

Resident Evil Survivor FAQ/Walkthrough

by minesweeper

Updated to v1.3 on Nov 26, 2001

"This document Copyright 2001 Nathan Norris"

```

____ \ |__| |__| | | |__ \ |__| | | | |__ |
| | | | | | | | | | | | | | | | | | | | | |
| | | | |__ |__| | | | | | | |__ | | | |
| | / |__| |__| | | | | | | |__ | | | |
| \ \ | | | | | | | | | | | | | | | |
| | | | |__ |__| | | | | | | |__ | | \ | |
|_|_| |__| |__| | | |__ / |__| |_|_| | |

```

```

____ | | | | | | | |
| | | | | | | | | | | | | | | | | | | |
| |__ | | | | | | | | | | | | | | | | | |
| |__ | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | |
| |__ \ / | | | |__
|__| \ / | | |__|

```

Resident Evil - Survivor: Speed Walkthrough - Version 1.3
By: Minesweeper (Nathan Norris) Email: minesweeper1@hotmail.com

Last updated: 11/26/01

Table of Contents

- 1: Introduction
- 2: Revision History
- 3: Game Strategies
- 4: Walkthrough
- 5: Thanks
- 6: E-mail policy
- 7: Copyright

1: Introduction

Hello and welcome to my Resident Evil - Survivor guide! This game may not be fun to most people. To me, if you are trying to get through it as fast as possible, it becomes an exciting game, with the clock ticking in the background to finish as fast as possible. Before using this guide, you should have a good knowledge of the course of events of the game and where most monsters are located in each room, because I believe all time spent playing the game, including the pause screens, adds to your total time. This is not a regular walkthrough. It is not meant for a casual run through the game, it is meant for getting a fast time, nothing else. Most of the things I will tell you to do in this guide might require too much skill for the rookie RE player.

2: Revision History

Version 1.0 6/21/01 - First Edition

Version 1.1 7/22/01 - Added a new copyright and a new e-mail policy. Will have both of these up and running on all guides that belong to me soon.

Version 1.2 10/18/01 - So far, the only question I have received regarding this game is about saving. There is absolutely NO saving of position in this game whatsoever, so don't email me asking how to save.

Version 1.3 11/26/01 - Just a small copyright revision concerning psxcodes.com using my guides.

3: Game Strategies

SAVING

I put this right at the start of the strategy section as this is the only question I have received so far about this game. There is absolutely NO saving of position in the game whatsoever. You must play through the ENTIRE game on every run. There are NO save points. Okay, glad we got that cleared up.

TIME

I assume this game measures time throughout the game, even during cutscenes and checking the inventory screen. Skip every scene the game will allow you to skip by pressing start, and access the inventory screen only to heal when the situation is dire or if you are reloading your gun in preparation for a tough battle.

HANDGUN TACTICS

This game seems to cater to those who don't mind using HANDGUNS a lot, as they all have unlimited ammunition and a few other special perks. Because of these special features, HANDGUNS will see a lot of use in my walkthrough.

Someone who is skilled enough with a HANDGUN can even take down a hunter or Mr. X with ease. The trick is to fire rapidly. Even hunters will have trouble attacking you if you poke them full of holes quickly.

HANDGUNS also get special reload perks as well. If you are using a HANDGUN and only have a few bullets left in your current clip, then shooting them off is much faster than going to the inventory screen to reload that way. Also, don't worry about reloading a HANDGUN when changing rooms. The HANDGUN will be automatically reloaded when you enter the next room.

INVENTORY SCREEN

This game is different from the other RE games in the fact that you don't have to waste time with inventory boxes or even look at the inventory screen to use a puzzle item. All you have to do is collide with an object to pick it up and collide with switches and mechanisms to make them work. This really keeps the time down that is ordinarily wasted looking at your inventory screen. It really shortens an already short game! All you have to do on the inventory screen now is heal and reload guns to prepare for a big battle.

HEALTH

Keeping track of your health is now easier than ever thanks to the onscreen ECG. Only heal when you enter DANGER status. I do not believe that the game takes away for using FIRST AID SPRAYS like the previous games, but still, we are going for the best rank possible in addition a fast time, so use your HERBS before using a potentially rank-lowering FAS.

