

# Resident Evil: Directors Cut: Dual Shock Edition FAQ/Walkthrough

by Mysticcat

Updated to v1.0 on Sep 6, 2001

This FAQs is Copyright 2001 by Phan Nguyen Khanh Dan

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

## DIRECTOR'S CUT DUALSHOCK VERSION

### THE GAME

Name : Resident Evil Director's Cut Dual Shock Edition  
Platform : Sony Playstation  
Development and Publisher : Capcom  
Released : 1997

### "RESIDENT EVIL DIRECTOR'S CUT DUAL SHOCK" FAQS/WALKTHROUGH

FAQs author : Phan Nguyen Khanh Dan "Mysticcat"  
Version : 1.0  
Email : kthoa@hcm.vnn.vn  
Created : September 1st 2001  
End : September 3rd 2001

### T.A.B.L.E. O.F. C.O.N.T.E.N.T.S.

~~~~~

1. INTRODUCTION
2. LEGAL STUFF
3. UPDATE / REVISION HISTORY
4. CONTROLS
5. STORYLINE
6. CHARACTER BIOS
7. DIFFICULTIES
8. HEALTH GUIDE & HERB MIXING
  - + Health Guide
  - + Herb Mixing
  - + Damage Notes
9. WALKTHROUGH
  - Training and Standard mode
  - Advanced Mode

10. THE ENDINGS
11. ADDED NOTES
  - The Shotgun Trap
  - Barry's position
  - Rebecca's position
  - Keep the serum
  - The electronic locks in the laboratory area
12. ITEM LIST
13. WEAPON LIST
14. MONSTER LIST
15. FILES
  - A. Botany Book
  - B. Keeper's Diary
  - C. Researcher's will
  - D. Plant 42 Report
  - E. "V-JOLT" Report
  - F. Pass Number
  - G. Orders
  - H. Scrapbook
  - I. Researcher's Letter
  - J. Fax
  - K. Pass Code No.1
  - L. Pass Code No.2
  - M. Pass Code No.3
  - N. Security System Manual
  - O. Slides
  - P. Barry's Picture
16. SECRETS
  - Magnum with unlimited ammo
  - Rocket Launcher with unlimited ammo
  - Hidden Screen
  - Special Key
  - Jill's game
  - Advance game
17. CODES
18. MISCELLENEOUS
  - Quick Strategy
19. THE TRUE STORY BEHIND BIOHAZARD
  - Who is Trevor ?
  - Where is this book ?
  - Contents
  - Introduction of Trevor's Notes
  - Trevor's Notes
  - Original Barry Burton
20. RELATED RESIDENT EVIL
  - Biohazard
  - Resident Evil
  - Resident Evil for Sega Saturn
  - Resident Evil beta
  - Resident Evil Director's Cut
21. OTHER STUFFS
  - MY OWN REVIEW ABOUT THIS GAME
  - RESIDENT EVIL GAMES
  - WESKER'S REPORT
22. AUTHOR'S LAST WORDS
23. SPECIAL THANKS

-----

\*\*\*\*\*

1/ I.N.T.R.O.D.U.C.T.I.O.N.

\*\*\*\*\*

Resident Evil Director's Cut is my first Resident Evil I have played. And Resident Evil Director's Cut Dual Shock Edition was released not long later. I don't know what Capcom wanted to do. But this version doesn't have any major change from the old. There are just some different background music but I think it's not worth remaking as Capcom has done. Anyway, it was released and now I have to make a guide for it.

\*\*\*\*\*

2/ L.E.G.A.L. S.T.U.F.F.

\*\*\*\*\*

OKAY, I HAVE ALREADY HAD MY LAST DECISION :

- I ALLOW ANYONE WHO USE THIS FAQS AFTER ASKING FOR MY PERMISSION. JUST CONTACT ME, LET ME SEE YOUR WEBSITES AND CREDITS.
- THIS FAQS CAN'T BE ALTERED, PRINTED OR COPIED ANYWAY.
- IT CANNOT ALSO BE PUBLISHED AS A MAGAZINE, POSTER OR ANYTHING.
- IF WHOEVER DOESN'T OBEY THESE RULES, I MUST USE THIS HEAVY LEGAL ACTION.

IMPORTANT NOTE :

- THIS NOTE IS WRITTEN FOR PEOPLE WHO HAVE USED THIS GUIDE WITH MY PERMISSION. YOU SHOULD FREQUENTLY CHECK THE FAQS AT GAMEFAQS SITE AT LEAST ONCE 2 MONTH BECAUSE I OFTEN SEND THE COMPLETE UPDATE TO THIS SITE.

SO I HOPE EVERYONE WOULD UNDERSTAND THIS LEGAL INFO. CURRENTLY THIS FAQS IS REALLY VALUABLE AT :

[Http://www.gamefaqs.com](http://www.gamefaqs.com)  
[Http://www.neoseeker.com](http://www.neoseeker.com)

FINALLY, THANKS EVERYONE FOR READING THIS FAQS.

\*\*\*\*\*

3/ U.P.D.A.T.E. / R.E.V.I.S.I.O.N. H.I.S.T.O.R.Y.

\*\*\*\*\*

- Version 1.0 (September 1st 2001)  
FAQs started...  
This is always my first step.

\*\*\*\*\*

4/ C.O.N.T.R.O.L.S.

\*\*\*\*\*

- Up : Forward
- Down : Backward
- Left : turn left

- Right : turn right
- R1 : draw weapons
- X : OK / Attack
- Square : Run
- Triangle : Cancel
