuses

Items: Cleared

Maximum Damage: Varies

Run straight ahead while running around any Cerberuses blocking your path. You'll most likely get hurt, but this is the last time you'll ever see any zombie dogs in this game! Good riddance! Exit to the back of the train.

---

### Back of the Train

-----  
Enemies: None  
Items: Cleared  
Maximum Damage: None

Use the Magnetic Card on the magnetic reader next to the door. You'll have to do a number puzzle while the countdown timer is going.

If you see:

/36: Enter the number 3 nine times, then enter 9.  
/67: Enter the number 7 nine times, then enter 4.  
/81: Enter the number 8 nine times, then enter 9.  
/42: Enter the number 4 nine times, then enter 6.  
/53: Enter the number 5 nine times, then enter 8.

Skip the cutscene, then examine the machine right in front of Rebecca. Now do the same thing you just did with Billy, except with Rebecca.

If you see:

/36: Enter the number 3 nine times, then enter 9.  
/67: Enter the number 7 nine times, then enter 4.  
/81: Enter the number 8 nine times, then enter 9.  
/42: Enter the number 4 nine times, then enter 6.  
/53: Enter the number 5 nine times, then enter 8.

Skip the cutscene, skip another, and skip another. You'll now have control of both players.

\*\*\*\*\*  
Umbrella Management Facility  
\*\*\*\*\*

-----  
Train Wreckage  
-----

Enemies: 4 Zombies  
Items: None  
Maximum Damage: None

Ignore the zombies and immediately head south to the door.

-----  
Sewers  
-----

Enemies: None  
Items: None  
Maximum Damage: None

There's nothing of interest here, just continue on to the next ladder and go up it.

-----  
Entrance Hall (Typewriter)  
-----

Enemies: None  
Items: 1 Red Herb, 1 Green Herb, Ink Ribbons  
Maximum Damage: None

Before picking up anything else, check your inventory for healing items. If

you don't have any full healing items, you REALLY should start over either from an older save or completely. Figure out where you blundered the most, then improve on those sections. Although it's tedious having to start over, it's definitely better to restart now than to restart halfway through the game after you realize you don't have enough healing items to continue.

Before you do anything here, let's get an easy part out of the way before you save. Switch control to Billy if you haven't already, then change to Solo mode. Also make sure you have at least one inventory slot open. Go upstairs to the left and take the first single door you see.

---

#### Sitting Room

---

Enemies: Crows  
Items: Crank Handle  
Maximum Damage: None

Walk up to the shiny object in the dresser and take the Crank Handle. Oh no! Crows are attacking! Don't bother knifing the crows. You got everything you need, just head back to the door you came from.

---

#### Entrance Hall (Typewriter)

---

Enemies: None  
Items: 1 Red Herb, 1 Green Herb, Ink Ribbons  
Maximum Damage: None

Switch to Rebecca and grab the Red and Green Herbs near the typewriter on the first floor. Combine them to create the Herbal Mix, then take the Ink Ribbons near the typewriter to combine them with your other Ink Ribbons. Don't save yet; drop the Ink Ribbons, Hookshot, and any extra health items you may have. Keep one healing item per character. Regroup and head upstairs through the double doors.

---

#### Conference Room (Typewriter)

---

Enemies: None  
Items: Ink Ribbons  
Maximum Damage: None

Switch to Solo mode and change control to Billy. Go east and position him in front of the single door. Then switch control to Rebecca and go to the west side where the typewriter is. Take the Ink Ribbons and save. Drop the Ink Ribbons, switch control to Billy, activate Team mode, then enter the door.

(The point of doing this is in case you have to load your game for retries, it'll save you some time because instead of having to regroup and run both characters to the door you can just switch to Billy in front of the door, regroup, then exit.)

---

#### Second Floor Corridor #1

---

Enemies: 2 Zombies (for now)  
Items: None  
Maximum Damage: None

Run and don't stop! Take the double doors to the east of the screen before the zombie feasts on your brains!

---

### Library

---

Enemies: None

Items: Microfilm A, Training Facility Map, Ink Ribbons

Maximum Damage: None

In the corner you'll see a shiny object which is the Microfilm A; take it with either character. Then go back and grab the Training Facility Map, and then to the west you'll see a set of three Ink Ribbons on the computer desk. Now make sure Rebecca has at least one space open, then head to the opposite end where you'll see a lift. Position Rebecca on top of the lift, then switch to Solo mode. If Rebecca doesn't stay on the lift just use the C stick to put her on. Bring Billy to the winch control to the right of the lift and use the Crank Handle on it; use the lift.

---

### Clock Room

---

Enemies: 2 Plague Crawlers

Items: None

Maximum Damage: None

Once the lift stops, run forward and ignore the Plague Crawlers. Much like the Cerberuses, you won't be knifing them at all. Head to the door to the left of the screen and exit.

---

### Fountain Room

---

Enemies: Crows

Items: 1 Red Herb, 1 Green Herb

Maximum Damage: None

As long as you're very quick you'll be able to avoid all damage from crows, but if you get pecked a little it's not a big deal. Run forward and grab the Green Herb to the left, then afterwards run into the opening on the left and spam your A button while facing downward; a very hard to see Red Herb is hiding there. If you have no room, combine it with the Green Herb you just picked up by selecting 'Use' and then combine. Continue forward and exit back indoors.

---

### Breeding Pool (Centurion Room)

---

Enemies: None

Items: Facility Key (Fire Key)

Maximum Damage: None

Although the Fire Key is in this room, you can't get it yet. Continue forward until you see a stairway to the west. Go down it and unlock the door at the end of the hallway. Exit through the door you just unlocked.

---

### Entrance Hall (Typewriter)

---

Enemies: None

Items: All the extra items you dropped  
Maximum Damage: None

Continue west on the second floor and exit through the double doors to the Conference Room.

---

Conference Room (Typewriter)

---

Enemies: None  
Items: Ink Ribbons  
Maximum Damage: None

We need to get Billy back into this room safely, but unfortunately another friend has joined the other two zombies waiting in the hallway, bringing the total of zombies in the tiny hallway to 3. To get Billy out safely you'll need to use the Solo and Team mode trick. Position Rebecca in front of the door to the east and switch control to Billy.

---

Library

---

Enemies: None  
Items: Cleared  
Maximum Damage: None

Position Billy right in front of the double doors. Switch control back to Rebecca.

---

Conference Room (Typewriter)

---

Enemies: None  
Items: Ink Ribbons  
Maximum Damage: None

Enter the single door into the corridor with Rebecca.

---

Second Floor Corridor #1

---

Enemies: 3 Zombies  
Items: None  
Maximum Damage: None

Turn around right away so that you're facing the door. Wait a couple seconds so the zombies near the double doors spread out slightly more, then switch control to Billy.

---

Library

---

Enemies: None  
Items: Cleared  
Maximum Damage: None

Take the double doors back into the corridor.

---

Second Floor Corridor #1

-----  
Enemies: 3 Zombies  
Items: None  
Maximum Damage: None

Open your inventory, switch control to Rebecca, then select Team mode. Exit your inventory and immediately exit through the single door.

-----  
Conference Room (Typewriter)  
-----

Enemies: None  
Items: Ink Ribbons  
Maximum Damage: None

If you did it right, both Billy and Rebecca should be together in the Conference Room. Otherwise, Billy will be in a world of hurt and you should probably load and try again. Head for the double doors back to the Entrance Hall.

-----  
Entrance Hall (Typewriter)  
-----

Enemies: None  
Items: All the extra items you dropped  
Maximum Damage: None

Go downstairs to the typewriter and take the Ink Ribbons to combine them with the current ones you have. Switch control to Billy and switch to Solo mode. Save your game with Billy, hold on to the Ink Ribbons, go upstairs and to the right, and go through the door straight ahead. Make sure you have at least one slot open.

-----  
Breeding Pool (Centurion Room)  
-----

Enemies: None  
Items: Facility Key (Fire Key)  
Maximum Damage: None

Continue forward and take the first door on the left.

-----  
Art Storeroom  
-----

Enemies: 2 Plague Crawlers  
Items: White Statue  
Maximum Damage: None

Because you JUST saved, you should try to get through this room without taking any damage at all. If you get hit, just load and try again until you get it right. Two Plague Crawlers will be right in front of you, at the start just run to the left side of the screen and ignore the Grenade Launcher and the Plague Crawlers. When the camera angle changes, run straight ahead and grab the White Statue on top of the small pedestal. Then loop around the Plague Crawlers and out the door you came from. The Plague Crawlers have difficulty turning, so if you did this quick they should still be turning by the time you exit the room.

-----

Breeding Pool (Centurion Room)

---

Enemies: None  
Items: Facility Key (Fire Key)  
Maximum Damage: None

Take the northern door back into the Entrance Hall.

---

Entrance Hall (Typewriter)

---

Enemies: None  
Items: All the extra items you dropped  
Maximum Damage: None

Go downstairs and drop the White Statue. Hold on to your Ink Ribbons and give Billy your healing items. Now it's time to prepare for the upcoming boss. If you do the boss perfectly you'll only need to use one full healing item. Don't waste any individual Green Herbs on Billy if his health isn't in good condition at the moment. Just wait until you're in danger health and then use a full healing item. At this point you should have a bare minimal of two full healing items; if you have less you should restart from an older save.

Before you save, let's position Rebecca exactly where she needs to be so you won't have to deal with repositioning her every time you reload your game. Also make sure she has at least one inventory slot available. Bring Rebecca upstairs and to the right and go through the single door.

---

Breeding Pool (Centurion Room)

---

Enemies: None  
Items: Facility Key (Fire Key)  
Maximum Damage: None

Go up the stairs and head north until you see a ladder to the right of the screen. Go down the ladder, go forward, and then position Rebecca in front of the cage. Switch control to Billy.

---

Entrance Hall (Typewriter)

---

Enemies: None  
Items: All the extra items you dropped  
Maximum Damage: None

#####  
BOSS FIGHT INCOMING! SAVE!  
#####

Save with Billy, hold on to your Ink Ribbons and go upstairs through the same door that Rebecca went through.

---

Breeding Pool (Centurion Room) (BOSS)

---

Enemies: Centurion (Giant Centipede)  
Items: Facility Key (Fire Key)  
Maximum Damage: 1 Full Healing Item



Go up the stairs and head north, but instead of going down the ladder with Billy you need to go to the west side and examine the second crank from the left. Start the machine, skip the cutscene, and make sure you DO NOT MOVE BILLY or else Rebecca will get squished by the cage. Switch control to Rebecca and grab the Facility Key. Rebecca will now get ambushed and grabbed by Centurion; a giant killer centipede! Skip the cutscene and prepare for battle!

```
#####  
BOSS BATTLE #2: Centurion  
#####
```

For this boss fight you will be knifing straight ahead, rather than knifing downward. At the very start, quickly run in front of its face and slash it. Once you hit it, immediately run out of the way. Each time Centurion moves you'll most likely get injured, so it's important that you only get hurt a maximum of one time after you finish slashing it.

Centurion will now crawl around with Rebecca in a very linear fashion. NEVER try to slash Centurion while it's running around because its legs will get in the way and damage you. You'll want to wait until Centurion stops moving, then get as close to its face as possible and start slashing.

There are two positions that Centurion will stop. When Centurion moves the first time, it will run forward, loop around to the east side and stop again. Take note of where it stops because you'll want to position yourself close to that spot in advance so you will be able to start slashing Centurion right away. When the Centurion stops there, run up right in front of its face (or body if its standing up) and start slashing forward. It's better if Centurion is standing up and shaking Rebecca because you'll be able to get a lot more slashes in. If it is not shaking Rebecca, you'll only be able to slash it once before Centurion moves on to its second position. Regardless of what happens, right before Centurion moves make sure you back up.

Centurion will now move on to its second position. Once again, DO NOT attack Centurion while it is running around. Centurion will go back to the north section of the room, loop around a pillar, and return to the original position that you saw at the start of the fight. Run up to its face (or body if it's standing up) and slash forward. After you slash it several times if it's shaking Rebecca, or after you slash it once when it's chewing on Rebecca, Centurion will once again move to its second position. Back up before it moves to avoid getting hurt by its legs. Now you'll want to run next to the second position in advance so you'll be ready to slash it again.

Some things to keep in mind:

1. Don't be too close to the position Centurion is walking to because if it sees you standing right on top of the position or right next to it, Centurion will ignore you and run back to the next position.
2. You have to make sure you slash at Centurion as soon as possible when it stops, otherwise it will start chewing on Rebecca. Eventually if Centurion chews on Rebecca too much, she'll die.
3. When Centurion reaches a position it'll do one of three things:
  - A) Chew on Rebecca.
  - B) Lift Rebecca into the air and chew on her.
  - C) Lift Rebecca into the air and start flailing around and shaking her.

When Centurion is chewing on Rebecca, you'll only be able to slash it once

because the moment you do so it'll move to its next position. When Centurion lifts Rebecca into the air, you'll either be able to get several knife slashes in, or just one if he doesn't shake her. Slash Centurion once during this, if it drops back down then you need to back up to avoid damage. If Centurion stays up, keep slashing until Centurion drops back down again, then back up to avoid damage. It's based on luck whether Centurion will lift Rebecca in the air and shake her or not. You WANT Centurion to lift Rebecca into the air and shake her because you'll be able to get the most knife slashes in. If you find during combat that Centurion rarely/never lifts Rebecca in the air and shakes her, you might want to load and try again since you'll deal a lot more damage if it lifts Rebecca in the air more. Also since you're on a timer, Rebecca will most likely die if he only chews on her. If at any time Centurion drops Rebecca, keep slashing until it picks Rebecca up again and back up before it moves.

If Centurion is moving to the north position where the ladder used to be, it's best to wait for it right in front of the pillar. If Centurion is moving to the east position by the double doors, it's best to wait for it to the left of the other nearby pillar as well. Use those pillars as markers for the position Centurion will move to. To recap:

Step 1: Run up to Centurion's face and slash it once straight ahead, then back up to avoid damage.

Step 2: Run to the left of the pillar in front of the double doors.

Step 3: When Centurion stops, run up to its face and slash it straight ahead. If Centurion is chewing, slash it once and back up to avoid damage. If Centurion is standing, slash it once. If it doesn't drop back down, slash it multiple times and back up to avoid damage.

Step 4: Run to the north toward the single door; wait in front of the pillar.

Step 5: When Centurion stops, run up to its face and slash straight ahead. If Centurion is chewing, slash it once and back up to avoid damage. If Centurion is standing, slash it once. If it doesn't drop back down, slash it multiple times and back up to avoid damage.

Step 6: Repeat Step 2-5 until Centurion is defeated.

Remember to only heal when Billy reaches danger health. Even if you do the fight perfectly, if Centurion chooses not to lift Rebecca in the air and shake her very often she'll still die before you have a chance to defeat it. Just keep practicing and retrying until you do the fight correctly and Centurion cooperates and lifts Rebecca in the air often enough for you to kill it in time. If you used more than one full healing item, you should restart the fight until it goes in your favor.

If you have at least one full healing item remaining, and you only used one full healing item for the Centurion battle, it's safe for you to continue. Go downstairs to the door at the end of the hallway.

-----  
Entrance Hall (Typewriter)  
-----

Enemies: None  
Items: All the extra items you dropped  
Maximum Damage: None

Give Billy the Fire Key and make sure he has at least one healing item in his

inventory. Go in front of the typewriter, switch to Solo mode, save, then drop the Ink Ribbons. Enter the nearby double doors on the first floor.

---

### Dining Room

---

Enemies: 4 Zombies  
Items: None  
Maximum Damage: None

Ignore the three zombies that you see and head down and around the dining room table. Keep running until you see a single zombie approaching you; Slash and Pray him down and keep going around the table until you reach a red door. If you get bit, just load and try again since you saved a moment ago. Enter the room with your Fire Key.

---

### Kitchen

---

Enemies: None  
Items: Lighter Fluid  
Maximum Damage: None

You'll see the Lighter Fluid on the second table in the kitchen. Grab it and combine it with the Lighter. Exit back into the Dining Room.

---

### Dining Room

---

Enemies: 4 Zombies  
Items: None  
Maximum Damage: None (or 2 if zombies are blocking your way)

When I did this part, all the zombies were out of the way. Run toward the single door to the north and you should only see one zombie in your path. However, the door is right there so it's easy to run past him and just exit the room. You shouldn't have to Slash and Pray this zombie at all; wait until there's space and then charge for the door.

If for some reason the zombies aren't out of the way and blocking your path, you're going to have to Slash and Pray the zombies in your way. Don't get bit more than twice while on the way to the northern door, but since you just saved you should really try for one bite or less. If you're tired of loading you could probably get away with getting bit twice though.

---

### Steam Room

---

Enemies: None  
Items: 1 Red Herb, 2 Green Herb, 1 Blue Herb  
Maximum Damage: None

The pathway to the north is blocked by steam, so at the moment you can't get the herbs that are past it. Instead, take the path to the south and enter the room.

---

### Storage Room

---

Enemies: 3 Zombies

Items: Black Statue

Maximum Damage: 2 Zombie Bites

Run up to the zombie and Slash and Pray him. Immediately after he falls, run forward JUST A LITTLE, aim, then switch targets by pushing 'L.' You should now be facing the other nearby zombie. Slash and Pray him, ignore the ladder, and grab the Black Statue that's ahead. Now try to run back to the door you came from. By now the first zombie will be getting up, if there's an opening try to dodge all of them. Otherwise just Slash and Pray, or push them over if you get bit and head for the exit back into the Steam Room.

-----  
Steam Room  
-----

Enemies: None

Items: 1 Red Herb, 2 Green Herb, 1 Blue Herb

Maximum Damage: None

Position yourself in front of the door to the Dining Room, then switch to Rebecca.

-----  
Entrance Hall (Typewriter)  
-----

Enemies: None

Items: All the extra items you dropped

Maximum Damage: None

Make sure Rebecca is placed in front of the double doors to the Dining Room; you're going to warp Billy to your position with the Solo and Team mode trick. Enter the Dining Room with Rebecca.

-----  
Dining Room  
-----

Enemies: 4 Zombies

Items: None

Maximum Damage: None

Immediately turn around to face the door, then switch to Billy.

-----  
Steam Room  
-----

Enemies: None

Items: 1 Red Herb, 2 Green Herb, 1 Blue Herb

Maximum Damage: None

Immediately enter the room.

-----  
Dining Room  
-----

Enemies: 4 Zombies

Items: None

Maximum Damage: None

Open your inventory, switch control to Rebecca, switch to Team mode, then exit your inventory and open the door back into the Entrance Hall.

---

Entrance Hall (Typewriter)

---

Enemies: None

Items: All the extra items you dropped

Maximum Damage: None

Is Billy still with you? Great! If not, Billy is getting chewed to death and you'd be better off loading from this point. If you cleared this section with no more than 4 bites then you're doing fine. If you think you could have done better than 4 bites, you should load and try again to be safe. Drop the Black Statue and head upstairs through the double doors to the Conference Room.

---

Conference Room (Typewriter)

---

Enemies: None

Items: Ink Ribbons

Maximum Damage: None

Switch to Solo mode and position Billy in front of the eastern door. Switch control to Rebecca, grab the Ink Ribbons on the opposite side, and save at the typewriter. Switch to Billy and go through the door.

---

Second Floor Corridor #1

---

Enemies: 3 Zombies

Items: None

Maximum Damage: 2 Zombie Bites

This next room is very difficult because the first zombie is practically running toward you. However, we can take this to our advantage since he'll be far ahead of the other zombies since he's much quicker. Face your back to him, wait until he lunges, then run forward one step. Aim, then Slash and Pray him down; sometimes it requires three slashes for this particular zombie. After he falls down, immediately run forward as close as you can to the other two zombies closing in without getting bit. Aim, switch targets so that you don't aim for the first zombie that already dropped to the ground, then Slash and Pray the other two down. If you're lucky, both of them will fail to lunge because they'll be getting stuck on each other. Run past them before the zombie from behind catches up and head for the double doors!

Note: This scenario isn't typical, you're more than likely going to get bit and things might not go your way. Since you saved right in front of the door you can retry again and again until you suffer one bite or even zero. Alternatively if you think you're in good shape then you can accept the two bites and move on.