ENEMIES

Zombies - These zombies have been stupidified down from RE3. They have no new attacks and cause lesser damage than before. They are easily evaded with a tactic I discovered called "pushing." When a zombie grabs you from the side or behind, you automatically turn to face them. During this time the zombie can't hurt you. However, if you run into them, you can push them back to give yourself more space. Don't push longer than a second or two, or you will be bitten. No real threat, except when you are surrounded from all sides. Pelt several times with one of the HANDGUNS to kill.

Dogs - These guys are extremely hard to kill. They run circles around you then charge in and poke you with their jaws. I recommend running from them because they take way too long to kill. One of their weaknesses is they cannot run backwards. A dog will not turn around in midstride to face you.

No, he will run in circles trying to get a line on you. While doing this, they tend to collide with walls and other objects. Use this time to run past. If they must be killed than the best weapon would be something with a wide spread, like the SHOTGUN or the GRENADE GUN.

Lickers - Arrrgghh, my least favorite RE enemy makes an appearance in this game. Always run from them; they move very quickly and are lethal. Much easier to run around than in RE2. They simply LOVE to jump at you through windows and air ducts. When they first jump through, they pause briefly. This is the time you should use to get around them to the safety of the next room. Also remember to point down when you shoot them as they are vertically challenged.

Hunters - Hurray, the green menaces you've grown to hate made it into this game too. Fortunately, these are weaker than their predecessors in the other games. Now all you need to kill them is one closeup SHOTGUN blast, no longer up to FOUR of them like in RE1. They have still retained their agility however. This is the most agile version of the Hunters yet. They can now leap right in front of you if you try to run, cutting off escape routes. And they also retain their cheap one-hit kill decapitation cut. You should take the time to kill them, because they will get in your face if you try to run. This makes it easy to do the one-hit SHOTGUN kill mentioned above. If you are stuck with the HANDGUNS, then try to keep your Hunter fights one-on-one or you will be in deep trouble. If you are bold like me and try to evade them, run in a zig zag pattern to make it difficult for them to track you.

Spiders - Other than increase their size, the T-virus didn't seem to do much

to these wimps. Just pelt with HANDGUN BULLETS until dead or run.

Crows - Ignore these pests. They cause little damage and are way too hard to hit anyway.

Mr. X - YEAH! I love to fight this guy. In fact, I love to fight any Tyrant that gets in my way. He moves real slow, so you can escape easily, but you don't want to do that. If you kill him, he will give you SHOTGUN SHELLS, or GRENADE ROUNDS of any of the three flavors. The easiest way to take him down is to be in a large room. Run laps around the room, pressing L1 at each corner to face him, then pelt him with HANDGUN BULLETS. When he gets too close for comfort, run to the next corner and shoot from there. Repeat until dead. If you want to run past him in a narrow space, run to one side of him. He will throw a punch and likely hit you. After he gives you the punch, he will stand still for a moment. Quickly run past... Basically, Mr. X is a beefed up zombie.

Moths - There are only two of these things in the whole game. Blast it several times with the SHOTGUN to kill or just run, as they are lacking enthusiasm to get you. You won't have to encounter them if you follow my walkthrough.

Crocodiles - The easiest RE2 boss returns, but this time he's not so easy, as now there are two of them, and no explosive cans to blow off their heads with. They will slowly come down from both ends of the hall towards you. Focus only on the one blocking the ladder. Blast him with your most powerful weapons. If this is the first game on your file, all you will have is the SHOTGUN and two HANDGUNS at the most, so you are pretty much dead. Wait until you finish your first game and get the GRENADE GUN and all those other weapons before you decide to fight them. Thankfully, it is not necessary to encounter them at all during the game. If you stick to my route, you'll never have to fight them. They're just a big waste of ammo and health if you ask me.

Plants - Dodge these guys. They are really slow and absorb way too much ammo to kill.

First Tyrant form - A good method is to blast him with HANDGUN Da few times, run to the other end of the hall when he gets too close, then blast him some more. Repeat until dead.

Second and Third Tyrant form - This battle is very simple. Whip out your GRENADE GUN and blast him repeatedly whenever he stops jumping around. In this battle he'll be in your face a lot so it'll be easy to hit him. Back up while loading another grenade to help avoid his claw swipes. If he grabs you by the throat, shoot him with another grenade to make him let go.

