

Resident Evil: Directors Cut: Dual Shock Edition Item Location FAQ

by Sweetpimp324

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RESIDENT EVIL 1: DIRECTOR'S CUT: DUAL SHOCK VERSION

System: Playstation

IN-DEPTH FAQ: ITEM LOCATIONS FAQ FOR RESIDENT EVIL 1: DIRECTOR'S CUT: DUAL SHOCK VERSION

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Version Final

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Updates

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Version 1.0-March 11, 2002-2:10PM- Began and Finished up this guide.

Version Final- May 6, 2002- 1:35AM- Organized this FAQ to make it the final copy.

[2]

Resident Evil : Director's Cut: Dual Shock Version Quick Pointers

1 Player

Memory Card (for PS) 1 block

Analog Control Compatible

Vibration Function Compatible

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NOTE: (A)= Advanced Mode Location

(S)= Standard Mode Location

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[3]

Location of Weapons

BERETTA

Jill- (A&S) Begins the game with with this weapon

Chris- (A&S) When you return to the Main Hall after you go into the dining room, it is on the floor.

COMBAT KNIFE

Jill and Chris- (A&S) Both begin the game with this knife.

SHOTGUN

Jill and Chris- (A&S) To get this weapon you must first have the Broken Shotgun and then go to the Living Room, take the Shotgun off the wall and replace it with the Broken Shotgun to get out alive.

COLT PYTHON

Jill and Chris- (A) Located in the Vacant Room. (S) After you use the Red Jewel in the Tiger Statue Room.

FLAMETHROWER

Chris- (A&S) Two Flamethrowers are located on the walls of the Underground Branch Passage and Rock Passage. When you take the Flamethrower off the wall you get locked inside but it can be used to get out as well. I'll let you figure that one out yourself.

BAZOOKA

Jill- (A) After beating Forest on the Terrace (Balcony) it will be lying on the ground. (S) Terrace (Balcony).

ROCKET LAUNCHER

Jill and Chris- (A&S) During the Final Battle on the helipad.

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Location of Maps

FIRST FLOOR MAP- Displays the layout of the Mansion's First floor.

Jill and Chris- (A&S) Inside bowl on top of the statue in the middle of the Gallery Room.

SECOND FLOOR MAP- Displays the layout of the Mansion's Second floor.

Jill and Chris- (A&S) Lesson Room Entry's fireplace.

DORMITORY MAP- Displays the layout of the Dormitory

Jill and Chris- (A&S) On the wall in Room 002.

GARDEN MAP- Displays the layout of the Garden.

Jill and Chris- (A&S) On the Courtyard's eastern wall.

UNDERGROUND MAP- Displays the layout of the Underground.

Jill and Chris- (A&S) On the Crank Passage wall.

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Location of Keys

002 KEY- Opens the 002 Room.

Jill and Chris- (A&S) The Beehive Passage.

003 KEY- Opens the 003 Room.

Jill and Chris- (A) The sink in the 002 Room bathroom. (S) Arms Storage.

ARMOR KEY- Opens all the doors with the Armor Carving.

Jill and Chris- (A) Next to Forest's body on teh terrace. (S) In the Greenhouse.

CONTROL ROOM KEY- Opens the door to the Control Room.

Jill and Chris- (A) Fireplace of the room with Plant 42. (S) Room 001 bathroom.

HELMET KEY- Open all the doors with the Helmet Carving.

Jill and Chris- (A) In the Guardhouse Basement's Arms Storage. (S) Inside Plant 42 Room.

LAB KEY- Opens the door to the Lab Room.

Jill and Chris- (A) In the Crank Passage's secret compartment. (S) In the Conference Room.

SHIELD KEY- Opens all of the doors with the Shield Carving.

Jill and Chris- (A) After using the Blue Jewel in the Tiger Statue Room. (S) In the Dining Room.

SWORD KEY- Opens all of the doors with the Sword Carving.