---

Library

---

Enemies: None

Items: Cleared

Maximum Damage: None

You'll hear the rattling of Plague Crawlers; don't worry, they won't be able to get you. Head to the northern door and use your Lighter on the candle. If it doesn't work, check to make sure it's full of fuel by examining it. After you light up the candle the door will unlock. Now open the door.

---

### Small Library Room

---

Enemies: 2 Zombies

Items: Book of Good (Angel Wings)

Maximum Damage: 1 Zombie Bite

You'll see two zombies right away. Run up to them and start Slash and Praying! If you manage to knock one down, check to see if there's an opening before slashing down the second. If there's an opening, run past the zombie and spam your A button on the ledge until you climb up. If there isn't an opening, try to Slash and Pray the second zombie and spam your A button on the ledge until you climb up as well. It's impossible for the zombies to reach you while you're on the ledge, and they won't vomit on you either. Go to the edge of the ledge and slash downward until both zombies are dead. Now head to the east until you reach the protruding bookshelf. Go to the east of this shelf and push it west until you reveal a pillar hidden behind it. Take the Book of Good from inside the pillar. Open your inventory and examine the book. Look at the side of the pages to open the book and reveal the Angel Wings. Go through the door you came from back into the main area of the Library.

---

### Library

---

Enemies: None

Items: Cleared

Maximum Damage: None

Go through the double doors back into the corridor with the three zombies.

---

### Second Floor Corridor #1

---

Enemies: 3 Zombies

Items: None

Maximum Damage: 1 Zombie Bite

There will be a zombie to your left, run up to him and Slash and Pray him down. Head for the red door at the end of the corridor and discard your Fire Key. Enter the next room.

---

### Study

---

Enemies: None

Items: Iron Needle (Minute Hand)

Maximum Damage: None

Run forward until you reach a table; push it forward until you can't anymore. Then get on top of the table and drop down behind it and flip the light switch. Now push the table toward the fireplace to the west and stop when it's below the moose's head. Get on top of the table and grab the shiny object on his antler, which is an Iron Needle; although it's actually a minute hand on a clock. Go back the way you came and stop at the door. Switch control to Rebecca.

---

### Conference Room (Typewriter)

---

Enemies: None  
Items: None  
Maximum Damage: None

Position Rebecca in front of the eastern door; it's time to warp Billy past those three hungry zombies. Switch control back to Billy.

-----  
Study  
-----

Enemies: None  
Items: Cleared  
Maximum Damage: None

Enter the door in front of you.

-----  
Second Floor Corridor #1  
-----

Enemies: 3 Zombies  
Items: None  
Maximum Damage: None

Wait for about 2 seconds max to make sure the zombies near the opposite door are out of the way so Rebecca doesn't get chewed on. Switch control to Rebecca.

-----  
Conference Room (Typewriter)  
-----

Enemies: None  
Items: None  
Maximum Damage: None

Enter the door in front of you.

-----  
Second Floor Corridor #1  
-----

Enemies: 3 Zombies  
Items: None  
Maximum Damage: None

Turn around. Open your inventory and change from Solo mode to Team mode. Close your inventory, then exit through the door.

-----  
Conference Room (Typewriter)  
-----

Enemies: None  
Items: None  
Maximum Damage: None

Another hard part completed! After Billy and Rebecca are reunited, drop your single Ink Ribbon in front of the typewriter and take the double doors to the Entrance Hall.

-----  
Entrance Hall (Typewriter)  
-----

Enemies: None  
Items: All the extra items you dropped  
Maximum Damage: None

Give Rebecca the Angel Wings and give Billy the Iron Needle. Switch to Solo mode have Billy go to the eastern door which leads to the Breeding Pool where you fought Centurion.

-----  
Breeding Pool (Centurion Room)  
-----

Enemies: None  
Items: Cleared  
Maximum Damage: None

Go upstairs and head for the single northern door. Don't go in it yet; switch control to Rebecca.

-----  
Entrance Hall (Typewriter)  
-----

Enemies: None  
Items: All the extra items you dropped  
Maximum Damage: None

Go downstairs and drop the Angel Wings; you can hold on to the Microfilm A if Rebecca has it. Grab the nearby Ink Ribbons and save. Now you're ready to tackle the next section, and since Billy is in front of the door we need to go through it'll make it a lot faster if you ever need to load and try again. Switch control to Billy.

-----  
Breeding Pool (Centurion Room)  
-----

Enemies: None  
Items: Cleared  
Maximum Damage: None

Open the door.

-----  
Fountain Room  
-----

Enemies: Crows  
Items: Cleared  
Maximum Damage: None

Ignore the crows and run straight ahead until you reach the next room, enter the Clock Room.

-----  
Clock Room  
-----

Enemies: 2 Plague Crawlers  
Items: None  
Maximum Damage: 1 Hit

Run south and TIGHTLY turn the corner so that you're facing the clock up ahead. Press the A button on the clock quickly so you can confirm that you're facing it. Open your inventory and use the Iron Needle on the clock.



What? You don't know what time to set the clock to? Oh right, I never told you to pick up any documents. Set the hour hand to 8 and the minute hand to 15; if you can't read the face of a clock or Roman numerals then set the hour hand to VIII and the minute hand to III.

The clock sounds and two doors are unlocked. Right after the second door is shown to unlock, immediately run away from the Plague Crawlers before they catch up and head for the door you came from. Since you just saved, if you get hurt I recommend you reload and try again.

---

#### Fountain Room

---

Enemies: Crows  
Items: Cleared  
Maximum Damage: None

Say goodbye to the crows; you'll never see them again in Resident Evil 0. Run forward to the door back into the Breeding Pool.

---

#### Breeding Pool (Centurion Room)

---

Enemies: None  
Items: Cleared  
Maximum Damage: None

Run forward and go back down the stairs to the Entrance Hall.

---

#### Entrance Hall (Typewriter)

---

Enemies: None  
Items: All the extra items you dropped  
Maximum Damage: None

Run east and position yourself in front of the newly unlocked door. Switch control to Rebecca and save again at the typewriter. Don't worry, you'll have more than enough Ink Ribbons to get you through the game. Now send Rebecca to the same door Billy is facing, then switch control to Billy. Rebecca will be there to warp Billy out of the room with the Solo and Team mode trick. Enter the room.

---

#### Giant Table Room

---

Enemies: 3 Zombies  
Items: Microfilm B  
Maximum Damage: 1 Zombie Bite

It's possible to get out of this room with zero damage and without a single knife slash. To do this, run to the west right away, and continue going forward until you see the fireplace. Run into the corner, to the right of the square pillar, so that the zombie near the fireplace starts walking toward you. You'll also notice a nearby zombie standing up. Right before either zombie reaches you, run right in between both of them and grab the Microfilm B off the fireplace! Run forward a bit to make sure you're away from all the zombies, but not too far because there's a zombie on the other side. Switch control to Rebecca.

Alternatively you can try to Slash and Pray the zombie by the fireplace instead of trying to dodge him, but even if you do it right it's not guaranteed to work. However, one zombie bite isn't the end of the world. Just make sure after you grab the Microfilm B that you get out of the way of the zombies before switching to Rebecca.

---

#### Entrance Hall (Typewriter)

---

Enemies: None  
Items: All the extra items you dropped  
Maximum Damage: None

Immediately enter the room.

---

#### Giant Table Room

---

Enemies: 3 Zombies  
Items: Cleared  
Maximum Damage: None

Turn around and face the door, open your inventory, switch to Team mode, then exit the room with Rebecca.

---

#### Entrance Hall (Typewriter)

---

Enemies: None  
Items: All the extra items you dropped  
Maximum Damage: None

Make sure Billy has Microfilm A, Microfilm B, and at least one inventory slot available. Go downstairs and position Billy in front of the other door that was unlocked by the clock. Switch control to Rebecca and save; although the next part isn't very difficult there are still plenty of Ink Ribbons to go around, so you might as well save just in case something goes horribly wrong. Drop your Ink Ribbons, then switch control back to Billy and enter the newly unlocked corridor in front of you.

---

#### First Floor Corridor

---

Enemies: None  
Items: None  
Maximum Damage: None

Continue on until you see a door to the right, go into the room.

---

#### Bathroom

---

Enemies: Humanoid Leech  
Items: Green Herb  
Maximum Damage: None

Ooh, a bathroom! Good things always happen in bathrooms during horror movies and Resident Evil games! Run forward until you make a loop to the other side of the wall. Pick up the Green Herb. Head for the door you just came from but

don't stop, because a Humanoid Leech will be dropping by to take a leak! Don't stick around, just leave the room and you'll be fine.

---

#### First Floor Corridor

---

Enemies: None  
Items: None  
Maximum Damage: None

Continue on until you reach the door at the end of the corridor and enter.

---

#### Projector Room

---

Enemies: 2 Zombies  
Items: MO Disk  
Maximum Damage: None

Run down and forward in front of the projector. Examine the projector so you know you're facing it, then insert Microfilm A into the projector by using it from your inventory. Then select 'Insert' and choose Microfilm B to insert the second microfilm. After viewing the projector slide, take the ejected MO Disk from the projector and leave the room the way you came before the zombies get too close.

---

#### First Floor Corridor

---

Enemies: Humanoid Leech  
Items: None  
Maximum Damage: None

Run forward and you'll hear some creepy music; it's another Humanoid Leech! Just run past him, he'll be too busy transforming so don't even bother with him. Exit back into the Entrance Hall.

---

#### Entrance Hall (Typewriter)

---

Enemies: None  
Items: All the extra items you dropped  
Maximum Damage: None

Regroup and have Rebecca hold onto your Green Herb, or if she's doing fine just drop it on the ground for now. Go upstairs through the double doors to the Conference Room.

---

#### Conference Room (Typewriter)

---

Enemies: None  
Items: Ink Ribbon  
Maximum Damage: None

Puzzle time! Run up to the podium and use the MO Disk on it. Afterwards you'll be given a number or a number and a letter. You have to position Billy and Rebecca to each seat for each number and/or letter. Here's the solution:

If the password is '2D':

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

If the password is '47':

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

If the password is '0A':

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

The \*'s (asterisks) represent the switches Billy and Rebecca will have to press together. Switch to Solo mode and position each character at each spot, press the first digit with one character, then switch control and press the second digit with the other character. If it works, then the armors blocking the doors will lift their swords, allowing you access to new parts of the facility.

Switch control to Billy if you aren't already controlling him. Head to the same side as the single door that leads to the upstairs corridor, but instead continue on until you reach the double doors in between the two full suits of armor. Switch control to Rebecca and run to the typewriter, pick up the last Ink Ribbon, and save your game. Run Rebecca over to the double doors Billy is facing, then switch control to Billy. Make sure Billy has three inventory slots available, then enter through the double doors protected by armor.

---

#### Second Floor Corridor #2

---

Enemies: 2 Zombies  
Items: None  
Maximum Damage: None

Run straight ahead and tightly turn the corner, the first zombie should be facing his back toward you and is easily avoidable. Keep going until you see the double doors and enter the room.

---

#### Chessboard Room

---

Enemies: None  
Items: Book of Evil (Black Wing), Ink Ribbons  
Maximum Damage: None

Go past the green chair to your right and grab the Ink Ribbons off the table. Now it's time for another puzzle; make sure you don't accidentally push the wrong chess piece because if you do the room will get filled with poisonous gas. If for some reason you do screw up and push the wrong piece, just exit the room and re-enter.

Go to the top of the king piece, which is right next to the upper right

corner. Push the king piece down until it's one square past the black pawn. Then go to the left of the king piece and push it one square to the right. Now go to the bottom of the king piece and push it up until it makes contact with the rook piece, which is the piece in the upper right corner; this will reveal a book.

Go behind the desk and take the Book of Evil. Examine the pages to open the book and reveal the Black Wing. You're now ready to complete the two statues, but first there's a healing item you'll want to get. Exit back into the corridor.

---

#### Second Floor Corridor #2

---

Enemies: 2 Zombies  
Items: None  
Maximum Damage: 1 Zombie Bite

There will be a zombie to the south of you. Wait until he faces one of the walls, then charge forward right behind him and he'll try to turn around and grab you. Head through the single door at the end of the corridor.

---

#### Infirmary

---

Enemies: 2 Zombies  
Items: First-Aid Spray  
Maximum Damage: 1 Zombie Bite

There are two Blue Herbs here in this room, but it's not worth risking an additional zombie bite or two for them. Instead, run forward to the corner of the bed and Slash and Pray the nearby zombie. If you're lucky, the zombie will get caught on the corner and you'll be able to take him down easily. The moment he falls, turn right and go forward until you see a First-Aid Spray on the shelf. Grab it, turn around, and run in front of the door before the other zombie gets too close. Before you actually exit the room, switch control to Rebecca. It's time to get Billy out of the corridor with the Team and Solo mode trick.

---

#### Conference Room (Typewriter)

---

Enemies: None  
Items: None  
Maximum Damage: None

Open the double doors in front of you to the corridor.

---

#### Second Floor Corridor #2

---

Enemies: 2 Zombies  
Items: None  
Maximum Damage: None

Turn around and face the door, then switch control to Billy.

---

#### Infirmary

---

Enemies: 2 Zombies  
Items: Cleared  
Maximum Damage: None

Go through the door into the corridor.

---

Second Floor Corridor #2

---

Enemies: 2 Zombies  
Items: None  
Maximum Damage: None

Open your inventory, switch control to Rebecca, then activate Team mode. Exit your inventory, then exit the corridor back into the Conference Room.

---

Conference Room (Typewriter)

---

Enemies: None  
Items: None  
Maximum Damage: None

Now that both characters are in the Conference Room, head for the other double doors back into the Entrance Hall.

---

Entrance Hall (Typewriter)

---

Enemies: None  
Items: All the extra items you dropped  
Maximum Damage: None

Go downstairs and pick up the Angel Wings, White Statue, and Black Statue. If you're having trouble finding the items, check your map with the Z button and press the A button to sort through the items you left on the ground. Combine the Angel Wings with the White Statue, and the Black Wing with the Black Statue. Also, pick up the Ink Ribbons that you left here and combine them with the Ink Ribbons you have in your inventory now. Before you save, go upstairs and place both statues on the scales in front of the double doors. Skip the cutscene of the giant portrait opening. To prepare for the upcoming struggle, you'll want Billy and Rebecca to have one full healing item each; no more, no less. Also make sure Billy has four item slots available. Now go back down to the typewriter and save your game. Hold on to your Ink Ribbons with Rebecca since you'll be getting some more soon. Now head for the opening where the giant portrait used to be and go inside.

---

Facility Basement Corridor #1

---

Enemies: 2 Giant Spiders  
Items: None  
Maximum Damage: None

On the first pass these spiders are very easy to dodge. If you get hurt, you should just load and try again since you're right there. If you can't seem to get past them with both characters for some reason, just lead the way with Billy and use the Team and Solo mode trick to get Rebecca past the spiders.

Just run straight, go around any Giant Spiders in your way and just keep

running. Ignore the door to the right and go through the door at the end of the hallway.

---

#### Basement Office (Typewriter)

---

Enemies: None

Items: 1 Green Herb, 1 Blue Herb, Ink Ribbons

Maximum Damage: None

Switch control to Rebecca and take the Green Herb and Blue Herb; don't combine them. Then grab the Ink Ribbons off the table next to the typewriter and combine those with your current Ink Ribbons to save space, if you haven't already. Before you save again, double check that you have the following:

1. Billy has one full healing item.
2. Rebecca has one full healing item.
3. Four item slots are available with Billy.

All good? Save your game, make sure Rebecca holds on to the Ink Ribbons, and enter the next room.

---

#### Confinement Room

---

Enemies: None

Items: None

Maximum Damage: None

Go to the corner and examine the vent. Give Rebecca a boost and send her through the vent. Skip the cutscene.

---

#### Torture Chamber

---

Enemies: None

Items: None

Maximum Damage: None

Go forward with Rebecca and to the north; you'll see a glowing red light. Examine it and adjust the panel. Here's a solution to the puzzle:

Switch 1: Up.

Switch 2: Up.

Switch 3: Down.

Switch 4: Up.

Switch 5: Up.

Two doors will unlock, however it's pointless because you'll never need to enter those rooms during a knife run. The steam also dissipates, allowing you access to new parts of the basement. Skip the 3 cutscenes.

---

#### Confinement Room

---

Enemies: None

Items: None

Maximum Damage: None

You now have control of Billy and it's time to save Rebecca, who is hanging

on for dear life. Don't worry, you have plenty of time to save her. Go back through the Basement Office.

---

Basement Office (Typewriter)

---

Enemies: 1 Eliminator

Items: None

Maximum Damage: None

There's an Eliminator in this room; ignore him. Run straight ahead while pressing slightly left on your control stick. Immediately go through the door.

---

Facility Basement Corridor #1

---

Enemies: 2 Giant Spiders

Items: None

Maximum Damage: 1 Hit without poison

I wouldn't tolerate getting hit more than once in this corridor since you just saved; if that happens I recommend you reload. If you don't have the patience, just keep going unless you're poisoned. If you get poisoned you should load to save yourself the trouble since you're going to have easy access to only two Blue Herbs the entire game.

Don't sharply turn the corners, you actually want to stay on the outside walls since the spiders have difficulty turning. Ignore the first door you see and go all the way down the corridor back into the Entrance Hall.

---

Entrance Hall (Typewriter)

---

Enemies: None

Items: All the extra items you dropped

Maximum Damage: None

Continue to the double doors to the east that lead to the Dining Room.

---

Dining Room

---

Enemies: 5 Zombies

Items: None

Maximum Damage: 2 Zombie Bites

Because trying to get through four zombies in one spot without getting bit is impractical, you should immediately run up to the first zombie to the north and get bit, shake him off, run north and to the right side, bait the two zombies ahead closely to you, then dodge to the left of them and exit out the door. If you are an overachiever you can try to Slash and Pray your way to the exit without sustaining damage, but good luck with that.

---

Steam Room

---

Enemies: None

Items: 1 Red Herb, 2 Green Herb, 1 Blue Herb

Maximum Damage: None



Go north and down the stairs. Take all four herbs and continue downstairs and exit.

---

### Lighter Puzzle Room

---

Enemies: 3 Eliminators

Items: None

Maximum Damage: 1 Hit

Three Eliminators are in this room and ready to pound on your face. Turn left and go straight all the way down without stopping. Turn right at the dead end, and instead of taking the door straight ahead from you, quickly turn right again and enter the room.

---

### Pit Room (Typewriter)

---

Enemies: None

Items: Ink Ribbons

Maximum Damage: None

Skip the cutscene. Skip the cutscene. Skip the cutscene. Skip the cutscene. Skip the cutscene. You just saved yourself a lot of time! Pick up the Ink Ribbons on the crate left of the door with Rebecca, then give her a Red Herb to combine with her Green Herb. Give Rebecca's newly combined Herbal Mix and the other full healing item she's carrying to Billy. Give Billy a single Green Herb as well and give his blue herb to Rebecca. Here is what your inventory should look like:

Billy:

1. Knife
2. Full Healing Item
3. Full Healing Item
4. Full Healing Item
5. Green Herb
6. Open Slot

Rebecca:

1. Knife
2. Ink Ribbons
3. Green Herb
4. Blue Herb
5. Blue Herb

If you had to heal along the way and you only have two full healing items, you're still okay as long as you have more healing items that you left in the Entrance Hall. From this point on you're going to want a bare minimal of three full healing items total, otherwise you better do everything from this point on perfectly.

If you think you did your run to Rebecca with a minimal amount of hits, then switch to Solo mode and save. Otherwise, load and try again. One of the hardest parts in the game is coming up; you're going to need as much health as possible.

#####  
CHALLENGING SEQUENCE! SAVE IF YOU HAVEN'T!

#####

Now that you saved it's time for you to do the Lighter puzzle... while dodging 3 Eliminators.

-----  
Lighter Puzzle Room  
-----

Enemies: 3 Eliminators

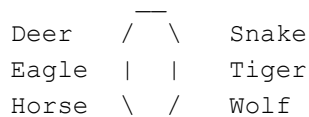
Items: None

Maximum Damage: 3 Hits

This part is brutal. You're going to have to use the Lighter on each statue in order while constantly dodging the Eliminators. This is the order you need to light them in:

Deer --> Wolf --> Horse --> Tiger --> Snake --> Eagle

Here's a diagram to show you the location of each statue.