4: Walkthrough

Press START at the title screen and choose NEW GAME. Select NORMAL mode. After you hear "Resedent Eeevil....SURVIVOR," rapidly tap START until you gain control.

| _ | | _ | | _ | | _ | | /_ |
| | | | | | | | | | | | | |

```
|  _  | |  _  | |  _  /  | |      | |      - UPTOWN
| |  _  | | | | | | | \ \  | |      _ | | _
|_|      |_| |_| |_| \ \  |_|      |_____|
```

HELICOPTER CRASH SITE

There is nothing to see here, so enter the gate near the boxes.

"ARK'S" ALLEY

Stride over to the dead body of "Ark Thompson" and listen to the trademark RE acting we've come to love. After the scene is over, a zombie is in your face. Shoot him up and take the RUSTED KEY he drops. Unlock the double doors near the dead bodies with the RUSTED KEY.

CHAPEL

Immediately start shooting upon entry. Kill the two zombies and enter the door to the right.

CLOCK ROOM

Shoot all three zombies and take the CLOCK WINDER from the clock and the CHAPEL KEY from the desk behind the partiton. Leave.

CHAPEL

Walk across to the door on the other side of the chapel.

CHAPEL HALLWAY

Ignore the double doors and run down the hall. A three-zombie mob approaches from around the corner. Stand near the wall opposite them and wait for them to walk past the corner. When they go past the corner run around them on the right and crash into a clock that, *ahem*, just happens to look exactly like that clock we saw earlier. These RE puzzles are way too easy. Put the CLOCK WINDER on it and a secret set of stairs is exposed.

Take the stairs.

SPIDER HALL

Pelt the single spider until it is dead, and enter the door it was protecting.

CHAPEL STORAGE ROOM

Scrape right along the boxes you see to collide with a desk that has another key. Take the CHURCH'S REAR KEY. Now tap L1. AAAHH! Zombies! Scrape along the boxes again back to the door. If you are slow you may have to do some pushing.

SPIDER HALL

Go back up the stairs.

CHAPEL HALLWAY

Run to the door you see immediately after entering.

PHONE ALLEY 1

Ignore the ringing telephone and go down the stairs to the right.

RIVER WALK

Scrape along the benches to pick up the CRACKED KEY and avoid the two lickers. Now go get the GREEN HERB beside the other set of stairs. Tap L1 to face the lickers, then run around the railing and up the stairs.

PHONE ALLEY 2

Rapidly tap START to avoid the telephone conversation. I prefer the library route at this point in the game, because you get HANDGUN D. HANDGUN D seems to be able to put down enemies the fastest of all the HANDGUNS because it puts quite a bit of power behind every shot. It puts down zombies on occasion with only two bullets! Anyway, go to the library. It is the building at the far end of the street.

BOOK CHECKOUT DESK

Rapidly tap START to skip a cinema, then go up the stairs.

READING ROOM

Take the GREEN HERB near the double doors, then enter the doors.

UPPER LIBRARY

Upon entry, you will hear the door lock behind you. After a few words from a mysterious stranger behind the door, sinister music will begin. There is a hunter wandering around the maze of bookshelves. Put him down, then take the glorious HANDGUN D from the desk with the computer. Try the door, and unbelievably, the door has mysteriously unlocked.

READING ROOM

You will hear a door open and close downstairs. Probably that crazy guy who locked you up in the library! Let's follow him.

BOOK CHECKOUT DESK

Enter the double doors to the left of the stairs.

LOWER LIBRARY

Run around the bookcase and dodge the licker. Run for the exit around the corner.

LIBRARY OFFICE

Shoot all the zombies and take the MANHOLE OPENER from the desk. Leave thru the other door.

ALLEY BEHIND LIBRARY

Get out of the offshoot and into the alley. While evading dogs and crows, pick up the RED HERB in the back corner and open up the manhole with the MANHOLE OPENER.

out the next door.

DANCE FLOOR

This place is empty currently, so go up the small set of stairs and enter the door there.

PRIVATE LOUNGE

Walk around the wall and pick up the CLUB HALL KEY on the coffee table. After you pick it up, Mr. X comes a'callin. Tap L1 to face the corner of the small wall, then pelt Mr. X till he dies. He may get confused trying to walk around the wall, giving you more time to shoot him. Take the item he drops and leave.

