

Resident Evil Zero Boss FAQ

by CVXFREAK

Updated to v2.0 on Oct 1, 2011

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- B O S S F A Q -

Resident Evil Zero / Biohazard 0
Covers the Nintendo GameCube and Nintendo Wii Consoles
A Boss FAQ by cvxfreak
Copyright 2001-2011 by cvxfreak
Version 2.0
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1. Introduction and Version History

This isn't a full walkthrough for Resident Evil Zero (known as Biohazard 0 in Japan). Rather, it is only a Boss FAQ. This FAQ is filled with detailed strategies for beating the various bosses found in Resident Evil Zero. If you need walkthrough help, please seek out one of the various detailed walkthroughs available on the internet such as on GameFAQs.com. I have also written a complete FAQ/Walkthrough for

Resident Evil Zero (and other Resident Evil games), which can be found on the aforementioned website.

2. Boss #1: Giant Scorpion

Boss #1: Stinger (Giant Scorpion)
Character: Billy or Rebecca
Difficulty: Moderate
Location: Train Bar

This is the first boss fight of the game, and it's quite basic in its execution. You are cornered by the Stinger, so run up to the back wall with the door and begin shooting with the HUNTING GUN. Use up any all SHOTGUN AMMO you may have against the creature before switching to the HANDGUN and continuing from there. The Stinger is not a difficult boss, but it does cause a lot of damage and is a bit difficult to avoid. Having at least one full-powered recovery item and enough ammo will ensure a victory through attrition. Basically, keep shooting and healing and eventually, the Stinger will die. When the Stinger spasms towards death, try to stay away from it as it will lurch its pincers for one final counterattack, which is highly damaging. If you happen to be playing as Rebecca, be careful as this can possibly get her killed.

3. Boss #2: Centurion

Boss #2: Centurion
Character: Billy
Difficulty: Easy
Location: Animal Storeroom

Rebecca will be held by this creature, so she won't be able to help out in this boss fight. That said, the room is big enough and Billy should have enough powerful weapons that this boss fight should be rather simple. Arm Billy with the HUNTING GUN, get somewhat, but not too far away from the creature, and then begin shooting it. It's easy to run away if the Giant Centipede tries to get close to Billy. Be careful, as the boss gradually deals damage to Rebecca, which could eventually kill her, so do not take too long or try to leave the room. After perhaps 15 to 20 SHOTGUN SHELLS, or twice the amount of regular HANDGUN BULLETS, the Giant Centipede should die, and Rebecca will be freed. If you have the GRENADE LAUNCHER with you already, then the fight will be over even quicker.

4. Boss #3: Giant Bat

Boss #3: Giant Bat
Character: Billy
Difficulty: Medium
Location: The Church

It is preferred you have Billy fight the battle. He has more stamina, and can aim a gun more accurately than his female counterpart. Equip a powerful gun, such as the SHOTGUN, aim upward and then shoot the Giant Bat. The SHOTGUN'S widespread ammo offer a greater chance of actually hitting the giant bat and the smaller bats flying around the room. The frustrating part of this battle is that when aiming, you must be quick to shoot, or else Billy has a chance of missing and thus wasting ammo. Also, this boss fight is a bit frustrating because the Giant Bat is hard to see with the pre-rendered camera angles (beauty has its consequences). Try to stay in one place, such as near where the altar is, where you can hopefully see the bat, and then shoot it as it flies into view. The GRENADE LAUNCHER is also a powerful weapon for this fight, but the range and speed of the weapon are not ideal for this boss, although the GRENADE LAUNCHER does deal a great amount of damage to the Giant Bat if you can actually hit it. Very often the bat will swoop down and hit Billy (or Rebecca). These hits are actually powerful, so ensure that whomever you are controlling has a decent amount of recovery items, particularly Rebecca.

5. Boss #4: Proto-Tyrant

Boss #4: Proto-Tyrant
Character: Rebecca
Difficulty: Medium
Location: Birkin Laboratory

Rebecca's alone and without Billy's assistance, but as long as she has the MAGNUM, which she should have found in the cable car, she can take this boss out with few issues. Have Rebecca shoot the Proto-Tyrant after it introduces itself, but keep her far away from it in any direction. Watch out for its swiping attacks, which can be fatal if the Pro. Rebecca might run out of MAGNUM ammo if her shots are not direct enough, but a weapon as weak as the Handgun or SHOTGUN can definitely finish the job. However, the GRENADE LAUNCHER with ACID ROUNDS is recommended as a backup as Tyrants, true to series forum, always fall to ACID ROUNDS faster than other weapons. Just keep Rebecca away from the Proto-Tyrant, shoot it with powerful ammunition, and you should be fine. The Proto-Tyrant will collapse to the ground once it has been defeated.