On the left side of the circle you'll see the Deer, Eagle, and Horse statue. On the right side of the circle you'll see the Snake, Tiger, and Wolf statue. Before you use the lighter on a statue, make sure you examine it first so you know you're lined up with it perfectly, then use the Lighter. Remember to keep running! If at any time you get trapped in a barrage of monkeys that are pounding on you, load and try again.

Right when you enter the Lighter Puzzle Room, run forward and turn sharply around the corner; you'll be greeted by the Eliminators. Run past them and go around the left side of the circle until you reach the Deer statue; examine it and use the Lighter. Continue going clockwise until you reach the Wolf; examine it and use the Lighter. Continue going clockwise and examine the nearby Horse statue; use your Lighter on it. Since it's best to always keep moving, instead of turning around to go to the Tiger statue, continue going clockwise until you reach the Tiger statue on the other side. Examine it, then use your Lighter. Once again, continue going clockwise until you reach the Snake statue, which is right above the Tiger statue you just lit; examine it and use the Lighter. Going clockwise, loop around until you reach the Eagle Statue; examine it and use the Lighter. The gate in front of the Tiger statue will open, continue running clockwise and go down the hall and take the first door on the right. The door straight ahead leads to a room with only a single document and zombies, so just ignore it.

-----  
Basement Bedroom  
-----

Enemies: None

Items: Unity Tablet

Maximum Damage: None

Go straight ahead to the fake fireplace and take the Unity Tablet. There's nothing else of interest here, so position Billy in front of the door. You'll need to do the Team and Solo mode trick to get Billy back into the typewriter room. Switch control to Rebecca.

-----  
Pit Room (Typewriter)  
-----

Enemies: None  
Items: Cleared  
Maximum Damage: None

Exit into the Lighter Puzzle Room with Rebecca.

-----  
Lighter Puzzle Room  
-----

Enemies: 3 Eliminators  
Items: None  
Maximum Damage: None

Immediately turn around and switch control to Billy.

-----  
Basement Bedroom  
-----

Enemies: None  
Items: Cleared  
Maximum Damage: None

Open your inventory, switch control to Rebecca, then change to Team mode. Exit your inventory, then open the door back into the typewriter room.

-----  
Pit Room (Typewriter)  
-----

Enemies: None  
Items: Cleared  
Maximum Damage: None

Trade your Unity Tablet to Rebecca for a Blue Herb. If you took four hits or more from the Eliminators, load your game and try again.

#####  
BOSS FIGHT INCOMING! SAVE!  
#####

While not technically a boss, because you only have the Knife this fight is going to be harder than most bosses! Save, then go back into the Lighter Puzzle Room together.

-----  
Lighter Puzzle Room  
-----

Enemies: 3 Eliminators  
Items: None  
Maximum Damage: None

Run straight and immediately exit through the door to your character's right.

-----  
Facility Basement Corridor #2  
-----

Enemies: 2 Giant Spiders

Items: None

Maximum Damage: None

Much like the other facility basement corridor, this corridor has two Giant Spiders. If you want you can use the Team and Solo mode trick to warp Rebecca past the room safely, but it's easy enough to get past this room with both characters together. At most the Giant Spider from the ceiling might drop down and become a minor inconvenience. Just run as fast as you can down the corridor, ignore the first door on the right, then exit through the double doors at the end.

-----  
Combat Testing Room (BOSS)  
-----

Enemies: 2 Hunters

Items: Facility Key (Water Key)

Maximum Damage: Use up to 3 full healing items.

Split up and send Billy east and inside the room in front of the gate. Switch control to Rebecca and go to the nearby control panel; there's nothing else you can use in this room. Use the control panel and select L for left. Switch control to Billy and move him north until he reaches another gate. Switch control to Rebecca and select L again. Switch control to Billy and press the red button. Billy is now locked in the room and you're going to have to fight two Hunters at the same time to the death with the Knife. Have fun!

#####  
BOSS BATTLE #3: 2 HUNTERS  
#####

Disclaimer: This battle is 90% luck, 10% skill. You're probably going to have to load a lot to get this right.

Under normal circumstances you'd be a moron to try to knife a Hunter to death. Unfortunately in order to continue with Resident Evil 0 you have to kill both of them that way. There is very little you can do when it comes to strategy because they will always counter your puny knife slashes with extremely painful claws to the face.

There's also a chance the Hunters will slash your throat and kill you in one hit if you're in orange caution health. If both Hunters are still alive, don't bother healing until you're in danger health since you need to conserve health for this fight. You'll probably get killed, but if you can pull it off it'll be worth it for the boss afterwards. If only one Hunter is alive and you have orange caution health, use your Green Herb to get you back into yellow caution if you think the Hunter is almost dead. Otherwise it's not worth it to waste individual herbs because you could combine three of them into full healing items.

Now on to the strategy! There isn't much to it; you're going to have to aim down and get lucky. Here is the equation for beating this scenario:

Step 1: Make the Hunters get stuck on the corners and miss while attacking you.

Try to stay on the inside walls near the corners as much as possible; doing this has the highest probability of causing a Hunter to miss since they'll try to claw you but instead may hit the wall.

Step 2: Make both Hunters bunched together so you often slash two at the same

time.

While abusing the corners, the Hunters will most likely bunch up because the Hunters will struggle to get around the corner to attack you. During this you want to try to slash them as much as possible, because two times the damage means half the amount of herbs you'll have to use. It's also possible to push the Hunter in front of you forward so it's next to the other Hunter.

Step 3: Make a Hunter fall down to the floor, preferably more than once.

There are two ways to do this. The first way is to have the Hunter pounce on top of you, forcing you to shake it off. After you shake the Hunter off, it'll fall on its back, allowing you to slash it several times before it stands up. Unfortunately it's based on luck whether the Hunter will pounce on top of you or claw you in the face instead.

The second way is the least reliable, but the most effective way to knock down a Hunter. Right when the Hunter jumps in the air, if you can slash it when it gets an inch off the ground the Hunter will collapse and you can stab its body while it struggles to get up. Alternatively if you're far away and the Hunter leaps toward you, if you are PERFECTLY just out of its range and you slash down as it lands, the Hunter will fall over.

Unfortunately it's impossible to time either of these hits; you have to swing your knife before the Hunter actually shows any sign of lunging because it happens so fast. That's why you're going to need lots of luck.

Step 4: None of the Hunters must use their instant kill attack on you.

You're just going to have to suck it up and try not to use any healing items during orange caution health, which is when you're vulnerable to the instant kill attack. The best way to prevent this from happening other than healing is to aggressively attack the Hunters. They are more likely to do their instant kill attack when they're a few feet away from you. Aggressively attack the Hunters until you're in danger health and then use a full healing item; don't forget to check your health after each time you're damaged.

If you can manage to have all 4 steps to occur, you may be able to get out of this alive, and without overusing herbs! My high score is having to use one full healing item and one Green Herb; try not to use more than three full healing items.

If you miraculously survive the encounter, go to the eastern opening that the first Hunter came out of and take the Facility Key, which is the Water Key. Switch control to Rebecca and position her in front of the double doors in preparation for the Team and Solo mode trick. Switch control back to Billy, then go through the double doors with him.

-----  
Facility Basement Corridor #2  
-----

Enemies: 2 Giant Spiders

Items: None

Maximum Damage: 1 Hit

Now that you passed the spiders the first time, they're going to be more aggressive. Run along the inside corner and dodge the first Giant Spider; the second Giant Spider probably won't even bother attacking you. Go up the stairs in front of the door and switch control to Rebecca.

-----  
Combat Testing Room  
-----

Enemies: None  
Items: Cleared  
Maximum Damage: None

Enter through the double doors with Rebecca.

-----  
Facility Basement Corridor #2  
-----

Enemies: 2 Giant Spiders  
Items: None  
Maximum Damage: None

Open your inventory, switch control to Billy, then change from Solo mode to Team mode. Close your inventory and quickly enter through the single door.

-----  
Lighter Puzzle Room  
-----

Enemies: 3 Eliminators  
Items: None  
Maximum Damage: 1 Hit

The Eliminators are still there! You'll want to save after all that, so head for the door to the east that leads to the typewriter; go inside.

-----  
Pit Room (Typewriter)  
-----

Enemies: None  
Items: Cleared  
Maximum Damage: None

Drop any remaining Blue Herbs in this room; you won't encounter poison ever again on this game.

#####  
CHECK YOUR HEALING ITEM TOTAL!  
#####

From this point on the absolute 100% bare minimal amount of healing items you should have total is 1 full healing item and 1 Green Herb. If you have any less, you're not going to make it. If you're at the minimal, you're going to have to have fine health with Billy, and you'll have to do everything nearly perfect (one bite maximum) until after the next boss. Don't forget to check your map to see if you left any healing items in any of the rooms.

If you don't meet the criteria, or if you barely meet it, you should load, try again, and get hurt less so that you'll be in good shape for the remainder of the game. If necessary you might need to load a file even before the Lighter Puzzle Room. If you're ready to move on, save your game and position Rebecca in front of the door in preparation for the Team and Solo mode trick. Change to Solo mode, switch control to Billy, and exit the room with him.

-----  
Lighter Puzzle Room  
-----

Enemies: 3 Eliminators  
Items: None  
Maximum Damage: None

Since you just saved, try your best to avoid all damage and I recommend you load if you do get hurt in this room. Run straight ahead and sharply turn the corner; head straight for the door up ahead and go through it.

-----  
Steam Room  
-----

Enemies: None  
Items: Cleared  
Maximum Damage: None

Turn Billy around and face the door you just came through. Switch control to Rebecca.

-----  
Pit Room (Typewriter)  
-----

Enemies: None  
Items: Cleared  
Maximum Damage: None

Go through the door with Rebecca.

-----  
Lighter Puzzle Room  
-----

Enemies: 3 Eliminators  
Items: None  
Maximum Damage: None

Immediately switch control to Billy.

-----  
Steam Room  
-----

Enemies: None  
Items: Cleared  
Maximum Damage: None

Quickly open the door back into the puzzle room.

-----  
Lighter Puzzle Room  
-----

Enemies: 3 Eliminators  
Items: None  
Maximum Damage: None

Turn around, open your inventory, switch to Team mode, then exit back into the Steam Room.

-----  
Steam Room  
-----

Enemies: None  
Items: Cleared

Maximum Damage: None

Continue going forward until you reach the door back into the Dining Room. It's time to warp Rebecca again. Switch to Solo mode, position Rebecca in front of the door, and go through the door with Billy.

-----  
Dining Room  
-----

Enemies: 5 Zombies

Items: None

Maximum Damage: 2 Zombie Bites

Once again it's impractical trying to get through this Dining Room without getting bit, so it's better to get bit once on purpose rather than getting bit multiple times.

Immediately run to the upper left corner, turn around so you're facing south, then start running right before the nearest zombie reaches you. As you're running, stick to the wall that's currently on the right of the screen; you'll see three or four zombies bunched together. Hug whichever zombie is blocking your way the most, then after you get bit push him over; now there's actually some space. If there's another zombie still standing in front of you, either try to dodge him or Slash and Pray him. Be careful when Slash and Praying though because your character will probably turn behind you to aim for one of the zombies on the ground.

Run in front of the double doors, but before you go through, check your surroundings. Is there a zombie RIGHT next to you? Or do you have time to get Rebecca through the room? Here's what you need to do:

If there's a zombie right next to you:

You need to go through the double doors with Billy because there won't be enough time to switch to Rebecca. While in the Entrance Hall, turn around and face the double doors. Switch to Rebecca and go into the Dining Room. Wait a little bit for the zombies to get closer so Billy will have more space when he goes back into the Dining Room. Now switch control to Billy, go into the Dining Room, turn around, open your inventory, switch to Team mode, exit your inventory, and exit the Dining Room.

If you have enough time before the next zombie reaches Billy:

Switch control to Rebecca, enter the Dining Room with her, open your inventory, switch control to Billy, change to Team mode, close your inventory, then exit into the Entrance Hall.

-----  
Entrance Hall (Typewriter)  
-----

Enemies: None

Items: All the extra items you dropped

Maximum Damage: None

Drop any extra items you don't need, including the Unity Tablet. Carry at least one healing item per person, and make sure Billy has the Facility Key. Turn on Solo mode and switch control to Billy. Go upstairs and to the right and position him in front of the single door. Switch control to Rebecca and save your game. Switch back to Billy, turn on Team mode, then go through the door.



-----  
Breeding Pool (Centurion Room)  
-----

Enemies: 4 Plague Crawlers  
Items: Cleared  
Maximum Damage: None

You'll hear lots of Plague Crawlers, but they can't reach you from here. As a team, enter the next door in front of the stairway.

-----  
Art Storeroom  
-----

Enemies: 2 Plague Crawlers  
Items: Cleared  
Maximum Damage: None

Once again since you just saved you should load your game if you get hurt here, especially if you have less than two full healing items. It's not very difficult though, just run to the side of the Plague Crawlers, open the blue door, discard your key, and go inside.

-----  
Humanoid Leech Hallway #1  
-----

Enemies: None  
Items: None  
Maximum Damage: None

Don't go around the corner yet; switch to Solo mode and go through the door right next to you.

-----  
Studio  
-----

Enemies: 1 Humanoid Leech  
Items: Wise Handle  
Maximum Damage: None

Turn and face east. The moment you go forward and the camera angle changes, a Humanoid Leech will appear and begin transforming. Keep running until you see the Wise Handle on the shelf in front of you. Grab it, turn around, and go through the door you just came from before the Humanoid Leech decides to attack you.

-----  
Humanoid Leech Hallway #1  
-----

Enemies: Humanoid Leech  
Items: None  
Maximum Damage: None

Switch to Team mode and continue forward; you'll see another Humanoid Leech transforming. Ignore him and take the next door; push him out of the way if you have to.

-----  
Executive Lounge  
-----

Enemies: None  
Items: Battery  
Maximum Damage: None

Run over to the piano and play it with Billy (not Rebecca) and skip the cutscene; a hidden passageway will open. Switch control to Rebecca and change to Solo mode. Enter the passageway and go all the way down until you reach the Battery. Take it, switch control to Billy, play the piano again, skip the cutscene, regroup, then position Rebecca in front of the door.

Before you proceed, make sure Billy has 3 inventory slots available. Switch back to Solo mode and enter the Humanoid Leech Hallway with Billy.

---

#### Humanoid Leech Hallway #1

---

Enemies: Humanoid Leech  
Items: None  
Maximum Damage: 1 Hit

You need to run south to the next hallway. If the Humanoid Leech is blocking your path, treat him like you would a Cerberus, Plague Crawler, Eliminator, or Giant Spider; run to the side of him. He'll either try to constrict you or punch you, and hopefully you'll avoid it. Once you reach the southern door, go through it.

---

#### Humanoid Leech Hallway #2

---

Enemies: None  
Items: None  
Maximum Damage: None

Go through the northern door.

---

#### Machine Room

---

Enemies: 2 Zombies  
Items: Obedience Tablet  
Maximum Damage: None

Quickly run south before the zombies catch up to you. Turn to the right when the camera angle changes and examine the workbench. Use your Vise Handle on it to release the Obedience Tablet. Skip the cutscene, immediately press your A button, take the tablet, turn around, and go through the door you came from.

---

#### Humanoid Leech Hallway #2

---

Enemies: None  
Items: None  
Maximum Damage: None

This time go through the southern door on the opposite end of the hallway.

---

#### Dissection Room

---

Enemies: None

Items: First-Aid Spray, 1 Red Herb, 1 Green Herb.

Maximum Damage: None

Healing items! Grab the First-Aid Spray right in front of you. Then head into the north part of the room inside the container and grab the Red Herb and Green Herb. You're done here, go back the way you came and prepare to run.

-----  
Humanoid Leech Hallway #2  
-----

Enemies: Humanoid Leech

Items: None

Maximum Damage: 1 Hit

A Humanoid Leech is waiting for you! Run forward and hopefully he'll try to punch you instead of constricting you, either way get past him and head through the door on the right.

-----  
Humanoid Leech Hallway #1  
-----

Enemies: Humanoid Leech

Items: None

Maximum Damage: 1 Hit

Another Humanoid Leech is in your way; same deal, hopefully he'll try to punch you instead of hugging you since it's more easily avoidable. Regardless, get past him and switch control to Rebecca before you go through the blue door.

-----  
Executive Lounge  
-----

Enemies: None

Items: Cleared

Maximum Damage: None

Immediately enter the hallway.

-----  
Humanoid Leech Hallway #1  
-----

Enemies: Humanoid Leech

Items: None

Maximum Damage: None

Open your inventory, switch control to Billy, then turn on Team mode. Close your inventory and exit through the blue door.

-----  
Art Storeroom  
-----

Enemies: 2 Plague Crawlers

Items: Cleared

Maximum Damage: 1 Hit

It's a little harder get around the Plague Crawlers from this way, and there's a Humanoid Leech in the room you just came from so there's no way you'll be able to use the Team and Solo mode trick here. When running past the Plague Crawlers take the same path that you did to reach the blue door, only backwards. It's shorter than going around, and by the time they realize you're

there hopefully you'll be out the door by then. Exit to the Breeding Pool.

---

Breeding Pool (Centurion Room)

---

Enemies: 4 Plague Crawlers  
Items: Cleared  
Maximum Damage: None

Head north back into the Entrance Hall.

---

Entrance Hall (Typewriter)

---

Enemies: None  
Items: All the extra items you dropped  
Maximum Damage: None

Combine your Red and Green Herbs if you haven't already. From this point you'll need a bare minimum of 3 full healing items and 1 Green Herb; if Billy's health is in orange caution or danger mode then you're going to need at least 3 full healing items and 2 Green Herbs. If you're at the minimum right now you'll be in a world of pain soon, so I suggest you load an older save and try to preserve more healing items.

Before you save, let's get an easy part out of the way that involves no danger at all. Head downstairs and south all the way until you reach the front door of the Entrance Hall, go through the double doors guarded by the suits of armor.

---

Entrance

---

Enemies: None  
Items: Discipline Tablet  
Maximum Damage: None

Switch to Solo mode and give Billy the Battery. Run to the east and place the Battery into the power slot. Examine the device and use the lift. You'll want to push the crate in front of the pillar that has the Discipline Tablet on top of it. If you still don't know what to do, read on, otherwise skip this next paragraph:

Get on top of the crate and drop down on the other side of it. Push it forward until you can't push it anymore. Now go to the side of it and push it toward the entrance. When the camera angle changes, push the crate until it's in the center of the screen. Now push it down so it's lined up with the pillar on the left.

Push the crate toward the pillar all the way, then get on top of it and examine the pillar to take the Discipline Tablet. Switch to Rebecca, turn on Team mode, then go back to the Entrance Hall.

---

Entrance Hall (Typewriter)

---

Enemies: None  
Items: All the extra items you dropped  
Maximum Damage: None

Now it's time to grab all the objects you left behind in this room and relocate them. If you have three Green Herbs, combine them to make room. Give one character all three tablets, pick up the Hookshot, and fill the rest of your inventory slots with healing items. Assuming you have at least four healing items, which you should have, you're going to have to take two trips worth of items. Go to the typewriter and save your game, drop your Ink Ribbons, then pick up a healing item in its place.

Go upstairs and to the right and enter the Breeding Room.

-----  
Breeding Pool (Centurion Room)  
-----

Enemies: 4 Plague Crawlers  
Items: Cleared  
Maximum Damage: None

There are a lot of Plague Crawlers, but there's an enormous amount of space to maneuver. Just make sure you loop all the way around them in a large circle. They're easy to avoid by yourself, but Rebecca might get in the way. Use the the Team and Solo mode tactic to get Rebecca past the Plague Crawlers, but you don't even have to leave the room; just leave Rebecca at the bottom of the stairs, switch to Solo mode, and bring Billy to the double doors to the south and turn on Team mode. Now go through the double doors.

-----  
Observatory  
-----

Enemies: None  
Items: None  
Maximum Damage: None

This is the room where you need to leave all your items. But first, go forward and down the ladder. Up ahead you'll see three slots; place TWO of the tablets inside of them, and leave the third one on the ground. Go up the ladder and drop all your items in front of the nearby double doors. Go back to the double doors you originally came through, switch to Solo mode, then proceed with Billy.