DANCE FLOOR

Yet another Mr. X attacks you, but this time you have a wide open space to work with. Run laps around the room, pausing at each corner to pop off a few shots. Repeat till dead. Take his item, unlock the front door with the CLUB HALL KEY, and leave.

STREET IN FRONT OF SKYSCRAPER

Rapidly tap START until Umbrella's proud logo disappears from the screen. Press L1 to discover a RED HERB. Pick it up and enter the skyscraper.

SKYSCRAPER LOBBY

You are attacked by either hunters or lickers. If there are hunters, gun them both down and take the MAGNUM ROUNDS off the front desk. Go out the door on the right side of the lobby. Lickers are much easier. Take the MAGNUM ROUNDS, slip past them, and leave thru the next door.

1F ELEVATOR LANDING

Scrape along the left wall to evade the zombies, then take the elevator on the right. The left one is broken.

13F ELEVATOR LANDING

You encounter either hunters or lickers. Evade either one and take the first door you see.

VINCENT'S OFFICE

You will see a cutscene that is unskippable until your character looks away from the video screens. Do so at that point. Now, press L1 to face the CARD KEY on the computer. When you try to pick it up, Mr. X crashes through the computer! Run around the room and shoot him from the corners like you did back at the nightclub. Take the item he drops, then take the CARD KEY that landed near the desk. Leave.

13F ELEVATOR LANDING

Run over to the door across the hall and use the CARD KEY on the card reader to unlock it. Enter after doing so.

SECURITY ROOM

You will meet either zombies or lickers. Evade either one. Run around the computer desk and take the other door in the back of the room.

13F PRIVATE ELEVATOR LANDING

Go over to the elevator. Unfortunately, its not at your floor yet, so you'll have to wait. But don't worry, you'll have your hands full with the Mr. X that comes thru the hole in the wall. After defeating him, take his item and the RED HERB in the back corner. Go back to the doors and the elevator will arrive then.

METAL DETECTOR

Ignore the card reader and just charge straight thru the metal detector. It will set off the alarm and a licker will crash thru the window, but before he can attack, you'll be long gone down the stairs.

PARKING GARAGE

Run into the lot and snag the GRENADE GUN someone carelessly left lying on top of a car (I thank his incompetence), and then run up the ramp past the car to get away from the dogs.

CANAL 1

Skip the cutscene. Wade down the waterway to the door on the left side of the fence. It's a little hard to see, so use L1 to aim yourself at it.

CANAL 2

You can see a hunter lurking on top of a bridge. Snipe him with a HANDGUN and keep firing to kill him before he can reach you. Leave out the gate at the other end of the canal.

CANAL 3

Zig left between the two big spiders, then zag right to hit the ladder on the right wall.

LOTT'S YARD

Immediately turn left upon entry to discover a GREEN HERB and a BLUE HERB. Take both of them and then enter the house. Ignore the zombies behind the fence.

FAMILY ROOM

Take the door on the right side of the room.

LOTT'S ROOM

You hear a tremor, and it's coming from the closet. Walk over to the closet and then press start to skip the boring cinema. Now leave the room. (BTW, notice the poster to the left of the bunkbeds. Street Fighter, anyone?)

FAMILY ROOM

Go to the door next to the kitchen.

PARENTS' ROOM

him hit you. During the pause between punches, sprint past. After a little more running, you will cross a rope bridge. At the other end, Mr. X makes his last appearance in this area. Hopefully, he will be looking away. Get past him and (finally) out through the gate.

QUARRY

Here you will meet dogs or hunters. Run in a zig zag pattern to the gate at the other end of the quarry.

MANSION'S YARD

Sprint past the dogs and run for the big front gates.

MANSION COURTYARD

Hunters will attack. Kill the one that sees you right away, then shoot the ones on the left and right sides of the yard. Take the GREEN HERB from around the left side of the mansion, then run to the right side and enter the small door there. Don't bother with the front doors, because they are boarded up from the other side.