6. Boss #5: Proto Tyrant (2)

Boss #5: Proto-Tyrant
Character: Rebecca, Billy
Difficulty: Easy
Location: Lower Boiler Room (Second)

This is the first time in the game both characters are able to battle a boss at the same time. The Proto-Tyrant is back for a rematch, but with twice the characters and weaponry, this battle should be a breeze. The room is quite narrow, so once the boss fight begins, run away from the Proto-Tyrant, turn around and then shoot it as it approaches. That is all there is to this battle, actually, being a repeat battle of sorts. As long as you possess powerful ammo and have both characters

attack, the Proto-Tyrant does not stand a chance. Be sure to avoid its claw-based swipe attacks, which do plenty of damage, especially to Rebecca. As with the previous battle, once the Proto-Tyrant collapses to the ground, the battle is over.

7. Boss #6: Queen Leech

Boss #6: Queen Leech, Part One
Character: Rebecca, Billy
Difficulty: Medium
Location: Battle Room

This boss is not very difficult, thanks to the presence of both Rebecca and Billy and the ability to use the generous amount of space in the room to avoid being directly attacked by the Queen Leech. The boss spews acid with reasonable trajectory and distance, but these attacks are nothing a simple GREEN HERB cannot heal. The powerful weapons will deal tremendous damage onto the Queen Leech, which will be somewhat slow to respond. Try not to let it get too close to either Rebecca or Billy, as if it does, the damage can be fatal. Overall, this is a relatively straightforward battle that requires little strategy other than shoot and dodge.

8. Boss #7: Marcus Queen (2)

Boss #7: Queen Leech, Part Two
Character: Rebecca, Billy
Difficulty: Easy
Location: Final Battle Room

This is less of a boss battle and more of a gun shooting festival. Just spend a minute or two unloading any ammo you might have on the evolved Queen Leech. Have Rebecca expend the MAGNUM's ammo because she will not be needing a weapon after this battle. Other popular candidates for this battle are the SHOTGUN and GRENADE LAUNCHER because they deal plenty of damage and allow for the fight to end faster. This boss is not difficult at all, but you should stay clear of its tackle and acid-spewing attacks.

9. Boss #8: Marcus Queen (3)

Boss #8: Queen Leech, Part Three
Character: Billy
Difficulty: Medium-Hard
Location: Final Battle Room

The First Valve

Rebecca will not be fighting in this boss fight, so it is all up to

Billy. Note that this boss fight differs from virtually every other boss fight in the series in that the enemy cannot be killed with pure strength alone. All that can be done to stop the enemy is to distract it by attacking it constantly and keeping it away from Rebecca. Run down from where Rebecca is and unleash the power of any weapon Billy might have (preferably the MAGNUM or SHOTGUN). Keep shooting so the Leech Queen becomes distracted, giving Rebecca the proper space to turn the valve. The Queen Leech will likely land a hit on Billy, so if that happens, button-mash the GameCube controller, Classic Controller or Wii Remote so he gets back up quickly. Keep shooting, and Rebecca should eventually finish turning the valve.

The Second Valve

Now, run to the left slightly and start shooting the Queen Leech again. Rebecca will run for the next valve, which will be whatever is out of range of the Queen Leech. Billy might already have run out of bullets for his most powerful weapon, but if he has the Custom Handgun, it will do the job in keeping the Queen Leech away from Rebecca. Do not worry about wasting bullets during this boss right. Just continue shooting the boss. If you distract the Queen Leech long enough, Rebecca should finish with the second valve. She will then automatically move on to the third one, which may be next to a set of stairs.

The Third Valve

Rebecca will probably climb up a set of steps, but even if she does not, it will not matter or change the result of the game. As Billy, continue the onslaught on the Queen Leech, avoiding its direct path and continuing to protect Rebecca. Billy might be out of ammo by now, but if he is not, then just keep using whatever ammo he holds. If the Queen Leech gets too close to Rebecca, get close to the Queen Leech and fire at it with a long range weapon to distract the boss and hopefully get it to go after Billy instead. Rebecca should finish this third valve after a few moments.

The Fourth Valve

By now, your onslaught should slow the Queen Leech down somewhat, but if you still have ammunition left over, do not stop shooting. If Rebecca has a weapon in her inventory, take it from her now and continue shooting. Eventually, the boss battle will finally end when Rebecca completes turning the final valve.

10. About The Author

You can find me posting on NeoGAF (www.neogaf.com), GameFAQs and Biohaze, and Twitter (@cvxfreak).

I have a GameFAQs contributor page, where you can find my other guides:

<http://gamefaqs.com/features/recognition/9035.html>

11. Conclusion

This guide is complete and up-to-date to the best of my knowledge.

I want to give the following special thanks:

- My family and friends for their continued support
- GameFAQs for being a great website after all these years
- Capcom, for creating the Resident Evil series and Resident Evil Zero

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