-----  
Breeding Pool (Centurion Room)  
-----

Enemies: 4 Plague Crawlers  
Items: Cleared  
Maximum Damage: None

Avoid the Plague Crawlers and run back down the stairs. Go to the door at the end of the hall and switch control back to Rebecca.

-----  
Observatory  
-----

Enemies: None  
Items: All the extra items you dropped  
Maximum Damage: None

Go through the double doors.

-----  
Breeding Pool (Centurion Room)  
-----

-----  
Enemies: 4 Plague Crawlers  
Items: Cleared  
Maximum Damage: None

Open your inventory, switch control to Billy, turn on Team mode, then exit your inventory and go back into the Entrance Hall.

-----  
Entrance Hall (Typewriter)  
-----

Enemies: None  
Items: All the extra items you dropped  
Maximum Damage: None

Grab the remaining items. You still have plenty of Ink Ribbons, so save your game again. Check your map to make sure you didn't leave anything behind. Now go back upstairs and through the door into the Breeding Pool.

-----  
Breeding Pool (Centurion Room)  
-----

Enemies: 4 Plague Crawlers  
Items: Cleared  
Maximum Damage: None

Head for the double doors again. Use the Team and Solo mode trick to get Rebecca past the Plague Crawlers.

-----  
Observatory  
-----

Enemies: None  
Items: All the extra items you dropped  
Maximum Damage: None

Go forward and drop your remaining items. Go down the ladder and pick up the final tablet on the ground; place it into the slot. Skip the cutscene and grab your second disc if you're playing on the Gamecube.

Skip the cutscene and the double doors in front of the ladder will unlock. Switch to Solo Mode with Billy and run back to the double doors away from the ladder; they will now lead to the balcony of the facility.

-----  
Balcony  
-----

Enemies: 2 Eliminators  
Items: 2 Green Herbs  
Maximum Damage: Varies

There are two Green Herbs in front of you, but there are also two Eliminators in front of you. Trying to grab them and exiting back into the Observatory without taking damage is nearly impossible, so your objective is to grab both Green Herbs and for it to be worth it. If you drop from Fine to orange caution, it definitely wasn't worth it. If they pound on you way too much, just load and try again; especially if you're hurting for healing items.

You're invulnerable to damage while bending down to pick up items, so try to

pick up the Green Herb furthest away from you first, then the next one. If things get hairy (no pun intended), just go through the double doors to reset the Eliminators and try again. Once you have both herbs, go back into the Observatory.

---

### Observatory

---

Enemies: None

Items: All the extra items you dropped

Maximum Damage: None

#####  
ARGUABLY THE HARDEST KNIFE FIGHT IN THE ENTIRE RESIDENT EVIL SERIES IS SOON!!  
#####

I've constantly harassed you about saving and loading all the time for this moment. The absolute bare minimum amount of healing items you're going to need for this fight is 4; if you're currently in orange caution or worse you're probably going to need 5. If you're doing worse than the minimum requirement, you're going to have to knife the upcoming boss better than I did. In order to beat this boss comfortably, you're going to need to have at least 5 full healing items, but it's still possible with 4.

If you're at the bare minimum or worse, you should load from an older save or start over completely. As painful as that may sound, it might be the only way to advance with only the Knife.

Try to save one Green Herb after the upcoming boss if possible because after the boss fight there will be a Red Herb by itself.

Pick up all your healing items and give every full healing item you have to Billy. If you have more than 5 healing items then give the rest to Rebecca, just don't let her use any because she won't be necessary for the fight. If you have room, let Rebecca carry the rest of the items in the Observatory, otherwise you can go back and grab the items later. Go through the double doors in front of the ladder as a team.

---

### Church Grounds

---

Enemies: None

Items: 1 Red Herb

Maximum Damage: None

The Red Herb is inaccessible until after the boss fight. Run forward until you reach the church doors; unfortunately they won't open. Switch Rebecca and turn on Solo mode. Go to the northeast where you'll find a tiny room. Step on the upper left tile, which will unlock the doors; switch control to Billy. Now go through the double doors with him.

---

### Church (Infected Bat Room)

---

Enemies: None

Items: None

Maximum Damage: None

Before you continue, if you have 6 or more healing items you'll want to drop some healing items and grab some more from Rebecca. Drop your extra

healing items at the back of the church; in front of the altar. When you're ready, go to the back of the church and to the east and through the door.

---

### Church Office (Typewriter)

---

Enemies: None  
Items: Ink Ribbons  
Maximum Damage: None

Before you save, make sure you have at least 4, preferably 5 full healing items. If you have no space, make room for the Ink Ribbons and save your game. If you had to drop a healing item, drop the Ink Ribbons and pick up the healing item again. Go through the door; it's time for arguably the hardest knife fight in the entire Resident Evil series.

---

### Church (Infected Bat Room) (BOSS)

---

Enemies: Infected Bat  
Items: None  
Maximum Damage: 6 full healing items

#####  
BOSS BATTLE #4: Infected Bat  
#####

Skip the cutscene and run up to the altar. You need to aim UP while you are knifing the Infected Bat, with your back facing the altar. Very shortly when the cutscene is over the Infected Bat will swoop down and attack you.

So how do you knife a boss that flies? To hit the Infected Bat, you have to slash upward right before it swoops in front of your face and attacks you. The moment you slash the boss, the Infected Bat ceases the attack and continues to fly around erratically. In order to defeat the Infected Bat, you're going to have to PRACTICE PRACTICE PRACTICE!!! It will probably take you a very long time before you'll be able to beat the Infected Bat with all your healing items, and an even longer time to win with healing items left over.

The Infected Bat has several attacks:

1. A low swooping attack.
2. An early low swooping attack; the Infected Bat will fly low and suddenly lunge forward, causing it to hit you sooner than a regular low swooping attack.
3. A high swooping attack.
4. A delayed high swooping attack, the Infected Bat will hesitate to attack you which makes timing very challenging.
5. An early high swooping attack; the Infected Bat will fly high and suddenly lunge forward, causing it to hit you sooner than a regular high swooping attack.
6. Grabs; the Infected Bat will hover high above you, pick you up, and fly around.



## Tips:

1. All six of the Infected Bat's attacks require knifing at different times to prevent yourself from getting hurt, and it's incredibly difficult and sometimes impossible to determine which attack the Infected Bat is going to do. The more you practice, the more you'll be able to tell which attack it'll do and the better your timing will be.
2. Instead of constantly trying to auto-aim to look toward it, just position yourself straight ahead, that way no matter what angle you're facing you'll still be able to attack the bat.
3. The Infected Bat attacks approximately every 6 seconds.
4. It's better to slash earlier than later; if you slash early and miss, you still have a chance to slash again before the Infected Bat damages you.
5. If you damage the Infected Bat, try to slash additional times because there's a slim chance you'll be able to damage it multiple times in a single swoop.
6. When you see the Infected Bat vibrate rapidly, it means it's going to try to grab you. The Infected Bat can still grab you when it's not vibrating, however.
7. If you get grabbed, shake rapidly and it'll release you. Immediately run back to the altar after it drops you.
8. When you hear the loud bat screech, it means nothing. The bat could still choose any of the six attacks in its arsenal.
9. The Infected Bat will summon groups of bats when it's damaged enough, it will do this two times total.
10. You can kill the regular bats. When under attack by regular bats, continually slash up while watching the Infected Bat closely. When he's ready to attack, stop slashing at the regular bats and time your hit on the Infected Bat. As you get better, try to time your hits on the regular bats instead of slashing randomly.
11. Each time a regular bat hits you, aim again and face your character straight to make sure you're pointed toward the Infected Bat.
12. Even if you eliminate all the regular bats, more bats will respawn after you damage the Infected Bat enough.
13. On the second wave of bats, the Infected Bat will continually summon additional bats until the boss is defeated.
14. Hold your ground; the regular bats are more of a nuisance than anything. Don't worry about the damage they deal unless you're in orange caution health; focus on the Infected Bat for the most part.
15. When your health is at orange caution, check your health after every hit, even if it's a regular bat damaging you. Right when your health reaches danger, use a full healing item.

It's going to take a very long time for the Infected Bat to die by knife slashes, but if you have enough healing items and you stick with it, it will

eventually fall. After the Infected Bat summons a second wave of bats, you'll know the boss is almost dead. When it does die, you'll know you're in good shape if you have any healing items left over. If it took you more than 6 full healing items, you should definitely load and try again until you get a better score. Regardless of how many healing items you use, it is possible to complete the rest of the game with no healing items left over from this point, although I wouldn't recommend it.

Congratulations on making it this far! If you left any Ink Ribbons behind in the Church Office, go inside and grab them. Don't worry about saving your game yet; there aren't any enemies on the way to the next typewriter.

Head for the double doors; you'll notice a large opening in the roof that was created by the Infected Bat. Exit back into the Church Grounds.

-----  
Church Grounds  
-----

Enemies: None  
Items: 1 Red Herb  
Maximum Damage: None

Regroup with Rebecca; she doesn't have to stand on the square platform anymore. At this point you should have plenty of space now that you just used a ton of healing items. If you left any items behind in the Observatory, go back and get them; including the Hookshot. Once you have all your items, switch control to whoever has the Hookshot; either character is fine. Activate Solo mode, then enter the Church again with that character.

-----  
Church Roof  
-----

Enemies: None  
Items: None  
Maximum Damage: None

Don't get rid of the Hookshot yet. Go straight ahead and down the ladder.

-----  
Church Grounds  
-----

Enemies: None  
Items: 1 Red Herb  
Maximum Damage: None

Next to the ladder you'll see a lever; pull it and the power to the elevator will be restored. Head south from here and take the Red Herb and combine it with a Green Herb that you hopefully saved. Unlock and go through the nearby door. Turn on Team mode, then go into the elevator nearby.

\*\*\*\*\*

Laboratory

\*\*\*\*\*

-----  
Laboratory Entrance  
-----

Enemies: None  
Items: 1 Red Herb 1 Green Herb  
Maximum Damage: None

The herbs are unobtainable at the moment. Go forward and take the door to the left.

---

#### Laboratory Library (Typewriter)

---

Enemies: None  
Items: Ink Ribbons  
Maximum Damage: None

In this room you'll see a corpse; under normal circumstances the corpse would eventually rise and become a zombie. However, the corpse is triggered to come to life after a particular zombie is killed, and since you won't be killing any zombies you won't have to worry about it coming to life. Give the Hookshot to Rebecca if she doesn't already have it. If you have a spare Green Herb, have her hold on to it and use it when you're in danger. If you're all out of Green Herbs, you'll be getting a First-Aid Spray with her soon so she doesn't need to carry any other healing items. Drop any extra items here except for your Ink Ribbons. Switch to Solo mode and give control to Rebecca. Go past the corpse and position her with the Hookshot directly under the hole. Switch control to Billy. Go over to the typewriter in this room and pick up the additional Ink Ribbons, save, switch control to Rebecca, then use the Hookshot.

---

#### Experimentation Room

---

Enemies: Humanoid Leech  
Items: Leech Capsule (Blue Leech Charm), Laboratory Map  
Maximum Damage: None

Keep holding on to that Hookshot! In this room there is a Humanoid Leech; your objective will be to grab the Leech Capsule, and exit the room before the Humanoid Leech fully transforms and attacks you. Run forward until the camera angle changes twice, then turn to the west and you'll immediately see the Humanoid Leech. Run right into him to push him out of the way; examine the tube in front of you and press the button. Take the Leech Capsule, turn around, run past the Humanoid Leech, turn right, grab the Laboratory Map on the wall if you want, then go through the door.

---

#### Laboratory Upstairs Corridor

---

Enemies: None  
Items: None  
Maximum Damage: None

Ignore the button to the south for now. Go north all the way to the door at the end of the corridor and go through it.

---

#### Gas Chamber Room

---

Enemies: 1 Zombie  
Items: Red Chemical, Breeding Room Key  
Maximum Damage: None

Head south and watch out for the zombie laying down on his stomach; he's alive! As long as you don't put your foot near his mouth you'll be fine. Turn the corner and examine the red canister and add the Red Chemical to the Mixing

Set that Rebecca carries by default. You can't get the Breeding Room Key, and the game won't let you save while Rebecca is in this room since that zombie on the floor is alive, so head back to the single door into the corridor again.

---

#### Laboratory Upstairs Corridor

---

Enemies: None  
Items: None  
Maximum Damage: None

Turn around and face the door you just went through, then switch control to Billy.

---

#### Laboratory Library (Typewriter)

---

Enemies: None  
Items: Any extra items left behind  
Maximum Damage: None

Save your game again and switch control to Rebecca.

---

#### Laboratory Upstairs Corridor

---

Enemies: None  
Items: None  
Maximum Damage: None

Go through the door in front of you.

---

#### Gas Chamber Room

---

Enemies: 1 Zombie  
Items: Red Chemical, Breeding Room Key  
Maximum Damage: None

Continue through the double doors in front of you.

---

#### Operating Room

---

Enemies: 2 Zombies  
Items: Green Chemical, First-Aid Spray  
Maximum Damage: 1 Zombie Bite (Aim for 0 if you can, Rebecca is weak.)

Remember; using the Knife with Rebecca is out of the question. You need to rely solely on dodging rather than combat. Run forward until the camera angle changes, then wait for the first zombie to appear. He should turn the corner very widely, when this happens just turn the corner sharply and you'll run right by him. When the camera angle changes again go the opposite direction of the green door and pick up the First-Aid Spray. While avoiding the second zombie, head south and look for a green canister, examine it and add the Green Chemical to the Mixing Set to form a Stripping Agent. Now you need to go back to where you came from, but you have to contend with two zombies. Take the open space to your advantage; lure a nearby zombie to you and simply go around them. Run back to the double doors, and face the square item transport device on the wall. Open your inventory and combine your Leech Capsule with the

Stripping Agent in your Mixing Set to create a Blue Leech Charm. Close your inventory and examine the item transport device; place the Blue Leech Charm in it. Then go through the double doors before the zombies reach you.

---

#### Gas Chamber Room

---

Enemies: 1 Zombie  
Items: Red Chemical, Breeding Room Key  
Maximum Damage: None

Go straight ahead back into the Upstairs Corridor.

---

#### Laboratory Upstairs Corridor

---

Enemies: None  
Items: None  
Maximum Damage: None

Go south and position yourself in front of the red button. Switch control to Billy.

---

#### Laboratory Library (Typewriter)

---

Enemies: None  
Items: Blue Leech Charm, any extra items left behind  
Maximum Damage: None

Next to the typewriter is another item transport device, which will contain the Blue Leech Charm from Rebecca. Grab the Blue Leech Charm from it with Billy, save your game again, drop your Ink Ribbons, make sure you have 3 inventory slots open, and then exit the room.

---

#### Laboratory Entrance

---

Enemies: None  
Items: 1 Red Herb 1 Green Herb  
Maximum Damage: None

Position Billy right in front of the brick wall to the north. Switch control to Rebecca.

---

#### Laboratory Upstairs Corridor

---

Enemies: None  
Items: None  
Maximum Damage: None

Press the button and immediately switch control to Billy.

---

#### Laboratory Entrance

---

Enemies: Humanoid Leech  
Items: 1 Red Herb 1 Green Herb  
Maximum Damage: None

Leave the healing items here for now; you can grab them on the way back to help avoid damage from the Humanoid Leech. Run straight ahead past the Humanoid Leech, position yourself in front of the blue door and open your inventory. Use your Blue Leech Charm on the door to unlock it, and go through it.

---

#### Executive Office

---

Enemies: None  
Items: Input Regulator Coil  
Maximum Damage: None

Go forward to the next door and you'll see a shiny object; examine it and take the Input Regulator Coil. Skip the cutscene, then head through the next door.

---

#### Laboratory Art Storeroom

---

Enemies: 2 Zombies  
Items: Green Leech Charm  
Maximum Damage: None

Immediately head for the west; don't go south too far or else you'll run right into a zombie. Grab the Green Leech Charm from the statue's hand, turn around, and dart for the exit before the other zombie gets up.

---

#### Executive Office

---

Enemies: None  
Items: Cleared  
Maximum Damage: None

Go forward until you reach the other door; prepare to run after you go through it.

---

#### Laboratory Entrance

---

Enemies: Humanoid Leech  
Items: 1 Red Herb 1 Green Herb  
Maximum Damage: 2 Hits

The Humanoid Leech is fully transformed and very angry! He could possibly be waiting for you right outside the door at the start, if that's the case then dodging him is impossible; take the hit. Regardless of the circumstances, go straight for the two herbs. As you're grabbing them you'll be invulnerable to damage, so after you take the first one IMMEDIATELY take the second one to avoid damage. Hopefully by the time you grab the second herb, the Humanoid Leech will have attempted to grab you and you'll be able to flee while he's continuing the grabbing animation. Take the door on the west wall back into the library.

---

#### Laboratory Library (Typewriter)

---

Enemies: None  
Items: Any extra items left behind

Maximum Damage: None

Run forward to the item transport device and place the Green Leech Charm inside. Switch control to Rebecca.

-----  
Laboratory Upstairs Corridor  
-----

Enemies: None

Items: None

Maximum Damage: None

Since there's a Humanoid Leech running around on the first floor below Rebecca, you won't be able to save your game with Rebecca in this room. Go all the way down the hallway, but instead of going through the door at the end, take the door before it on the right.

-----  
Second Floor Cable Car Room (Typewriter)  
-----

Enemies: None

Items: 1 Green Herb, Ink Ribbons

Maximum Damage: None

Go forward and take the Green Herb. You can either use it to heal Rebecca if she gets in danger health, or you can combine it with the Red Herb you found a while ago outside near the church if you haven't already. Leave the Ink Ribbons by the typewriter for now; go back in front of the door you came from. Switch control over to Billy.

-----  
Laboratory Library (Typewriter)  
-----

Enemies: None

Items: Any extra items left behind

Maximum Damage: None

With Billy, pick up the Ink Ribbons and save your game. Switch control to Rebecca.

-----  
Second Floor Cable Car Room (Typewriter)  
-----

Enemies: None

Items: Ink Ribbons

Maximum Damage: None

Go through the door back into the corridor.

-----  
Laboratory Upstairs Corridor  
-----

Enemies: None

Items: None

Maximum Damage: None

Take the nearby door into the Gas Chamber Room.

-----  
Gas Chamber Room

-----  
Enemies: 1 Zombie  
Items: Red Chemical, Breeding Room Key  
Maximum Damage: None

Go through the double doors.

-----  
Operating Room  
-----

Enemies: 2 Zombies  
Items: Green Leech Charm  
Maximum Damage: 1 Zombie Bite (Aim for 0 if you can, Rebecca is weak.)

Grab the Green Leech Charm from the item transport device. This time the zombie should take the corner sharply instead of widely, so go forward until the camera angle changes, get close to the left wall, and don't advance any further. Wait for him to approach. When he gets close, quickly run to the north and past him. The other zombie should be far away and ignoring you; pondering the meaning of life. Use the Green Leech Charm on the green door and go through it.

-----  
Morgue  
-----

Enemies: 2 Zombies  
Items: Sterilizing Agent  
Maximum Damage: None

You'll hear a squishy noise; it's the sound of a zombie slowly crawling toward you. Since there isn't much room to dodge, it's best to wait for him.

Keep waiting...

Wait some more...

Eventually you'll see the zombie appear, run around him and go down the hall. Watch out for the dormant zombie on the right side; he'll grab you if you get too close. When you reach the end you'll see a Sterilizing Agent; take it. Run back the way you came while avoiding the dormant zombie again. By now the crawling zombie hasn't gone far, so you should be able to run right past him. Go through the door back into the Operating Room.

-----  
Operating Room  
-----

Enemies: 2 Zombies  
Items: Cleared  
Maximum Damage: 1 Zombie Bite if you didn't get bit earlier, 0 if you did.

Head for the double doors while both zombies are distracted! The path should be clear; the zombie to the south is too far away and the zombie to the north is probably faced against a wall. If not, you'll have to improvise. Regardless, enter the Gas Chamber Room.

-----  
Gas Chamber Room  
-----

Enemies: 3 Zombies  
Items: Red Chemical, Breeding Room Key



Maximum Damage: None

Go south, once again watch out for the zombie laying on the floor. Turn the corner and put another Red Chemical into your Mixing Set. Then use the Sterilizing Agent on the gas pumping device. Before you enter the gas chamber, prepare to run after you grab the key inside because two of the corpses on the ground will rise from the dead.