MANSION MAIN HALL

You'll hear Lott give a yell, but before running down the stairs to his rescue, take the GRENADE ROUNDS from the back corner of the room.

```

_____
|  _  | |  _  | |  _  | |  _  | |  _  |
| |  | | | |  | | | |  | | | |  | |  |
|  _  | |  _  | |  _  /  | |  |  _  |   - THE FACTORY
| |  _  | | | | | | | \ \  | |  |  _  |
|  _  | |  _  | |  _  | \ \  | |  |  _  |

```

WORKER LIFT LANDING

Mr. X comes for you as you enter. Shoot him. Now there will either be a group of zombies, another Mr. X, or nothing at all after the first attack. Anyway, kill the monsters if they are there, then go to the elevator control room. Throw the switch, take the MAGNUM, then go down on the elevator.

BOILER ROOM

There are many zombies shambling about in this room, but don't bother to kill them as they will regenerate every time you come through this room again. Ignore the door you see after entering. Instead, turn right at the fork and dodge your way to that door.

SHUTTER HALL

There are lickers crawling on the ceiling, but you won't even see them if you move fast enough. Take the door on the left side of the hall. It's near where the hall curves.

PLANT CULTIVATION ROOM

Take the ACID ROUNDS off the desk and take the next door. BTW, look at the huge broken capsule in the middle of the room. Something must have gotten out...

CHEMICAL COLLECTION LAB

Shoot down the lickster that attacks and take the ACTIVATION DISK from the counter. After you pick it up, you hear a crash. Run back down the little hall to the last room and you will be jumped by a lickster, but like all the other surprise-licksters in this game, you'll be long gone before he can attack.

PLANT CULTIVATION ROOM

Well, the plants escaped, not that it's any big surprise. They are way too slow to catch you, so leave the room.

SHUTTER HALL

Run back to the double doors you used to enter.

BOILER ROOM

Remember that other door I told you not to go to yet? Well now you can go there. Dodge your way to the other set of double doors.

POWER MONITOR ROOM

Run down the catwalk to the computer at the end of it. Insert the activation disk and watch the zombies do a funky dance. You hate their dancing so you should shoot all of them and go into that little room they came out of. Take out the shy ones who wouldn't come out and take the GRENADE ROUNDS. Now leave.

BOILER ROOM

Dodge all the zombies and go to the other set of double doors.

SHUTTER HALL

Hey neat, no more licksters. Press that bright blue button that is calling for you, then watch the boring cinema showing the big shutter open. Dodge the plants and take the ID CARD from the dead scientist. Run to the elevator at the end of the hall, and activate it with the ID CARD. (BTW, this is the first time I have ever played a RE game and found a key in the same room it was needed in. Strange.)

LARGE SHUTTER HALL

Evade the plants and press another pretty blue button. After the shutter opens, take the FLAME ROUNDS and the BLUE HERB if you want it. Leave out the huge double doors.

MR. X STORAGE ROOM

This is absolutely the coolest room in the whole series! You're on a walkway surrounded by Mr. Xs in giant tubes, but fortunately you will only need to fight one of them. After the cinema, kill Mr. X for the last time, take his item, and take the door at the other end of the catwalk.

LOTT'S PLATFORM

You will see a brief cinema of Lott trying to fend off a hunter with a

multi-colored baseball bat. Stupid kid. Come to his rescue by killing the hunter, then after you see the flashback, tap start. After you hear the goofy sounding self-destruct tape, take the FAS and leave the room thru the single door.

T-HALL

After the cheesy cinema, run to the other door at the end of the hall.

MAIN CONTROL ROOM

Run forward and activate the terminal with a green screen, then turn tail and run out again.

T-HALL

Go activate the switch to raise the shutter. Dodge both plants and take the door at the end of that hall.

TYRANT ROOM

Take the MASTER KEY off the terminal in front of you, then turn around and leave. Ignore the hideous creature in the tube.

T-HALL

Cool, no more plants, run down the hall to activate a cinema showing Andy the troll being killed. Take out your HANDGUN D and shoot the Tyrant until it gets too close, then run to the other end of the hall and shoot from there until he gets too close again. Repeat until dead. Now, go back into the MAIN CONTROL ROOM.

MAIN CONTROL ROOM

Turn to the right and take the MAGNUM ROUNDS. Shoot your way to the little door between the big video screens. Use the MASTER KEY and get out.

DOOR HALLWAY

As you enter, all the doors in the hall will blast from their frames, but nothing will come out of them. Strange. Run over all the doors and get out.