Jill and Chris- (A) Insdie the Small Dining Room's hidden room. (S) Left Stairs Save Room.

SMALL KEY- Opens Various locks for Chris.

Chris- (A&S) Various Locations.

LOCKPICK- Allows Jill to open any desks that are locked, and even some Locked Doors.

Jill- (A&S) Baryy gives it to you at the very beginning of the game.

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Locations of Books, Files, & Documents

BOTANY BOOK- Contains information regarding herb mixing.

Jill and Chris- (A&S) Small library.

DOOM BOOK 1- Contains the Eagle Medal.

Jill and Chris- (A) Hidden room in the back of the Large Library on the second floor. (S) Study Room.

DOOM BOOK 2- Contains the Wolf Medal.

Jill and Chris- (A&S) Items Passage.

FAX- Contains information about Umbrella's research.

Jill and Chris- (A&S) Private Room A

KEEPER'S DIARY- A journal of one of the Mansion's Scientists.

Jill and Chris- (A&S) Employee Room's Desk.

MUSIC NOTES- Sheet of music for the Piano.

Jill and Chris- (A&S) On Shelf in the Bar.

ORDERS- Contains information about the S.T.A.R.S. mission.

Jill and Chris- (A&S) Trophy Rooms Table.

PASS CODES 1- Code needed to access the Cell Entry.

Jill and Chris- (A&S) Private Room A.

PASS CODES 2- Code needed to access the Cell Entry.

Jill and Chris- (A&S) Mortuary.

PASS CODES 3- Code needed to access the Cell Entry.

Jill and Chris- (A&S) Double Lock Room.

PASS NUMBER- Used to open the door to the Rough Passage.

Jill- (A&S) Barry gives this to Jill.

PLANT 42 BOOK- Contains information about the development of Plant 42.

Jill and Chris- (A&S) On the bed in Room 002.

RED BOOK- Used to place it into an empty space in the bookshelf of Room 003.

Jill and Chris- (A) Guardhouse's Bar table. (S) 002 Bedroom.

RESEARCHER'S LETTER- Contains computer passwords.

Jill and Chris- (A&S) Private Room B.

RESEARCHER'S WILL- Contains a scientist's death orders.

Jill and Chris- (A&S) Study desk.

SCRAPBOOK- Contains miscellaneous information.

Jill and Chris- (A&S) Large library.

SECURITY SYSTEM- A book that tells about security of the Laboratory.

Jill and Chris- (A&S) Conference Room bookshelf.

V-JOLT REPORT- Contains information to develop V-Jolt.

Jill and Chris- (A&S) Bookshelf of Room 003.

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ACID ROUNDS- The most powerful Bazooka Ammo.

Jill and Chris- (A&S) Various Locations.  
~~~~~

BATTERY (2)- Powers various machinery.

Jill and Chris- (A)Power Room/Hidden Library of the Large library.
(S)Shed/Helipad.
~~~~~

BLUE HERB- Cures the effects of poison.

Jill and Chris- (A&S) Various locations.  
~~~~~

BLUE JEWEL- Fits into the eye of the Tiger in the Tiger Statue Room.

Jill and Chris- (A)Grandfather Clock of the Dining Room. (S) In the broken
statue in the Dining Room.
~~~~~

BROKEN SHOTGUN- Needed to receive the Shotgun.

Jill and Chris- (A) Right Stairs Save. (S) Vacant Room.  
~~~~~

CHEMICAL- Pour this into the generator to poison the plant creature.

Jill and Chris- (A) Boiler. (S) Right Stairs Save Room.
~~~~~

CLIP- Standard Beretta Ammo.

Jill and Chris- (A&S) Various Locations.  
~~~~~

EAGLE MEDAL- Used with the Wolf Medal in the Fountain to open up a passage.

Jill and Chris- (A&S) Inside of Doom Book 1.
~~~~~

EMBLEM- Place onto the statue in the Mansion Bar's secret room.