Immediately after you enter, the zombie closer to the entrance will awaken. Grab the key in the gas chamber right away, then turn around and head for the exit. If the zombie is blocking your way, hold still and wait for him to curve toward you. Don't wait too long though, because the zombie in the gas chamber will be getting up as well. When there's enough room for you to squeeze past the zombie and exit through the single door.

---

Laboratory Upstairs Corridor

---

Enemies: None  
Items: None  
Maximum Damage: None

Go south and take the door on the right side when the camera angle changes. The door will be unlocked with the Breeding Room Key. Discard the key and go through the door.

---

Breeding Room

---

Enemies: 2 Hunters  
Items: Dial  
Maximum Damage: 1 Hit

#####  
WARNING! HUNTERS AHEAD! SAVE YOUR GAME!!  
#####

Before you advance, switch control to Billy and save your game! Switch control back to Rebecca afterwards, then proceed forward. This could either go very well or it could be a complete disaster depending on what happens; two hunters will burst out of the cages and attack you. Turn the corner and run straight into them and try to grab the Dial inside the container. If you're very fast and/or lucky, by the time you try to grab the Dial the hunters will have failed their attacks and you'll have enough time to run back to the door you came from. As long as you're very quick you shouldn't suffer too much damage. If not, keep trying until you can quickly grab the Dial and get out. It's very possible to grab the Dial and leave the room without taking any damage, so keep trying until you're satisfied.

---

Laboratory Upstairs Corridor

---

Enemies: None  
Items: None  
Maximum Damage: None

Go west and into the Gas Chamber Room at the end of the hall.

---

Gas Chamber Room

-----  
Enemies: 3 Zombies  
Items: Cleared  
Maximum Damage: None

Quickly run across through the double doors.

-----  
Operating Room  
-----

Enemies: 2 Zombies  
Items: Cleared  
Maximum Damage: None

Run to the item transport device and place the Dial inside, then go back through the door you came from.

-----  
Gas Chamber Room  
-----

Enemies: 3 Zombies  
Items: Cleared  
Maximum Damage: None

Quickly run across through the single door into the corridor.

-----  
Laboratory Upstairs Corridor  
-----

Enemies: None  
Items: None  
Maximum Damage: None

Take the first door on the right into the Cable Car Room.

-----  
Second Floor Cable Car Room (Typewriter)  
-----

Enemies: None  
Items: Ink Ribbons  
Maximum Damage: None

Switch control to Billy.

-----  
Laboratory Library (Typewriter)  
-----

Enemies: None  
Items: Dial, any extra items left behind  
Maximum Damage: None

Take the Dial from the item transport device. Fill up all your slots with items, then save the game. It's time to relocate all your items again! Hooray! With the Green Herb and Red Herb you picked up recently, it should take you two trips with Billy, unless you don't have a single healing item. If you've been following this guide, you should have more than one additional healing item.

With Billy's pockets full, head into the Laboratory Entrance where the Humanoid Leech awaits.

-----  
Laboratory Entrance  
-----

Enemies: Humanoid Leech  
Items: Cleared  
Maximum Damage: 1 hit per trip

Run north and hope for the best. Either dodge the Humanoid Leech, get hugged, or get punched; obviously the first option is the best. Go to the first door and use the Dial on it. The combination is 4863; it doesn't matter what direction you rotate the Dial. Go through the door.

-----  
First Floor Cable Car Room  
-----

Enemies: None  
Items: Output Regulator Coil  
Maximum Damage: None

Skip the cutscene, run to the west, flip the lever, skip the cutscene, go north and take the Output Regulator Coil off the floor, and go up the ladder just south of the item you picked up.

-----  
Second Floor Cable Car Room (Typewriter)  
-----

Enemies: None  
Items: Ink Ribbons  
Maximum Damage: None

Go forward and position Billy in front of the locked door, which is next to the door Rebecca came from. Switch control to Rebecca, make sure she's holding the Hookshot, then go down the ladder Billy came from.

-----  
First Floor Cable Car Room  
-----

Enemies: None  
Items: Cleared  
Maximum Damage: None

Go southeast and keep going until you see a hole in the ceiling; it's in the corner. Position Rebecca under the hole and use the Hookshot, which will take you back to the second floor.

-----  
Second Floor Cable Car Room (Typewriter)  
-----

Enemies: None  
Items: Ink Ribbons  
Maximum Damage: None

You will never have to use the Hookshot ever again! Happy day! Drop the Hookshot, then go forward and unlock the door for Billy. Switch control to him, then go inside the control room and insert the Output Regulator Coil and Input Regulator Coil into the power regulator machine. Skip the cutscene and give Rebecca your Red Herb to combine with a Green Herb. Give her the rest of your items, including your Knife. If she has no space, drop any remaining items on the ground. With Billy, head down the ladder.

-----  
First Floor Cable Car Room  
-----

Enemies: None  
Items: Cleared  
Maximum Damage: None

Go south past the hole in the ceiling, then go through the door back into the Laboratory Entrance.

-----  
Laboratory Entrance  
-----

Enemies: Humanoid Leech  
Items: Cleared  
Maximum Damage: 1 hit per trip

Once again try your best to dodge the Humanoid Leech; you're good as long as you don't get hit more than once each time you pass him. Go through the first door to the south back into the library.

-----  
Laboratory Library (Typewriter)  
-----

Enemies: None  
Items: Any extra items left behind  
Maximum Damage: None

Grab the remaining items you have and go back through the entrance.

-----  
Laboratory Entrance  
-----

Enemies: Humanoid Leech  
Items: Cleared  
Maximum Damage: 1 hit per trip

This jerk has had enough fun; run past him, say goodbye, then go back to the Cable Car Room.

-----  
First Floor Cable Car Room  
-----

Enemies: None  
Items: Cleared  
Maximum Damage: None

Go forward and go up the ladder to rejoin Rebecca.

-----  
Second Floor Cable Car Room (Typewriter)  
-----

Enemies: None  
Items: Ink Ribbons, any extra items you left here  
Maximum Damage: None

It's time to prepare for Billy to be temporarily removed from the equation! While he's gone, it will be up to Rebecca to continue the survival horror without him; armed only with a Knife. Pick up all the remaining items you may

have left on the ground, give Billy all your healing items, and let Rebecca hold on to the Ink Ribbons. Pick up the extra Ink Ribbons by the typewriter, turn on Team mode, then save. Go down the ladder.

---

#### First Floor Cable Car Room

---

Enemies: Humanoid Leech  
Items: Cleared  
Maximum Damage: None

Go into the Cable Car, skip the cutscene, and skip the cutscene again. The lights will turn out and you'll be in control of Rebecca; all alone. Run to the right to avoid the Humanoid Leech, then go up the ladder.

---

#### Second Floor Cable Car Room (Typewriter)

---

Enemies: Leeches  
Items: Output Regulator Coil  
Maximum Damage: None

Go back into the control room; the slimy punks pulled out the Output Regulator Coil! Steal it from them and place it back into the power regulator. Skip the cutscene, then go back down the ladder.

---

#### First Floor Cable Car Room

---

Enemies: Humanoid Leech  
Items: Cleared  
Maximum Damage: None

Look out! This Humanoid Leech is fast! Dodge to the right of the screen while he charges toward you and enter the Cable Car.

---

#### Cable Car

---

Enemies: None  
Items: None, nothing at all, not even a Magnum, don't look at it!  
Maximum Damage: None

Go south past the corpse that's clearly not holding a Magnum, then examine the control panel and start the Cable Car. Skip the cutscene, then get off the Cable Car.

\*\*\*\*\*  
Factory  
\*\*\*\*\*

---

#### Landing Platform

---

Enemies: None  
Items: 2 Green Herbs  
Maximum Damage: None

Take the Green Herbs, but don't combine them. Go south, then go south again when the camera angle changes, then go up the stairs and through the door.

-----  
Turntable Room  
-----

Enemies: None  
Items: None  
Maximum Damage: None

Take the first door that you see to the west.

-----  
Factory Control Panel Room (Typewriter)  
-----

Enemies: None  
Items: First-Aid Spray, Ink Ribbons, Factory Map  
Maximum Damage: None

There is a cabinet right next to the door; search directly in between the two cabinet doors to get a First-Aid Spray. It's difficult to find it, and the message claims there's nothing left inside the cabinet, but it actually lies. Head south and grab the Factory Map off the chalkboard, then take the Ink Ribbons next to the typewriter.

#####  
WARNING! HUNTERS AHEAD! SAVE YOUR GAME!!  
#####

After you save, drop your Ink Ribbons and exit through the door you came from.

-----  
Turntable Room  
-----

Enemies: None  
Items: None  
Maximum Damage: None

Go south and activate the lift down to the lower platform. Continue forward and go through the door.

-----  
Surveillance Room  
-----

Enemies: 2 Hunters  
Items: Factory Key (Up Key)  
Maximum Damage: 1 Hit

Continue down the catwalk until you reach the monitors. Take the Factory Key, which is actually the Up Key upon further examination, and prepare for evasive action! Always turn the corners very tightly as you're heading back. Run back the way you came from and a Hunter will pop out; just run right past it. When you turn the corner another Hunter will appear; try to run to the side of it instead of running right into it. If you can manage to run to the side you should be able to get out of there unscathed. If you have the patience, keep loading until you get past them without harm because if Rebecca gets hurt it's the equivalent of Billy getting hurt about two or three times. Exit back to the Turntable Room.

-----  
Turntable Room  
-----

Enemies: None

Items: None

Maximum Damage: None

Continue forward, get on top of the lift and activate it, then go back into the Factory Control Panel Room.

---

Factory Control Panel Room (Typewriter)

---

Enemies: None

Items: Ink Ribbons

Maximum Damage: None

Before saving again, go directly south, past the Handgun Bullets, and to the control panel. Use the Up Key on it and skip the cutscene. Pick up the Ink Ribbons; now you're going to need at least one inventory slot available. If there's no space, combine two of the herbs together.

#####  
BOSS FIGHT INCOMING! SAVE!  
#####

After you save your game, go back through the door you came from.

---

Turntable Room

---

Enemies: None

Items: None

Maximum Damage: None

Go south and to the west, examine the console and lower the turntable. Skip the cutscene.

---

Elevator Room (Proto-Tyrant Room #1) (BOSS)

---

Enemies: Proto-Tyrant

Items: Elevator Key

Maximum Damage: 2 hits

Head to the south and skip the cutscene. Grab the Elevator Key; ignore the other rooms because Capcom was too lazy to give them an interior even though you're able to go inside those rooms in Resident Evil 2. Now head toward the opposite direction, all the way past the turntable, and you'll see an elevator. Use the Elevator Key on the glowing switch next to the elevator doors; skip the cutscene.

#####  
BOSS BATTLE #5: Proto-Tyrant  
#####

Rebecca gets to use her Knife for the first time! For this fight you need to aim your Knife straight, rather than down or up. When you learn how the Proto-Tyrant works, after you practice a while you'll eventually be able to defeat him without using a single healing item!

At the start of the battle, face your body toward the side so that it's not facing the Proto-Tyrant. You'll see the Proto-Tyrant crouch; this means he's about to lunge at you. Immediately run forward and diagonally. He'll lunge

toward the spot you were at earlier. Right after he lunges, quickly aim so that you face him; it's faster than turning around regularly. Run up to him while he's recovering, slash him twice straight ahead, turn around, then run away from him while he gets back up. If you're too slow he might try to take a swing at you while he's standing still. Now that he's standing again, you need to keep your distance and stop moving so that he'll try to lunge at you again.

Depending on where he's at right now, there are two ways you can dodge his lunge.

1. You can do what you did the first time and wait for him, then run forward and diagonally when he crouches so that he lunges toward the spot you were at before.

2. If there's no room for you to run diagonally, just trade spots with him while he's crouching! Run right past him and next to him while when he crouches and he should charge forward and miss you. As long as you don't run right into him and you aren't too slow, you should be fine.

Make sure you keep your distance while he is lunging; the large spike coming from his hand will pierce in a large radius around himself; including behind him. As long as you aren't in that radius when he finishes lunging, you won't get hurt. Once again after he lunges, aim to turn around quickly, run right next to him, slash twice, turn around, and run away again. If for some reason you were too slow, slash him only once or not at all if you wasted too much time. Remember to give him room to lunge, otherwise if you're standing near him he'll just stab or punch you without lunging. Now for the short and sweet version:

Step 1: Hold still and wait for him to lunge.

Step 2: Right when he crouches, run forward diagonally or run right past him.

Step 3: Aim to turn around quickly.

Step 4: Run forward and slash him twice.

Step 5: Turn around.

Step 6: Distance yourself from him.

Step 7: Repeat Steps 1-6 until he dies.

You'll find your groove eventually, and when you do you'll be able to take out the Proto-Tyrant without taking much damage, potentially taking zero damage! You probably won't get it the first time, so try your best and when you run out of healing items, or when you beat him, load and try again until you can defeat him with taking little to no damage. It's very important that you master this fight because you'll have to beat him a second time later, except there will be no room to run to the side; you'll have to run right past him each time. If you can take two hits or less, that means you're probably ready to move on, but try to aim for less hits if possible since Rebecca gets hurt a lot more than Billy.

After he falls, skip the cutscene and get on the elevator.

-----  
Elevator  
-----

Enemies: None

Items: None

Maximum Damage: None

Press the button and choose floor level 4. Skip the cutscene and exit the elevator.



\*\*\*\*\*

Treatment Plant

\*\*\*\*\*

You're almost at the end! Keep preserving your healing items, because you're going to need as many as possible!

-----  
Watery Passageway  
-----

Enemies: Random Lurker Encounters

Items: None

Maximum Damage: Varies

From this point on, a giant toad enemy called a Lurker may randomly appear in rooms with water. When you see a Lurker, just run away from it. If it catches you with its tongue, wiggle out of its grip and the Lurker will flee. Go through the double doors to the east.

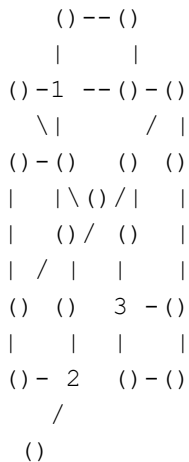
-----  
Treatment Plant Control Room #1 (Typewriter)  
-----

Enemies: None

Items: Ink Ribbons

Maximum Damage: None

Continue forward and go past the lift since it has no power. When you reach the room with the typewriter, go forward and you'll see a large group of flashing red lights. Examine them and prepare for a puzzle!



Just push the numbers on this diagram in order and the puzzle is completed! There are probably multiple solutions, but you only need one. Skip the cutscene, grab the Ink Ribbons and save your game. Make sure you have at least one inventory slot available, if you have no room then drop your Ink Ribbons. It's time to stock up on even more healing items before moving on, so go back the way you came to the Watery Passageway.

-----  
Watery Passageway  
-----

Enemies: Random Lurker Encounters

Items: None

Maximum Damage: Varies

Go into the elevator.

-----  
Elevator  
-----

Enemies: None  
Items: None  
Maximum Damage: None

Press the button and choose floor level 2. Exit the elevator.

-----  
Catwalk  
-----

Enemies: 1 Hunter  
Items: 1 Red Herb, 1 Green Herb  
Maximum Damage: 1 Slash

#####  
WARNING! HUNTER AHEAD!  
#####

Immediately turn and run forward; make sure you're staying close to the outside edge while running. With a little luck, the Hunter up ahead will jump into the air or slash and miss you. Keep going until you see the Red Herb and Green Herb. Take them both; as you grab the herbs you'll be invulnerable. Combine them if you have no room for both items, then unlock the door and exit the room.

If you get hurt, since you just saved and because Rebecca takes additional damage, you should REALLY consider loading and trying again until you can get past it unharmed.

-----  
Landing Platform  
-----

Enemies: None  
Items: Cleared  
Maximum Damage: None

The point of coming back to this room is to escape the Hunter, now you have to go back the way you came and pass the Hunter a second time.

-----  
Catwalk  
-----

Enemies: 1 Hunter  
Items: Cleared  
Maximum Damage: 1 Slash

Same strategy as last time, immediately run forward and stay on the outside edge and hopefully the Hunter will miss you. Continue on and go through the elevator doors.

-----  
Watery Passageway  
-----

Enemies: Random Lurker Encounters  
Items: None  
Maximum Damage: Varies

Go through the double doors to the east.

-----  
Treatment Plant Control Room #1 (Typewriter)  
-----

Enemies: None

Items: Ink Ribbons, or Cleared if you took them with you

Maximum Damage: None

#####  
THE NEXT TYPEWRITER IS VERY FAR AWAY! SAVE!  
#####

Go to the typewriter and pick up any Ink Ribbons you may have left behind. Much like your experience with the Ecliptic Express, there will be a long period of time until you reach the next typewriter. You'll have to run through tons of zombies, complete a puzzle, contend with a Humanoid Leech, and even get past two Hunters with Rebecca and Billy at the same time before the next typewriter. Save, then activate the lift that you keep passing by in this room.

-----  
Treatment Plant Control Room #2  
-----

Enemies: 3 Zombies

Items: 1 Red Herb, 1 Green Herb

Maximum Damage: 1 Bite

The zombies in this room won't get to you in time as long as you run non-stop. Run past the corpse and it will get up, just ignore it and keep going. You'll see two zombies ahead; run in between them and grab the Red Herb and Green Herb up ahead. Combine the two herbs together and exit the room.

-----  
Treatment Plant Corridor  
-----

Enemies: Humanoid Leech

Items: None

Maximum Damage: 1 Hit

A world record sprinter Humanoid Leech is waiting for you in this room. Run forward as fast as you can and run along the inside wall. Ignore the first door because you can't access it at the moment, and go through the door at the end of the hall.

-----  
Employee's Lounge  
-----

Enemies: 1 Zombie

Items: Treatment Plant Map

Maximum Damage: None

Grab the Treatment Plant Map off the eastern wall, then go west around the pool table and down the stairs.

-----  
Forklift Room  
-----

Enemies: Random Lurker Encounters

Items: Keycard, 1 Red Herb, 1 Green Herb

Maximum Damage: Varies

At the moment the Keycard in this room is unobtainable. Go all the way south and grab the Red Herb and Green Herb, then combine them. Drop any extra healing items you have. Make sure you hold on to your Ink Ribbons. Exit the room through the southern door that the herbs were near.

---

#### Water Tank Room

---

Enemies: None  
Items: Handle  
Maximum Damage: None

Continue forward and through the next door.

---

#### Stairway

---

Enemies: Leeches  
Items: None  
Maximum Damage: None

There are Leeches here, but they aren't hostile. Continue downstairs to the next room.

---

#### Water Storage Room

---

Enemies: Random Lurker Encounters  
Items: None  
Maximum Damage: Varies

Skip the cutscene; now you're reunited with Billy! Run forward quickly before any Lurkers pop out, then go through the first door you see.

---

#### Stairway

---

Enemies: Leeches  
Items: None  
Maximum Damage: None

Go up the stairs and through the door.

---

#### Water Tank Room

---

Enemies: None  
Items: Handle  
Maximum Damage: None

Puzzle time! Switch to Solo mode and go up the tiny stairway with Rebecca in front of the control panel. Switch control to Billy and continue forward until you reach a ladder; go down it. Remember that when I refer to a direction on a compass, it represents the direction of the screen, not the direction on the map.

Here's the puzzle solution in 32 tedious steps!

1. Get on top of the metal crate.

2. Drop down on the west side of it.
3. Push the metal crate all the way to the east.
4. Climb on top of it.
5. Switch control to Rebecca.
6. Use the control panel to rotate the gate to the right.
7. Switch control to Billy.
8. Drop down to the south of the metal crate.
9. Push the metal crate all the way north.
10. Get on top of the metal crate.
11. Run over on top of the crate to the left.
12. Drop to the north of that crate, in front of the ladder.
13. Push the crate on the left all the way south.
14. Run back to the wooden crate at the north.
15. Climb on top of the crate and run on top of the metal crate.
16. Drop down to the south of the metal crate.
17. Push the nearby wooden crate all the way to the west.
18. Now push it all the way south.
19. Climb on top of the crate you just pushed.
20. Switch control to Rebecca.
21. Rotate the gate left.
22. Switch control to Billy.
23. Drop down on top of the rusty drain to the west.
24. Push the crate forward all the way into the wall.
25. Get on top of the crate.
26. Switch control to Rebecca.
27. Rotate the gate left.
28. Switch control to Billy.
29. Get off the crate, opposite of the small square opening.
30. Push the crate forward so it's lined up with the other two crates.
31. Go up the ladder.
32. Switch control to Rebecca and fill the water tank.