TRAIN PLATFORM 1

The kids will wave for you then get inside the train. After the cinema, run down the hall then turn right. Activate the panel there to raise the doors blocking the tracks. Now tap L1 and you find yourself in a cleaner ambush! Dodge past all the cleaners. If you try to fight them, you'll just get jacked up because they swarm from all sides. Take the SHOTGUN SHELLS near the train and then board it.

TRAIN PLATFORM 2

After watching the kids wave again, follow them to the elevator.

HELIPORT

After the cinema, the Tyrant returns again to fight you on the heliport. Brings back memories, but this time you have no bazooka to kill him in one

shot. For his first form, pelt him with MAGNUM BULLETS whenever he stops leaping around. Also walk backwards a little between every shot to put extra distance between you and the Tyrant. He should change his form again as you run out of ammunition for the MAGNUM.

This form actually weakens him because he loses the ability to leap at you and practically run circles around you. Take out the GRENADE GUN and shoot him up with ACID ROUNDS first. When you run out of acid, use FLAME ROUNDS, when out of that, use GRENADE ROUNDS. In the unlikely event you run out of even THAT, use the SHOTGUN. Eventually, after absorbing enough ammo to destroy a city block, he will die. Watch the Tyrant's goofy death in the ending movie and look at your time. Go get yourself a drink, you need a rest after this strenuous game.

5: Thanks

- Thanks to myself because if it wasn't for me, this FAQ wouldn't exist!
- Thanks to my dad for giving me jobs to do to pay for my Playstation 2 and this game!
- Thanks to Capcom! I am really looking forward to Resident Evil: Code Veronica X.
- Thanks to S.D. Perry for her brilliant novelization of the Resident Evil series!
- BIG, Big thanks to GameFaqs, THE best video game site on the net!

6: E-mail Policy

I have recieved a lot of stupid e-mail in the past, but now it is starting to get ridiculous so I am going to start enforcing what kinds of messages will and will not get answered.

Please DO:

- read the whole document before sending a question. If you have time to waste your life away on video games, then you have enough time to scan my document for a few minutes for an answer to a problem.
- put the name of the game in the message topic. It makes it A LOT easier for me to pick out which messages are on games and which are not. Also if the name is not there, I might accidentally delete it, thinking it is junk mail.
- spell correctly. I won't be able to help much with your problem if you send me something like "Hy mn cn u hlp me wth ths 1 prblm, I cnt bt ths 1 lvl ok thnks gby."
- send a message in English. I can barely read Spanish, let alone translate Japanese. You wouldn't believe how many messages I have recieved in some foreign languages that I don't even know which continent they are from.
- be polite. Any mail with excessive flaming will be instantly deleted.

Please DO NOT:

- write the title of the message as "About your walkthrough" or something similar to that.

- flame. I hate flaming. Especially messages with the f-word or the s-word. These will be instantly deleted.

- send advertisements. These will be considered junk mail and will be deleted instantly.

- ask me something that is already answered in the walkthrough or the manual. C'mon, would you rather spend a few minutes skimming my guide, or would you rather spend a few hours, days, or even weeks waiting for me to get back to you?

- forget to include the name of the game in the message or on the title. I am not a psychic. I cannot tell what game you are after if you do not include the name in it.

- send me a message in any language other than English. The only other language I can barely understand at all is Spanish, and even then, I can hardly form simple sentences. So don't send the message in any language besides English or I simply won't be able to help you.

7: Copyright

This guide is the sole property of Nathan Norris, author of this guide. Don't rip off this guide in part or whole, or I will be forced to act against you. Don't rip off this guide then alter it to death and claim it as your own. This guide may not be used for ANY profitable reasons whatsoever, even if no money is made.

I'm tired of all these websites requesting my guides for their sites, so from now on, these are the only sites which may use my guides:

www.gamefaqs.com
www.neoseeker.com
www.gameadvice.com
www.psxcodes.com

This makes it very simple for me to keep track of what state each version is in each site. If you find this guide on some other site, and it is incomplete, go to www.gamefaqs.com. before requesting help from me. Since gamefaqs.com is the first place I send every piece of my work, they are sure to have the most up-to-date version of my guides.

Also, if you find this guide on www.cheatcc.com, notify me immediately. They have ripped off of me before and I'm not gonna let them do it again.

I bid you farewell.