Jill and Chris- (A) Armor Room. (S) Dining Room.  
~~~~~

EMPTY BOTTLE- Used to hold chemicals.

Jill and Chris- (A&S) Drug Storehouse.
~~~~~

EXPLOSIVE ROUNDS- Standard Bazooka ammo.

Jill and Chris- (A&S) Various locations.  
~~~~~

FIRST AID SPRAY- Restores your characters health completely.

Jill and Chris- (A&S) Various locations.
~~~~~

FLAME ROUNDS- Powerful Bazooka ammo.

Jill and Chris- (A&S) Various locations.  
~~~~~

FLARE- Signals the rescue helicopter at the end of the game.

Jill and Chris- (A&S) Near the elevator at the Helipad.
~~~~~

FM RADIO- Allows you to receive transmissions from other S.T.A.R.S. Team  
members.

Jill- (A&S) Jill gets hers from Richard.

Chris- (A&S) Chris gets his from Rebecca.  
~~~~~

GOLD EMBLEM- Place into the opening of the Dining Room fireplace.

Jill and Chris- (A&S) Mansion Bar's secret room.
~~~~~

GREEN HERB- Restores partial health.

Jill and Chris- (A&S) Various locations.  
~~~~~

HEX CRANK- Insert to activate any hexagonal hole machinery.

Jill and Chris- (A&S) By Enrico's dead body in the Enrico Room.
~~~~~

INK RIBBON- Allows you to save the game at any Typewriter.

Jill and Chris- (A&S) Various locations.

LIGHTER- Used to light the fireplace and candle.

Jill and Chris- (A&S) Deer Room's bedroom.

MAGNUM ROUNDS- Standard Colt Python ammo.

Jill and Chris- (A&S) Various locations.

MO DISK (3)- Used to retrieve pass codes from the various Terminals.

Jill and Chris- (A) Courtyard Room/Small Lab/Conference Room's hidden compartment. (S) Library B/Hex Crank Passage/Laboratory Stairs.

MOON CREST (2)- One of the four crests required to complete the tapestry that opens the door to the Storeroom.

Jill and Chris- (A&S) One in the Giant Snake Boss' lair/One in the Study to the left of the Deer Room.

RED HERB- Combine with the Blue or Green Herb to strengthen their effects.

Jill and Chris- (A&S) Various locations.

RED JEWEL- Fits into the eye of the Tiger Statue in the Tiger Statue Room.

Jill and Chris- (A&S) Trophy Room's Elk Head.

SERUM- Heals poison's effects.

Jill and Chris- (A&S) Left Stairs Save Room.

SLIDES- Contain pictures of the various enemies.

Jill and Chris- (A) Conference Room desk. (S) Small Lab.

SQUARE CRANK- Insert to activate any square-hole machinery.

Jill and Chris- (A&S) Storeroom.

STAR CREST- One of the four' crests required to complete the tapestry that opens the door to the Storeroom.

Jill and Chris- (A) In the broken statue in the Dining Room. (S) Behind the painting in the Large Gallery.

SUN CREST- One of the four' crests required to complete the tapestry that opens the door to the Storeroom.

Jill and Chris- (A) Freenhouse behind the plant monster. (S) Armor Room.

V-JOLT- Chemical to poison Plant 42.

Jill and Chris- (A&S) Drug Storehouse.

WIND CREST- One of the four' crests required to complete the tapestry that opens the door to the Storeroom.

Jill and Chris- (A) Greenhouse behind the plant monster. (S) Armor Room.

WOLF MEDAL- Used with the Eagle Medal in the Fountain to open a passage.

Jill and Chris- (A&S) Located inside Doom Book 2.

[8]

Special Thanks

-CJayC for creating this wonderful site, and posting up my Walkthroughs without denial.

-My parents for loving me, caring for me, buying me everything for my pleasures, and about every single other thing.

-My friends for inspiring me to be the person that I am today.  
-My dog for not barking nor annoying me while I was writing this FAQ.

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