Finally! Switch control to Billy, make sure he has an inventory slot open and grab the Handle. Turn on Team mode and exit through the eastern door into the Forklift Room.

---

#### Forklift Room

---

Enemies: Random Lurker Encounters  
Items: Keycard, Left over healing items  
Maximum Damage: Varies

If at any time a Lurker appears and snags your partner with its tongue, run over to the Lurker and slash it until it releases its grip and flees. Make sure Billy and Rebecca have one full healing item each. Keep the Ink Ribbons and Handle as well, then go up the stairs.

---

#### Employee's Lounge

---

Enemies: 1 Zombie  
Items: Cleared  
Maximum Damage: None

Run around the north end of the pool table and go out the door before the zombie gets close.

---

#### Treatment Plant Corridor

-----  
Enemies: Humanoid Leech  
Items: None  
Maximum Damage: 1 Hit

The fastest Humanoid Leech in the world is ready for you! Immediately run to the nearby door and use the Handle on it, hopefully before the Humanoid Leech gets you! Billy will turn the Handle; right when the cutscene ends you need to quickly go through the door.

-----  
Pump Room First Floor  
-----

Enemies: 5 Zombies  
Items: None  
Maximum Damage: None

Immediately climb the nearby ladder to the north.

-----  
Pump Room Second Floor  
-----

Enemies: 1 Zombie  
Items: 2 Green Herbs  
Maximum Damage: None

Turn around and go east. Quickly grab the 2 Green Herbs and go back down the ladder.

-----  
Pump Room First Floor  
-----

Enemies: 4 Zombies  
Items: None  
Maximum Damage: 2 Bites

Open your inventory and turn on Solo mode. Also give each character a Green Herb. Leave Rebecca here, but be very quick in this room so the zombies on the other side don't reach Rebecca. Turn around and charge east! Slash and Pray the first zombie you encounter, do the same to the second, and try to run past the third while he's trying to lunge at you and failing, due to the corpses being in his way.

Since this isn't a perfect world and you're probably going to get bit anyway, alternatively you can just push down the zombies and head for the door. Right before you go through the door, open your inventory and turn on Team mode.

#####  
WARNING! HUNTERS AHEAD!  
#####

If either character is in orange caution health, use a Green Herb on them. If either character is in danger health, use a full healing item. With Billy, exit your inventory and go through the door. As long as you're on Team mode right now, Rebecca will be teleported past the zombies and into the next room.

-----  
Hunter Ambush Room  
-----

Enemies: 2 Hunters

Items: None

Maximum Damage: Varies

There are two Hunters blocking your path; you have to get past them and through the door with both characters. There will be a very tiny opening to the left of the screen; you need to charge both characters through that small opening, with Billy leading. If at any time Rebecca gets grabbed by a Hunter, you need to keep going and leave the room without her. If this happens, switch control to Rebecca. Shake off the Hunter and head through the same door as fast as you can, then switch to Team mode again.

---

#### Crew's Quarters (Typewriter)

---

Enemies: None

Items: First-Aid Spray, 1 Red Herb, 1 Green Herb, Ink Ribbons

Maximum Damage: None

A typewriter room! Hallelujah! Grab all the goodies, combine the herbs, and position Rebecca in front of the typewriter; don't save yet. Make sure Billy has a full healing item (2 if he's in orange caution) and make sure he has two inventory slots available. Switch control to Billy and turn on Solo mode. Head for the southern door and go through it.

---

#### Sewage Room

---

Enemies: Leeches

Items: None

Maximum Damage: None

Go down the stairs and through the door.

---

#### Bridge

---

Enemies: Random Lurker Encounters

Items: None

Maximum Damage: Varies

Run forward and don't stop; ignore any Lurkers that may land on the bridge. Go through the door at the end of the bridge.

---

#### Gondola Room

---

Enemies: 3 Zombies

Items: None

Maximum Damage: None

Go to the east and down the lift.

---

#### Proto-Tyrant Hallway (Proto-Tyrant Room #2)

---

Enemies: None

Items: None

Maximum Damage: None

You're going to save soon; don't worry. Go through the nearby door to the Dam.

-----  
Dam  
-----

Enemies: Random Lurker Encounters  
Items: 2 Green Herbs  
Maximum Damage: Varies

Right now the Dam is flooded so you can't go any further than the ladder. Grab the two Green Herbs by the ladder and try to outrun any Lurkers that come out of the water. Return back to the room you came from.

-----  
Proto-Tyrant Hallway (Proto-Tyrant Room #2)  
-----

Enemies: None  
Items: None  
Maximum Damage: None

Now it's time to save! Switch control to Rebecca.

-----  
Crew's Quarters (Typewriter)  
-----

Enemies: None  
Items: Cleared  
Maximum Damage: None

Try to get a count of all your healing items. After you defeat the Proto-Tyrant you're going to want to have at least SEVEN full healing items if you want to beat the boss afterwards without much effort. The less healing items you have, the more practice that's going to be required on the final boss.

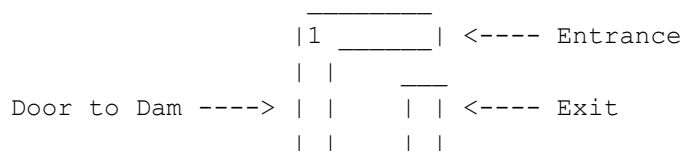
#####  
BOSS FIGHT INCOMING! SAVE!  
#####

Save your game! Switch control back to Billy and prepare for a déjà vu!

-----  
Proto-Tyrant Hallway (Proto-Tyrant Room #2) (BOSS)  
-----

Enemies: Proto-Tyrant  
Items: None  
Maximum Damage: 1 Full Healing Item

Before advancing to start the boss fight, there are two corners you need to keep in mind. The first corner, which I'll be referring to as Corner #1, is the corner you see on the same screen as the door. If you advance further, the camera angle will change. The corner in this room will be referred to as Corner #2. Don't go any further yet, but take note that the screen ahead has Corner #3, which you'll want to avoid if possible. Open your map for a better idea of what the room looks like:





- 1= Corner #1
- 2= Corner #2
- 3= Corner #3

Continue down the hallway and you'll be greeted by the Proto-Tyrant again!  
Skip the cutscene; it's time for combat!

#####  
BOSS BATTLE #6: Proto-Tyrant Revisit  
#####

This is similar to the first encounter, with three key differences:

1. You're now controlling Billy.
2. The Proto-Tyrant might pretend to lunge, but instead continue walking.
3. There's barely any room to dodge!

You'll start in Corner #2, facing Corner #1. The first thing you want to do is turn around and face Corner #2. Right when the Proto-Tyrant crouches, run past the corner and stop. The Proto-Tyrant should have lunged and failed, turn around manually and run up to him and slash twice. Now run past him while he's getting up and position yourself in front of Corner #1. Wait for the Proto-Tyrant to come, then charge forward again when he crouches. Aim and your character will automatically turn around. Then run up to him and slash him twice. Run for Corner #2 again, face it, wait for him, then run around the corner while he crouches to avoid the lunge. Ideally you want to keep running from Corner #1 to Corner #2 with this strategy until he dies, but there are some things you need to keep in mind about this particular encounter:

1. Occasionally when you're around the corner and you try to aim to turn around really quickly, your character won't actually auto-aim! This usually happens in Corner #2. If this happens you need to quickly turn around manually. Because of lost time, you should only slash the Proto-Tyrant once and continue to the next corner. Instead of trying to see if auto-aim works in Corner #2, just immediately turn around manually and you'll still have time to slash the Proto-Tyrant twice as long as you don't hesitate.
2. Often times the Proto-Tyrant will be fully recovered right after you slash him a second time. This means he might try to take a swing at you as you're running past him. Make sure you're fast; as long as you run past him quickly he'll never hit you when that happens.
3. Sometimes the Proto-Tyrant will crouch as if ready to lunge at you, but instead he stands back up and starts walking toward you again; this happens if you try to turn the corner too early. If this happens you need to run to the next corner; if you're at Corner #1 you need to run to Corner #2. If you're at Corner #2, you're going to have to run to Corner #3. Corner #3 has an awkward camera angle and less space, which makes it more challenging to dodge the Proto-Tyrant, so only go to Corner #3 as a last resort. If you're facing toward the entrance or exit at Corner #1 or Corner #3 and the Proto-Tyrant crouches and doesn't lunge, you're probably going to get hurt because you'll be trapped at a dead end.
4. Don't bother trying to activate the ladder; the game won't allow you to lower the ladder until the Proto-Tyrant is dead.

Here's the simplified version of what you need to do:

- Step 1: Face Corner #2 and wait for the Proto-Tyrant to crouch.
- Step 2: Run forward when the Proto-Tyrant crouches to avoid his lunge.
- Step 3: Turn around manually.
- Step 4: Run up to him and slash him twice.
- Step 5: Run past him, face Corner #1, and wait for the Proto-Tyrant to crouch.
- Step 6: Run forward when the Proto-Tyrant crouches to avoid his lunge.
- Step 7: Aim to turn around quickly.
- Step 8: Run up to him and slash him twice.
- Step 9: Run past him to Corner #2.
- Step 10: Repeat Steps 1-9 until he dies.

Always auto-aim to turn around when you're at Corner #1, and always turn around manually when you're at Corner #2. Once again it's very possible to do this fight without getting hurt at all, so practice until you're satisfied.

Now head for the exit past Corner #3 and press the button to lower the ladder. Go up the ladder.

---

#### Circuit Breaker Room

---

Enemies: None  
Items: Motherboard  
Maximum Damage: None

Go south and grab the Motherboard from the ground. There's nothing else you can do here, so climb back down the ladder.

---

#### Proto-Tyrant Hallway (Proto-Tyrant Room #2)

---

Enemies: None  
Items: None  
Maximum Damage: None

Head past Corner #1 to the lift; switch control to Rebecca before using it.

---

#### Crew's Quarters (Typewriter)

---

Enemies: None  
Items: Cleared  
Maximum Damage: None

Before you save, count every full healing item you have in your inventory, and add up the rest of the full healing items you left in the Forklift Room by checking your map. Add up the total number of full healing items, then refer to this chart:

7+ Full Healing Items: You're doing great and won't need to practice the next boss much; if at all.

6 Full Healing Items: You're doing fine, but you're going to have to try a little harder on the next boss. Consider retrying the Proto-Tyrant battle to spare extra healing items.

5 Full Healing Items: Do the Proto-Tyrant boss again until you don't use any healing items at all. Five full healing items is cutting it close; you'd have

to practically master the next boss to move on and avoid all damage on the way to the boss.

4 Full Healing Items or Less: Have you actually been following the walkthrough? As long as you followed the "Maximum Damage" number for each room you shouldn't be in this position. If you managed to beat the Proto-Tyrant boss without taking any damage and you still only have four full healing items or less, you're going to have to completely master the next boss. You'd be better off loading an older game and trying again and preserving more health items. It's still possible though, so if you're up for the additional challenge you can keep going if you want.

If you're ready to move on, save your game. Be sure to drop the Ink Ribbons, then head for the door to the southeast.

---

Sewage Room

---

Enemies: Leeches  
Items: None  
Maximum Damage: None

Go down the stairs and through the door.

---

Bridge

---

Enemies: Random Lurker Encounters  
Items: None  
Maximum Damage: Varies

Run forward and don't stop; if any Lurkers pop out keep running and go through the door, then turn around and go back into the Bridge room again. Face the door, then switch control to Billy.

---

Proto-Tyrant Hallway (Proto-Tyrant Room #2)

---

Enemies: None  
Items: None  
Maximum Damage: None

Get on the lift and activate it.

---

Gondola Room

---

Enemies: 3 Zombies  
Items: None  
Maximum Damage: None

Run forward in front of the door and switch control to Rebecca.

---

Bridge

---

Enemies: Random Lurker Encounters  
Items: None  
Maximum Damage: Varies

Quickly go through the door.

-----  
Gondola Room  
-----

Enemies: 3 Zombies  
Items: None  
Maximum Damage: None

Open your inventory, give Rebecca any Green Herbs you have, and combine them. Also give her the Motherboard. Evenly distribute your items so that each character has plenty of space. Stay on Solo mode and run east to the control panel in front of the gondola. Insert the Motherboard into the control panel, skip the cutscene, and quickly use the gondola with Rebecca.

As long as you've been very fast in this room, the zombies should be out of range to grab you before you insert the Motherboard into the control panel. If there's a zombie in the way, switch control to Billy and Slash and Pray it and any other additional zombie in the way, then as they fall switch to Rebecca, insert the Motherboard, skip the cutscene, and quickly use the gondola.

-----  
Treatment Plant Machine Room  
-----

Enemies: None  
Items: None  
Maximum Damage: None

Skip the cutscene and quickly switch control to Billy.

-----  
Gondola Room  
-----

Enemies: 3 Zombies  
Items: None  
Maximum Damage: None

Run back to the lift and go down it so that Billy will be safe.

-----  
Proto-Tyrant Hallway (Proto-Tyrant Room #2)  
-----

Enemies: None  
Items: None  
Maximum Damage: None

Switch control to Rebecca.

-----  
Treatment Plant Machine Room  
-----

Enemies: None  
Items: None  
Maximum Damage: None

Examine the monitor to the east; there's a lever under it. Use it to drain the floodwaters; skip the cutscene and skip the cutscene again. Head to the west and through the door.

-----  
Treatment Plant Lab  
-----

-----  
Enemies: 1 Plague Crawler  
Items: Industrial Water, Blue Chemical  
Maximum Damage: 1 Hit

Run south and around the Plague Crawler. The first thing you want to do is grab the Blue Chemical and add it to your Mixing Set to create Sulfuric Acid. Unlock the door, run to the left side and grab the Industrial Water, and go back the opposite direction and down the stairs.

-----  
Specimen Room  
-----

Enemies: None  
Items: Empty Battery  
Maximum Damage: None

Switch control to Billy.

-----  
Proto-Tyrant Hallway (Proto-Tyrant Room #2)  
-----

Enemies: None  
Items: None  
Maximum Damage: None

Continue forward and through the first door past Corner #1.

-----  
Dam  
-----

Enemies: Random Lurker Encounters  
Items: Cleared  
Maximum Damage: Varies

There's almost always a Lurker during this part, so get ready. Run forward, down the ladder, run forward and there's a 99.9% chance a Lurker will pop up. Ignore it and climb the next ladder; the Lurker will shoot it's tongue toward you but miss. Exit through the door in front of you.

-----  
Magnetic Card Reader Room  
-----

Enemies: 2 Zombies  
Items: None  
Maximum Damage: None

Run forward, unlock the door, and go through it to rejoin Rebecca.

-----  
Specimen Room  
-----

Enemies: 2 Plague Crawlers  
Items: Empty Battery  
Maximum Damage: None

Turn on Team mode and run forward until you see a high shelf; examine it to give Rebecca a boost. Skip the cutscene and take the Empty Battery. Skip the cutscene and you'll be ambushed by Plague Crawlers; run up the stairs right away!

-----  
Treatment Plant Lab  
-----

Enemies: 1 Plague Crawler  
Items: Cleared  
Maximum Damage: 1 Hit

Run to the south and around the Plague Crawler, then go through the door you recently unlocked with Rebecca.

-----  
Water Storage Room  
-----

Enemies: Random Lurker Encounters  
Items: None  
Maximum Damage: Varies

Go forward and through the first door you see; it'll be on the right side.

-----  
Stairway  
-----

Enemies: Leeches  
Items: None  
Maximum Damage: None

Go up the stairs and through the door.

-----  
Water Tank Room  
-----

Enemies: None  
Items: Cleared  
Maximum Damage: None

Go forward and through the door.

-----  
Forklift Room  
-----

Enemies: Random Lurker Encounters  
Items: Keycard, Left over healing items  
Maximum Damage: Varies

Open your inventory and combine the Industrial Water with the Sulfuric Acid in your Mixing Set to create Battery Fluid. Now combine the Battery Fluid with the Empty Battery to create the Hi-Power Battery. Run forward to the forklift and switch to Solo mode. Get Billy on top of the crate, then switch control to Rebecca and insert the Hi-Power Battery into the slot. Press the lift button and take the Keycard. Get Billy off the crate and switch to Team mode. Right now is the highest chance a Lurker will appear in this room; don't forget to attack the Lurker if snags your partner. If it grabs you instead, just shake and it will release you.

Your Resident Evil 0 Knife Only run is almost complete! It's time to prepare for the final battles. Take every single healing item you have in this room. If every slot with Rebecca and Billy has a full healing item and there's still more healing items left, that means you're an overachiever and you should just use them to completely heal and leave the rest here because you won't need

them.

Head south of the Forklift back into the room you came from.

-----  
Water Tank Room  
-----

Enemies: None  
Items: Cleared  
Maximum Damage: None

Backtracking! Go forward and through the door.

-----  
Stairway  
-----

Enemies: Leeches  
Items: None  
Maximum Damage: None

Go down the stairs and through the door.

-----  
Water Storage Room  
-----

Enemies: Random Lurker Encounters  
Items: None  
Maximum Damage: Varies

Go northeast and through the door.

-----  
Treatment Plant Lab  
-----

Enemies: 1 Plague Crawler  
Items: Cleared  
Maximum Damage: 1 Hit

Run to either side of the Plague Crawler and go down the stairs.

-----  
Specimen Room  
-----

Enemies: 2 Plague Crawlers  
Items: Cleared  
Maximum Damage: 1 Hit

Run past those Plague Crawlers and go through the door on the other side to the Magnetic Card Reader Room.

-----  
Magnetic Card Reader Room  
-----

Enemies: 2 Zombies  
Items: None  
Maximum Damage: None

#####  
BOSS FIGHT INCOMING! SAVE!  
#####

It's time to run for the typewriter! Go forward and open the nearby door.

---

Dam

---

Enemies: Random Lurker Encounters

Items: Cleared

Maximum Damage: Varies

Switch control to Rebecca, then turn on Solo mode and leave Billy here at the top of the ladder. Go down the ladder with her, across the dam, up the next ladder, then go forward and into the next room.

---

Proto-Tyrant Hallway (Proto-Tyrant Room #2)

---

Enemies: None

Items: None

Maximum Damage: None

Go north past Corner #1 and activate the lift to reach the next level.

---

Gondola Room

---

Enemies: 3 Zombies

Items: None

Maximum Damage: None

Run forward and take the nearby door before any zombies catch up to you.

---

Bridge

---

Enemies: Random Lurker Encounters

Items: None

Maximum Damage: Varies

Run forward and don't stop! Once you're across the bridge exit the room and through the door.

---

Sewage Room

---

Enemies: Leeches

Items: None

Maximum Damage: None

Go up the stairs and through the door.

---

Crew's Quarters (Typewriter)

---

Enemies: None

Items: Cleared

Maximum Damage: None

Once again, count all the full healing items you have and refer to this chart:



7+ Full Healing Items: You're doing great and won't need to practice the boss much; if at all.

6 Full Healing Items: You're doing fine, but you're going to have to try a little harder on the boss.

5 Full Healing Items: Five full healing items is cutting it close; you're going to have to practically master the upcoming boss.

4 Full Healing Items or Less: Have you actually been following the walkthrough? As long as you followed the "Maximum Damage" number for each room you shouldn't be in this position. You're going to have to completely master the next boss. But since you're this far you might as well try the boss, if after a ton of practice you still can't beat the boss, you'll be better off loading an older game and trying again and preserving more health items.

Save your game! I highly recommend you save it in a different slot in case you need to load an older save and not get hurt as much along the way. Now switch control to Billy.

-----  
Dam

-----  
Enemies: Random Lurker Encounters  
Items: Cleared  
Maximum Damage: Varies

Don't go down the ladder; go back through the door.

-----  
Magnetic Card Reader Room

-----  
Enemies: 2 Zombies  
Items: None  
Maximum Damage: 1 Bite

Run west and wait at the corner so that you bait the first zombie closer to you. Run down and around the zombie when it gets close and head east until you see the second zombie. Do the same thing to the other zombie, except you'll want to bait him around the corner and run above him instead.

If you've come this far and your dodging skills still need work, just Slash and Pray your way to victory!

Use your Keycard on the magnetic card reader on the left of the door to open it. Discard the card and go through the door.

-----  
Steamy Corridor

-----  
Enemies: None  
Items: None  
Maximum Damage: None

Run all the way down to door, but don't go in; switch control to Rebecca.

-----  
Crew's Quarters (Typewriter)

Enemies: None  
Items: Cleared  
Maximum Damage: None

Save your game again and switch control to Billy.

-----  
Steamy Corridor  
-----

Enemies: None  
Items: None  
Maximum Damage: None

When you enter the next room, Rebecca will be automatically teleported next to you, along with all her healing items. Take a deep breath, then proceed through the door.

-----  
Leech Infested Room (Queen Leech, 1st Form Room) (BOSS)  
-----

Enemies: Queen Leech, 1st Form  
Items: 2 Shaft Keys  
Maximum Damage: Give it all you got!

Skip the cutscene.

#####  
BOSS BATTLE #7: Queen Leech, 1st Form (Part 1)  
#####

Rebecca has joined the fight, but she's only here to get in your way and hold your extra healing items. Open your inventory; now that Billy has an open slot you want to hand off a full healing item to him. Switch control to Rebecca and run as fast as you can all the way to the east. When you reach the wall, open your inventory, switch to Solo mode and switch control to Billy. Immediately turn Billy around and take the other path; you'll reach the screen with the white letter 'T' painted on the ground. Bait the Queen Leech by standing on the letter 'T' so that she turns toward you instead of going after Rebecca. Run around the entire room clockwise until you reach the entrance door again; this is where you'll be squaring off against the Queen Leech.

Now that Rebecca is safely out of the way, it's time to knife the Queen Leech. For this fight you'll be aiming your Knife straight. To successfully knife the Queen Leech you have to circle around her constantly, and closely. Slow down for a brief moment and the Queen Leech will do an attack; immediately speed up again while running around her in a circle to avoid the attack. After the attack is completed, slash at her ONCE! As long as you've been closely circling her, the slash will connect. You also need to make sure that you never try to slash the Queen Leech while in front of her; make sure you're behind or at the side while slashing.

Depending on what kind of attack the Queen Leech does, you'll need to react accordingly:

1. Vine Attack: The Queen Leech will whip you with a vine; you don't have to circle her very far to avoid this. Just run around her after a brief moment of this attack and you'll be able to slash her.

2. Wind Up and Punch: The Queen Leech will wind up her fist; during this moment you need to run VERY QUICKLY around her without stopping because right

after she finishes winding up, she'll immediately turn toward your direction and swing her fist. Right after the fist misses, slash her.

3. Grab: Because this is her quickest attack, you need to automatically assume every attack she does is going to be a grab. This means when you slow down to try to get her to attack you, you need to immediately run right away in case she tries to grab you. When you get grabbed, start wiggling to escape with less damage! She'll hold on to you for a long time, but eventually she'll let go.

Although the camera angle in front of the door has the best visibility, it's easy to get knocked away or accidentally run out range of the area, so the camera angle may change often. Just run back to the area in front of the door again if this happens.

Eventually after enough slashes, the Queen Leech will let out a shriek; when this happens don't stop slashing! The Queen Leech will slightly transform during this period, and you'll be able to get up to four additional slashes in as long as you don't hesitate.

Here's the step-by-step version after you get Rebecca to safety and are positioned in front of the door:

- Step 1: Run close circles around her.
- Step 2: Stop for a moment to let her attack.
- Step 3: IMMEDIATELY run around her before the attack occurs.
- Step 4: Slash once after the attack is finished. (Be to the side or behind.)
- Step 5: Repeat steps 1-4 until she transforms. Slash her up to 4 times while she's transforming.

Remember, only slash her once each time; don't risk slashing her additional times unless she's transforming.

#####  
BOSS BATTLE #7: Queen Leech, 1st Form (Part 2)  
#####

The Queen Leech now has tentacles to use against you, which means extra attacks; this includes an attack that's almost impossible to avoid. You'll be using the same strategy as last time; run around in circles and get the Queen Leech to attack you before you slash her with your Knife. Only this time, you want to be behind the Queen Leech as much as possible to force her to use her backwards attack, since she has a frontal attack that's impractical to dodge. In addition to the attacks she had before, she has some new attacks in her arsenal:

Tentacle Attack: If you're in front of her when she attacks, she may use a tentacle attack on you. She'll pause for a moment, and then tentacles will shoot out of her; damaging everything around her. You want to avoid being in front of her as much as possible to prevent her from using this attack. The only two ways to dodge it are to get lucky that one of the many tentacles happens to miss you, or to completely run away from her. By the time she does the attack, you generally won't be in a position to run away because you'll be closely circling her constantly. When you see this attack, just get behind her so that after you get hurt you can force her to use her backwards attack instead of this.

Reverse Tentacle Attack: If you're behind her when she begins an attack, she'll shoot tentacles out of her back. Instead of the tentacles being all around her like the regular tentacle attack; the tentacles will only focus

behind her. Take advantage of this! Run to her side and slash her twice.

She still has the attacks of her previous form, so be ready for those as well. Trying to force her to use her reverse tentacle attack is difficult because she'll be turning too fast for you to get to her back. So to get her to do her back attack, you have to wait for her to use a frontal attack. Immediately after her frontal attack begins, run behind her so that the next attack she does is her reverse attack.

The Queen Leech is also slightly slower in this form, which means after you successfully dodge an attack you'll have time to slash her twice instead of once! Although it's very possible to slash her a third time, I would advise against it because she'll still have time to grab you. Here's the short version of what you need to do:

Step 1: Run close circles around her.

Step 2: Stop for a moment to let her do a frontal attack.

Step 3: IMMEDIATELY run around her before the attack occurs.

Step 4a: If you dodge the attack, slash her twice behind her.

Step 4b. If you get hurt, run behind her.

Step 5: Run to the side of her as she does her reverse tentacle attack.

Step 6: Slash her twice and try to get behind her again, if you can't get behind her then repeat steps 1-6 again.

Step 7: Repeat steps 5-6.

When you reach step 5, you'll want to try to get her to do a second reversal attack in a row. Keep trying to make her do the backwards attack, but eventually you'll get hurt or she'll turn around too fast so you'll have to force her to do a frontal attack again to start the process over. So if at any time you're at step 5 or 6 and she doesn't do a reverse tentacle attack, go back to step 1.

Remember, only slash her twice during her tentacle form; don't risk slashing her additional times.

It doesn't matter how many healing items it takes as long as you get the job done. After the Queen Leech falls, switch to Team mode and pick up the two Shaft Keys. Give Rebecca the gold Shaft Key and go in front of the locked double doors. Position Billy in front of the right console and turn on Solo mode. Switch control to Rebecca and use her Shaft Key on the left console. Switch control back to Billy and use his Shaft Key on the right console.

-----  
Treatment Plant Storage Room (Typewriter)  
-----

Enemies: None

Items: 2 First-Aid Sprays, 1 Red Herb, 1 Green Herb, Ink Ribbons

Maximum Damage: None

You're almost there! Head to the east and pick up the two First-Aid Sprays and the two herbs. Now open your inventory and change BOTH characters from Idle to Attack.

#####  
BOSS FIGHT INCOMING! SAVE!  
#####

Take the Ink Ribbons next to the typewriter and save on a different slot, just

in case. If for some reason you can't do the final boss without the healing items supplied in this room and with the healing items you have left, you'll have to restart and try to do better on the Queen Leech's first form.

Go south on top of the lift and pull the lever on the console. Skip the cutscene. Skip the second cutscene, and the final battle of Resident Evil 0 begins!

-----  
Heliport (Queen Leech, 2nd Form Room) (BOSS)  
-----

Enemies: Queen Leech, 2nd Form

Items: None

Maximum Damage: Give it all you got!

#####  
BOSS BATTLE #8: Queen Leech, 2nd Form  
#####

There's a three minute timer for this fight, so in order to beat the Queen Leech on time Rebecca is going to have to help Billy defeat her. Immediately head to the northeast section of the room until you reach a dead end with a valve handle. Switch to Solo mode and leave Rebecca here. Go back slightly and run up the stairs on the left side when the camera changes. Wait here, but keep running non-stop to try to avoid any incoming slime bombs. Right before the Queen Leech reaches Rebecca, run down the stairs the opposite direction and go around to the back of the Queen Leech; by now the Queen Leech should have tackled Rebecca to the ground. This corner is where you'll be fighting the Queen Leech. Once Rebecca and Billy have the Queen Leech sandwiched in between them, switch back to Team mode and start slashing downward. You'll want each character on a side so that both don't get hurt at the same time by lunging attacks, or by tail sweeps. Also because you're in this particular corner, the Queen Leech will spend extra time climbing the nearby wall instead of attacking you. This corner is also useful because if you do get thrown back, you won't go far because the walls will prevent you from flying far. If at any time Billy is knocked away and trying to get up, hold down your attack buttons so that Rebecca will fight the Queen Leech while you're getting up instead of running over to you.

Make sure the Queen Leech does not stray far from this corner! Because a magical thing happens if you're lucky; if the Queen Leech faces Billy and backs up into Rebecca toward the dead end, rather than fighting the Queen Leech will stand still! During this time both characters will be able to slash at her constantly with very little opposition; the only thing you'll be damaged by is the acidic slime she shoots from her body. If you started this fight with only the healing items from the storage room, it's mandatory that you make this glitch happen. If it doesn't happen, you can still beat the timer if you stay in this corner with Rebecca and Billy on each side of the Queen Leech since she'll spend more time climbing the wall and less time attacking you.

After enough slashes, a cutscene begins. Skip it and Rebecca is going to have to turn all the valves to open the roof. Your job is to slash at the Queen Leech to distract her from Rebecca so she can turn all the valves. Make sure you're very aggressive to keep Rebecca from getting hurt, since every time she's hurt it'll take her longer to turn the valve. If you notice that the Queen Leech isn't interested in Rebecca at all, spend your time dodging rather than attacking. The best way to dodge her is to run around her in a circle and stay on her sides, since she'll struggle to turn and can't do any attacks from the sides other than shooting acidic slime.

Each time Rebecca finishes turning a valve, the Queen Leech will head straight for her. Try your best to direct the Queen Leech's attention toward Billy instead, but most likely that won't happen until the Queen Leech hits Rebecca once. Also, don't forget about Rebecca's health! Check her health each time she's hurt so that she die while in danger health. After Rebecca turns four valves, the roof will open.

After the final blow, skip the cutscene, skip the cutscene, and skip the credits.

Congratulations; you've done the impossible! If you can successfully knife this game, there's nothing stopping you from knifing the other ones in the series!

"Impossible is just a big word thrown around by small men who find it easier to live in the world they've been given than to explore the power they have to change it. Impossible is not a fact. It's an opinion. Impossible is not a declaration. It's a dare. Impossible is potential. Impossible is temporary. Impossible is nothing." -- Muhammad Ali

=====  
VI. Boss Strategies  
=====

The boss strategies here are copied directly from the walkthrough portion of this guide, so if you're looking for additional information not found in the walkthrough you're looking in the wrong place.

#####  
BOSS BATTLE #1: Stinger  
#####

Most likely you're not going to do perfect the first time. It will probably take you several attempts to achieve minimal damage to yourself. Just remember to PRACTICE PRACTICE PRACTICE! If you're unsatisfied with your performance by the end of the fight, load and try again.

Your objective is to force Stinger to attack so that you have a chance to counter-attack. The first thing you want to do is face your back to Stinger and walk into it. When you get close enough it'll unleash one of three attacks:

1. Stinger will cover its face, crouch down, and swing its scorpion tail at you. This attack deals the most damage and also makes the boss lunge at you further than his other attack, causing you to run low on space.
2. Stinger backs up slightly and then tries to claw you.
3. Stinger backs up slightly and then tries to headbutt you.

The moment you notice Stinger beginning an animation to attack, run forward away from it. If Stinger does attack number 1, you need to run far away to avoid damage.

If Stinger is closed in on you and you've ran out of space, simply exit the room and come back to the fight! Stinger's health will remain the same amount that you left it. When you re-enter the fight, if Stinger is right in front of you just run up to it quickly, without hesitation, and slash it downward. Otherwise run up to Stinger, turn your back to it, and let Stinger

try to attack you first.

If Stinger does attack number 2 or 3, you need to run a few steps forward, but not very far at all. Treat attack number 2 and 3 the same because they're both very similar. You mostly want to focus on attack number 1, where Stinger covers its face with its claws.

For this fight you will be aiming down. Immediately after its attack finishes, run toward Stinger and slash it downward. If done right, Stinger will screech and recede backwards. Alternatively it may counter-attack you with an unavoidable claw to the face. Don't worry about shaking the controller if this happens, just wait for Billy to get up.

After Stinger backs up from getting slashed, or claws you in the face, run up to it and face your back to it again. Once again it will do attack number 1 or attack number 2, so react accordingly. Don't forget to exit the room and come back if you run out of space. Also make sure that you only do one slash at a time. Each additional slash you do to Stinger increases the odds of a counter-attack from it. To reiterate:

- Step 1: Run up to Stinger.
- Step 2: Face your back to it.
- Step 3: Get close.
- Step 4: Dodge the attack.
- Step 5: Slash Stinger downwards.

When you do the final blow, Stinger will do one final unavoidable counter-attack on you before dying.

If you do this boss fight perfectly you should have only been damaged by unavoidable counter-attacks that Stinger does to you when you slash it with your Knife. If you were so unlucky that Stinger did 5 unavoidable counter-attacks on you, or he hit you with more than 1 avoidable attack, you should probably load and try again. With enough practice you should be able to do this fight without getting hurt at all except by the unavoidable counter-attacks. With enough retries I was able to only get hit by two unavoidable counter-attacks.

```
#####  
BOSS BATTLE #2: Centurion  
#####
```

For this boss fight you will be knifing straight ahead, rather than knifing downward. At the very start, quickly run in front of its face and slash it. Once you hit it, immediately run out of the way. Each time Centurion moves you'll most likely get injured, so it's important that you only get hurt a maximum of one time after you finish slashing it.

Centurion will now crawl around with Rebecca in a very linear fashion. NEVER try to slash Centurion while it's running around because its legs will get in the way and damage you. You'll want to wait until Centurion stops moving, then get as close to its face as possible and start slashing.

There are two positions that Centurion will stop. When Centurion moves the first time, it will run forward, loop around to the east side and stop again. Take note of where it stops because you'll want to position yourself close to that spot in advance so you will be able to start slashing Centurion right away. When the Centurion stops there, run up right in front of its face (or body if its standing up) and start slashing forward. It's better if Centurion is standing up and shaking Rebecca because you'll be able to get a lot more

slashes in. If it is not shaking Rebecca, you'll only be able to slash it once before Centurion moves on to its second position. Regardless of what happens, right before Centurion moves make sure you back up.

Centurion will now move on to its second position. Once again, DO NOT attack Centurion while it is running around. Centurion will go back to the north section of the room, loop around a pillar, and return to the original position that you saw at the start of the fight. Run up to its face (or body if it's standing up) and slash forward. After you slash it several times if it's shaking Rebecca, or after you slash it once when it's chewing on Rebecca, Centurion will once again move to its second position. Back up before it moves to avoid getting hurt by its legs. Now you'll want to run next to the second position in advance so you'll be ready to slash it again.

Some things to keep in mind:

1. Don't be too close to the position Centurion is walking to because if it sees you standing right on top of the position or right next to it, Centurion will ignore you and run back to the next position.
2. You have to make sure you slash at Centurion as soon as possible when it stops, otherwise it will start chewing on Rebecca. Eventually if Centurion chews on Rebecca too much, she'll die.
3. When Centurion reaches a position it'll do one of three things:

- A) Chew on Rebecca.
- B) Lift Rebecca into the air and chew on her.
- C) Lift Rebecca into the air and start flailing around and shaking her.

When Centurion is chewing on Rebecca, you'll only be able to slash it once because the moment you do so it'll move to its next position. When Centurion lifts Rebecca into the air, you'll either be able to get several knife slashes in, or just one if he doesn't shake her. Slash Centurion once during this, if it drops back down then you need to back up to avoid damage. If Centurion stays up, keep slashing until Centurion drops back down again, then back up to avoid damage. It's based on luck whether Centurion will lift Rebecca in the air and shake her or not. You WANT Centurion to lift Rebecca into the air and shake her because you'll be able to get the most knife slashes in. If you find during combat that Centurion rarely/never lifts Rebecca in the air and shakes her, you might want to load and try again since you'll deal a lot more damage if it lifts Rebecca in the air more. Also since you're on a timer, Rebecca will most likely die if he only chews on her. If at any time Centurion drops Rebecca, keep slashing until it picks Rebecca up again and back up before it moves.

If Centurion is moving to the north position where the ladder used to be, it's best to wait for it right in front of the pillar. If Centurion is moving to the east position by the double doors, it's best to wait for it to the left of the other nearby pillar as well. Use those pillars as markers for the position Centurion will move to. To recap:

Step 1: Run up to Centurion's face and slash it once straight ahead, then back up to avoid damage.

Step 2: Run to the left of the pillar in front of the double doors.

Step 3: When Centurion stops, run up to its face and slash it straight ahead. If Centurion is chewing, slash it once and back up to avoid damage. If Centurion is standing, slash it once. If it doesn't drop back down, slash



it multiple times and back up to avoid damage.

Step 4: Run to the north toward the single door; wait in front of the pillar.

Step 5: When Centurion stops, run up to its face and slash straight ahead.

If Centurion is chewing, slash it once and back up to avoid damage.

If Centurion is standing, slash it once. If it doesn't drop back down, slash it multiple times and back up to avoid damage.

Step 6: Repeat Step 2-5 until Centurion is defeated.

Remember to only heal when Billy reaches danger health. Even if you do the fight perfectly, if Centurion chooses not to lift Rebecca in the air and shake her very often she'll still die before you have a chance to defeat it. Just keep practicing and retrying until you do the fight correctly and Centurion cooperates and lifts Rebecca in the air often enough for you to kill it in time. If you used more than one full healing item, you should restart the fight until it goes in your favor.

```
#####  
BOSS BATTLE #3: 2 HUNTERS  
#####
```

Disclaimer: This battle is 90% luck, 10% skill. You're probably going to have to load a lot to get this right.

Under normal circumstances you'd be a moron to try to knife a Hunter to death. Unfortunately in order to continue with Resident Evil 0 you have to kill both of them that way. There is very little you can do when it comes to strategy because they will always counter your puny knife slashes with extremely painful claws to the face.

There's also a chance the Hunters will slash your throat and kill you in one hit if you're in orange caution health. If both Hunters are still alive, don't bother healing until you're in danger health since you need to conserve health for this fight. You'll probably get killed, but if you can pull it off it'll be worth it for the boss afterwards. If only one Hunter is alive and you have orange caution health, use your Green Herb to get you back into yellow caution if you think the Hunter is almost dead. Otherwise it's not worth it to waste individual herbs because you could combine three of them into full healing items.

Now on to the strategy! There isn't much to it; you're going to have to aim down and get lucky. Here is the equation for beating this scenario:

Step 1: Make the Hunters get stuck on the corners and miss while attacking you.

Try to stay on the inside walls near the corners as much as possible; doing this has the highest probability of causing a Hunter to miss since they'll try to claw you but instead may hit the wall.

Step 2: Make both Hunters bunched together so you often slash two at the same time.

While abusing the corners, the Hunters will most likely bunch up because the Hunters will struggle to get around the corner to attack you. During this you want to try to slash them as much as possible, because two times the damage means half the amount of herbs you'll have to use. It's also possible to push the Hunter in front of you forward so it's next to the other Hunter.

Step 3: Make a Hunter fall down to the floor, preferably more than once.

There are two ways to do this. The first way is to have the Hunter pounce on top of you, forcing you to shake it off. After you shake the Hunter off, it'll fall on its back, allowing you to slash it several times before it stands up. Unfortunately it's based on luck whether the Hunter will pounce on top of you or claw you in the face instead.

The second way is the least reliable, but the most effective way to knock down a Hunter. Right when the Hunter jumps in the air, if you can slash it when it gets an inch off the ground the Hunter will collapse and you can stab its body while it struggles to get up. Alternatively if you're far away and the Hunter leaps toward you, if you are PERFECTLY just out of its range and you slash down as it lands, the Hunter will fall over.

Unfortunately it's impossible to time either of these hits; you have to swing your knife before the Hunter actually shows any sign of lunging because it happens so fast. That's why you're going to need lots of luck.

Step 4: None of the Hunters must use their instant kill attack on you.

You're just going to have to suck it up and try not to use any healing items during orange caution health, which is when you're vulnerable to the instant kill attack. The best way to prevent this from happening other than healing is to aggressively attack the Hunters. They are more likely to do their instant kill attack when they're a few feet away from you. Aggressively attack the Hunters until you're in danger health and then use a full healing item; don't forget to check your health after each time you're damaged.

If you can manage to have all 4 steps to occur, you may be able to get out of this alive, and without overusing herbs! My high score is having to use one full healing item and one Green Herb; try not to use more than three full healing items.

```
#####  
BOSS BATTLE #4: Infected Bat  
#####
```

So how do you knife a boss that flies? You need to aim UP while you are knifing the Infected Bat, with your back facing the altar. To hit the Infected Bat, you have to slash upward right before it swoops in front of your face and attacks you. The moment you slash the boss, the Infected Bat ceases the attack and continues to fly around erratically. In order to defeat the Infected Bat, you're going to have to PRACTICE PRACTICE PRACTICE!!! It will probably take you a very long time before you'll be able to beat the Infected Bat with all your healing items, and an even longer time to win with healing items left over.

The Infected Bat has several attacks:

1. A low swooping attack.
2. An early low swooping attack; the Infected Bat will fly low and suddenly lunge forward, causing it to hit you sooner than a regular low swooping attack.
3. A high swooping attack.
4. A delayed high swooping attack, the Infected Bat will hesitate to attack

you which makes timing very challenging.

5. An early high swooping attack; the Infected Bat will fly high and suddenly lunge forward, causing it to hit you sooner than a regular high swooping attack.

6. Grabs; the Infected Bat will hover high above you, pick you up, and fly around.

#### Tips:

1. All six of the Infected Bat's attacks require knifing at different times to prevent yourself from getting hurt, and it's incredibly difficult and sometimes impossible to determine which attack the Infected Bat is going to do. The more you practice, the more you'll be able to tell which attack it'll do and the better your timing will be.

2. Instead of constantly trying to auto-aim to look toward it, just position yourself straight ahead, that way no matter what angle you're facing you'll still be able to attack the bat.

3. The Infected Bat attacks approximately every 6 seconds.

4. It's better to slash earlier than later; if you slash early and miss, you still have a chance to slash again before the Infected Bat damages you.

5. If you damage the Infected Bat, try to slash additional times because there's a slim chance you'll be able to damage it multiple times in a single swoop.

6. When you see the Infected Bat vibrate rapidly, it means it's going to try to grab you. The Infected Bat can still grab you when it's not vibrating, however.

7. If you get grabbed, shake rapidly and it'll release you. Immediately run back to the altar after it drops you.

8. When you hear the loud bat screech, it means nothing. The bat could still choose any of the six attacks in its arsenal.

9. The Infected Bat will summon groups of bats when it's damaged enough, it will do this two times total.

10. You can kill the regular bats. When under attack by regular bats, continually slash up while watching the Infected Bat closely. When he's ready to attack, stop slashing at the regular bats and time your hit on the Infected Bat. As you get better, try to time your hits on the regular bats instead of slashing randomly.

11. Each time a regular bat hits you, aim again and face your character straight to make sure you're pointed toward the Infected Bat.

12. Even if you eliminate all the regular bats, more bats will respawn after you damage the Infected Bat enough.

13. On the second wave of bats, the Infected Bat will continually summon additional bats until the boss is defeated.

14. Hold your ground; the regular bats are more of a nuisance than anything.

Don't worry about the damage they deal unless you're in orange caution health; focus on the Infected Bat for the most part.

15. When your health is at orange caution, check your health after every hit, even if it's a regular bat damaging you. Right when your health reaches danger, use a full healing item.

It's going to take a very long time for the Infected Bat to die by knife slashes, but if you have enough healing items and you stick with it, it will eventually fall. After the Infected Bat summons a second wave of bats, you'll know the boss is almost dead. When it does die, you'll know you're in good shape if you have any healing items left over. If it took you more than 6 full healing items, you should definitely load and try again until you get a better score. Regardless of how many healing items you use, it is possible to complete the rest of the game with no healing items left over from this point, although I wouldn't recommend it.

```
#####  
BOSS BATTLE #5: Proto-Tyrant  
#####
```

Rebecca gets to use her Knife for the first time! For this fight you need to aim your Knife straight, rather than down or up. When you learn how the Proto-Tyrant works, after you practice a while you'll eventually be able to defeat him without using a single healing item!

At the start of the battle, face your body toward the side so that it's not facing the Proto-Tyrant. You'll see the Proto-Tyrant crouch; this means he's about to lunge at you. Immediately run forward and diagonally. He'll lunge toward the spot you were at earlier. Right after he lunges, quickly aim so that you face him; it's faster than turning around regularly. Run up to him while he's recovering, slash him twice straight ahead, turn around, then run away from him while he gets back up. If you're too slow he might try to take a swing at you while he's standing still. Now that he's standing again, you need to keep your distance and stop moving so that he'll try to lunge at you again.

Depending on where he's at right now, there are two ways you can dodge his lunge.

1. You can do what you did the first time and wait for him, then run forward and diagonally when he crouches so that he lunges toward the spot you were at before.

2. If there's no room for you to run diagonally, just trade spots with him while he's crouching! Run right past him and next to him while when he crouches and he should charge forward and miss you. As long as you don't run right into him and you aren't too slow, you should be fine.

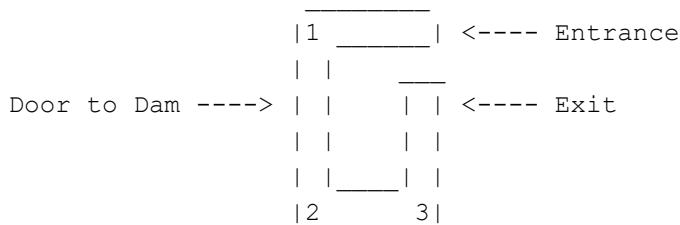
Make sure you keep your distance while he is lunging; the large spike coming from his hand will pierce in a large radius around himself; including behind him. As long as you aren't in that radius when he finishes lunging, you won't get hurt. Once again after he lunges, aim to turn around quickly, run right next to him, slash twice, turn around, and run away again. If for some reason you were too slow, slash him only once or not at all if you wasted too much time. Remember to give him room to lunge, otherwise if you're standing near him he'll just stab or punch you without lunging. Now for the short and sweet version:

- Step 1: Hold still and wait for him to lunge.
- Step 2: Right when he crouches, run forward diagonally or run right past him.
- Step 3: Aim to turn around quickly.
- Step 4: Run forward and slash him twice.
- Step 5: Turn around.
- Step 6: Distance yourself from him.
- Step 7: Repeat Steps 1-6 until he dies.

You'll find your groove eventually, and when you do you'll be able to take out the Proto-Tyrant without taking much damage, potentially taking zero damage! You probably won't get it the first time, so try your best and when you run out of healing items, or when you beat him, load and try again until you can defeat him with taking little to no damage. It's very important that you master this fight because you'll have to beat him a second time later, except there will be no room to run to the side; you'll have to run right past him each time. If you can take two hits or less, that means you're probably ready to move on, but try to aim for less hits if possible since Rebecca gets hurt a lot more than Billy.

```
#####
BOSS BATTLE #6: Proto-Tyrant Revisit
#####
```

Before advancing to start the boss fight, there are two corners you need to keep in mind. The first corner, which I'll be referring to as Corner #1, is the corner you see on the same screen as the door. If you advance further, the camera angle will change. The corner in this room will be referred to as Corner #2. Don't go any further yet, but take note that the screen ahead has Corner #3, which you'll want to avoid if possible. Open your map for a better idea of what the room looks like:



- 1= Corner #1
- 2= Corner #2
- 3= Corner #3

This is similar to the first encounter, with three key differences:

1. You're now controlling Billy.
2. The Proto-Tyrant might pretend to lunge, but instead continue walking.
3. There's barely any room to dodge!

You'll start in Corner #2, facing Corner #1. The first thing you want to do is turn around and face Corner #2. Right when the Proto-Tyrant crouches, run past the corner and stop. The Proto-Tyrant should have lunged and failed, turn around manually and run up to him and slash twice. Now run past him while he's getting up and position yourself in front of Corner #1. Wait for the Proto-Tyrant to come, then charge forward again when he crouches. Aim and your character will automatically turn around. Then run up to him and slash him twice. Run for Corner #2 again, face it, wait for him, then run around the corner while he crouches to avoid the lunge. Ideally you want to keep running from Corner #1 to Corner #2 with this strategy until he dies, but there are

some things you need to keep in mind about this particular encounter:

1. Occasionally when you're around the corner and you try to aim to turn around really quickly, your character won't actually auto-aim! This usually happens in Corner #2. If this happens you need to quickly turn around manually. Because of lost time, you should only slash the Proto-Tyrant once and continue to the next corner. Instead of trying to see if auto-aim works in Corner #2, just immediately turn around manually and you'll still have time to slash the Proto-Tyrant twice as long as you don't hesitate.

2. Often times the Proto-Tyrant will be fully recovered right after you slash him a second time. This means he might try to take a swing at you as you're running past him. Make sure you're fast; as long as you run past him quickly he'll never hit you when that happens.

3. Sometimes the Proto-Tyrant will crouch as if ready to lunge at you, but instead he stands back up and starts walking toward you again; this happens if you try to turn the corner too early. If this happens you need to run to the next corner; if you're at Corner #1 you need to run to Corner #2. If you're at Corner #2, you're going to have to run to Corner #3. Corner #3 has an awkward camera angle and less space, which makes it more challenging to dodge the Proto-Tyrant, so only go to Corner #3 as a last resort. If you're facing toward the entrance or exit at Corner #1 or Corner #3 and the Proto-Tyrant crouches and doesn't lunge, you're probably going to get hurt because you'll be trapped at a dead end.

4. Don't bother trying to activate the ladder; the game won't allow you to lower the ladder until the Proto-Tyrant is dead.

Here's the simplified version of what you need to do:

- Step 1: Face Corner #2 and wait for the Proto-Tyrant to crouch.
- Step 2: Run forward when the Proto-Tyrant crouches to avoid his lunge.
- Step 3: Turn around manually.
- Step 4: Run up to him and slash him twice.
- Step 5: Run past him, face Corner #1, and wait for the Proto-Tyrant to crouch.
- Step 6: Run forward when the Proto-Tyrant crouches to avoid his lunge.
- Step 7: Aim to turn around quickly.
- Step 8: Run up to him and slash him twice.
- Step 9: Run past him to Corner #2.
- Step 10: Repeat Steps 1-9 until he dies.

Always auto-aim to turn around when you're at Corner #1, and always turn around manually when you're at Corner #2. Once again it's very possible to do this fight without getting hurt at all, so practice until you're satisfied.

```
#####  
BOSS BATTLE #7: Queen Leech, 1st Form (Part 1)  
#####
```

Rebecca has joined the fight, but she's only here to get in your way and hold your extra healing items. Open your inventory; now that Billy has an open slot you want to hand off a full healing item to him. Switch control to Rebecca and run as fast as you can all the way to the east. When you reach the wall, open your inventory, switch to Solo mode and switch control to Billy. Immediately turn Billy around and take the other path; you'll reach the screen with the white letter 'T' painted on the ground. Bait the Queen Leech by standing on the letter 'T' so that she turns toward you instead of going after Rebecca. Run around the entire room clockwise until you reach the entrance door again; this is where you'll be squaring off against the Queen Leech.

Now that Rebecca is safely out of the way, it's time to knife the Queen Leech. For this fight you'll be aiming your Knife straight. To successfully knife the Queen Leech you have to circle around her constantly, and closely. Slow down for a brief moment and the Queen Leech will do an attack; immediately speed up again while running around her in a circle to avoid the attack. After the attack is completed, slash at her ONCE! As long as you've been closely circling her, the slash will connect. You also need to make sure that you never try to slash the Queen Leech while in front of her; make sure you're behind or at the side while slashing.

Depending on what kind of attack the Queen Leech does, you'll need to react accordingly:

1. Vine Attack: The Queen Leech will whip you with a vine; you don't have to circle her very far to avoid this. Just run around her after a brief moment of this attack and you'll be able to slash her.
2. Wind Up and Punch: The Queen Leech will wind up her fist; during this moment you need to run VERY QUICKLY around her without stopping because right after she finishes winding up, she'll immediately turn toward your direction and swing her fist. Right after the fist misses, slash her.
3. Grab: Because this is her quickest attack, you need to automatically assume every attack she does is going to be a grab. This means when you slow down to try to get her to attack you, you need to immediately run right away in case she tries to grab you. When you get grabbed, start wiggling to escape with less damage! She'll hold on to you for a long time, but eventually she'll let go.

Although the camera angle in front of the door has the best visibility, it's easy to get knocked away or accidentally run out range of the area, so the camera angle may change often. Just run back to the area in front of the door again if this happens.

Eventually after enough slashes, the Queen Leech will let out a shriek; when this happens don't stop slashing! The Queen Leech will slightly transform during this period, and you'll be able to get up to four additional slashes in as long as you don't hesitate.

Here's the step-by-step version after you get Rebecca to safety and are positioned in front of the door:

- Step 1: Run close circles around her.
- Step 2: Stop for a moment to let her attack.
- Step 3: IMMEDIATELY run around her before the attack occurs.
- Step 4: Slash once after the attack is finished. (Be to the side or behind.)
- Step 5: Repeat steps 1-4 until she transforms. Slash her up to 4 times while she's transforming.

Remember, only slash her once each time; don't risk slashing her additional times unless she's transforming.

```
#####  
BOSS BATTLE #7: Queen Leech, 1st Form (Part 2)  
#####
```

The Queen Leech now has tentacles to use against you, which means extra attacks; this includes an attack that's almost impossible to avoid. You'll be using the same strategy as last time; run around in circles and get the Queen

Leech to attack you before you slash her with your Knife. Only this time, you want to be behind the Queen Leech as much as possible to force her to use her backwards attack, since she has a frontal attack that's impractical to dodge. In addition to the attacks she had before, she has some new attacks in her arsenal:

**Tentacle Attack:** If you're in front of her when she attacks, she may use a tentacle attack on you. She'll pause for a moment, and then tentacles will shoot out of her; damaging everything around her. You want to avoid being in front of her as much as possible to prevent her from using this attack. The only two ways to dodge it are to get lucky that one of the many tentacles happens to miss you, or to completely run away from her. By the time she does the attack, you generally won't be in a position to run away because you'll be closely circling her constantly. When you see this attack, just get behind her so that after you get hurt you can force her to use her backwards attack instead of this.

**Reverse Tentacle Attack:** If you're behind her when she begins an attack, she'll shoot tentacles out of her back. Instead of the tentacles being all around her like the regular tentacle attack; the tentacles will only focus behind her. Take advantage of this! Run to her side and slash her twice.

She still has the attacks of her previous form, so be ready for those as well. Trying to force her to use her reverse tentacle attack is difficult because she'll be turning too fast for you to get to her back. So to get her to do her back attack, you have to wait for her to use a frontal attack. Immediately after her frontal attack begins, run behind her so that the next attack she does is her reverse attack.

The Queen Leech is also slightly slower in this form, which means after you successfully dodge an attack you'll have time to slash her twice instead of once! Although it's very possible to slash her a third time, I would advise against it because she'll still have time to grab you. Here's the short version of what you need to do:

Step 1: Run close circles around her.

Step 2: Stop for a moment to let her do a frontal attack.

Step 3: IMMEDIATELY run around her before the attack occurs.

Step 4a: If you dodge the attack, slash her twice behind her.

Step 4b. If you get hurt, run behind her.

Step 5: Run to the side of her as she does her reverse tentacle attack.

Step 6: Slash her twice and try to get behind her again, if you can't get behind her then repeat steps 1-6 again.

Step 7: Repeat steps 5-6.

When you reach step 5, you'll want to try to get her to do a second reversal attack in a row. Keep trying to make her do the backwards attack, but eventually you'll get hurt or she'll turn around too fast so you'll have to force her to do a frontal attack again to start the process over. So if at any time you're at step 5 or 6 and she doesn't do a reverse tentacle attack, go back to step 1.

Remember, only slash her twice during her tentacle form; don't risk slashing her additional times.

#####  
BOSS BATTLE #8: Queen Leech, 2nd Form  
#####



There's a three minute timer for this fight, so in order to beat the Queen Leech on time Rebecca is going to have to help Billy defeat her. Immediately head to the northeast section of the room until you reach a dead end with a valve handle. Switch to Solo mode and leave Rebecca here. Go back slightly and run up the stairs on the left side when the camera changes. Wait here, but keep running non-stop to try to avoid any incoming slime bombs. Right before the Queen Leech reaches Rebecca, run down the stairs the opposite direction and go around to the back of the Queen Leech; by now the Queen Leech should have tackled Rebecca to the ground. This corner is where you'll be fighting the Queen Leech. Once Rebecca and Billy have the Queen Leech sandwiched in between them, switch back to Team mode and start slashing downward. You'll want each character on a side so that both don't get hurt at the same time by lunging attacks, or by tail sweeps. Also because you're in this particular corner, the Queen Leech will spend extra time climbing the nearby wall instead of attacking you. This corner is also useful because if you do get thrown back, you won't go far because the walls will prevent you from flying far. If at any time Billy is knocked away and trying to get up, hold down your attack buttons so that Rebecca will fight the Queen Leech while you're getting up instead of running over to you.

Make sure the Queen Leech does not stray far from this corner! Because a magical thing happens if you're lucky; if the Queen Leech faces Billy and backs up into Rebecca toward the dead end, rather than fighting the Queen Leech will stand still! During this time both characters will be able to slash at her constantly with very little opposition; the only thing you'll be damaged by is the acidic slime she shoots from her body. If you started this fight with only the healing items from the storage room, it's mandatory that you make this glitch happen. If it doesn't happen, you can still beat the timer if you stay in this corner with Rebecca and Billy on each side of the Queen Leech since she'll spend more time climbing the wall and less time attacking you.

After enough slashes, a cutscene begins. Skip it and Rebecca is going to have to turn all the valves to open the roof. Your job is to slash at the Queen Leech to distract her from Rebecca so she can turn all the valves. Make sure you're very aggressive to keep Rebecca from getting hurt, since every time she's hurt it'll take her longer to turn the valve. If you notice that the Queen Leech isn't interested in Rebecca at all, spend your time dodging rather than attacking. The best way to dodge her is to run around her in a circle and stay on her sides, since she'll struggle to turn and can't do any attacks from the sides other than shooting acidic slime.

Each time Rebecca finishes turning a valve, the Queen Leech will head straight for her. Try your best to direct the Queen Leech's attention toward Billy instead, but most likely that won't happen until the Queen Leech hits Rebecca once. Also, don't forget about Rebecca's health! Check her health each time she's hurt so that she die while in danger health. After Rebecca turns four valves, the roof will open.

=====  
VII. Contact Information  
=====

If you have any questions or comments pertaining to this guide, or if you still need help with a section of the game and my guide doesn't cover what you're struggling with, send me an email at:

Xebaris@gmail.com

Make sure to tell me what game you're talking about in case I create additional guides in the future.

=====  
VIII. Copyright Information  
=====

You may publish or distribute this document with the following conditions:

1. I have to grant you permission to do so; contact me at Xebarsis@gmail.com.
2. You must give me, Xebarsis, complete credit for the document.
3. You are not allowed to revise the document in any way, except for private use.
4. You are not allowed to use this guide for profit.
5. If I send you a newer version of my guide, you must update it on your website.

All trademarks and copyrights contained in this document are owned by their respective trademark and copyright holders.

This document is copyright 2012, of Xebarsis. All rights reserved.

This document is copyright Xebarsis and hosted by VGM with permission.