- Circle : N/A
- Start button : menu screen

\*\*\*\*\*

#### 5/ S.T.O.R.Y.L.I.N.E.

\*\*\*\*\*

There were a lot of mysterious murders happening in the Raccoon Forest that no one knew about. A special teams of Raccoon city - S.T.A.R.S. was sent there to investigate the incident. They didn't know what was happening there. Suddenly, a partner of them - Joseph Frost was killed miserably by strange creatures and some other partners were lost. The pilot who drove the helicopter was afraid and drove away, leaving his partners. The left partners must try to run out of danger. They suddenly ran to a mansion in the forest which they thought to be safe. But it's not over yet...

\*\*\*\*\*

#### 6/ C.H.A.R.A.C.T.E.R. B.I.O.S.

\*\*\*\*\*

-----  
CHRIS REDFIELD  
-----

Age : 25  
Height : 5 feet 11 inches  
Role : Marksman  
Weapons in game : Combat Knife, Beretta M92F, Shotgun, Magnum, Flamethrower, Rocket Launcher.  
Advantage : fast action and very good at using weapons.  
Weakness : couldn't solve some puzzles by himself.  
A member of STARS Alpha team. After being kicked off Air Force because of his behaviour, Chris became a drifter until he met Barry. Barry recruited him as a new STARS member and he has chance to prove himself quickly. In Alpha team, he works as a marksman or a pilot. To play with Chris is hard because he is a bit clumsy and hardly does everything. In the game, he needs a female supporter to help him do what he can't do.

-----  
JILL VALENTINE  
-----

Age : 23  
Height : 5 feet 5 inches  
Role : Mechanic specialist  
Weapons in game : Combat Knife, Beretta M92F, Shotgun, Bazooka, Magnum, Rocket Launcher.  
Advantage : could solve all the puzzles in the game herself.  
Weakness : slow action.  
A member of STARS Alpha team. Jill is an intelligent soldier that had rescued many partners from danger in the past. As Chris, she also had been accepted in STARS and becomes an excellent police at mechanical devices such as lockpick. Barry often calls her "Master of unlocking".

\* Support characters :

-----  
BARRY BURTON  
-----

Age : 38

Height : 6 feet 1 inches

Role : Weapon specialist

A member of STARS Alpha team, Chris's old friend and partner. Barry was an excellent SWAT member who is very good at weapons - a type of people who respects his family best. As a police who spends many experience in work, he has taken part in a lot of successful incidents. In the game, he is Jill's supporter.

-----  
ALBERT WESKER  
-----

Age : 38

Height : 6 feet

Role : Mission leader

The leader of Alpha team. He is mysterious but looks very cool because of his blonde hair and an usual sunglasses. He is a very important character in Resident Evil series. Maybe you know what he is, early or late.

-----  
REBECCA CHAMPER  
-----

Age : 18

Height : 5 feet 1/2 inches

Role : medicine specialist

Weapons in game : Combat Knife, Beretta M92F

The newest, youngest member of STARS. She is in Bravo team and in the game she is Chris's supporter. Because of her age, she is very curious of one another. But she is also a bit lovely.

\* Other characters :

- Kenneth Sullivan ( Bravo Team )

This character doesn't appear in the game as a living person...

- Forest Speyer ( Bravo team )

The same as Kenneth...

- Joseph Frost ( Alpha team )

You will know what happens to him in the uncut intro.

- Richard Aiken ( Bravo team )

Some annoying...

- Enrico Marini ( Bravo team )

Just find out yourself.

- Brad Vickers ( Alpha team )

The guy who drove the helicopter and leave you in the forest.

\*\*\*\*\*

7/ D.I.F.F.I.C.U.L.T.I.E.S.

\*\*\*\*\*

\* TRAINING : The easiest mode with double numbers of ammo, ink ribbons and only a few monsters. With this mode, you can use your ammo funnily

and don't worry about running out.

\* STANDARD : Normal mode. The monsters are not very hard. Ammo is enough to use. Try to keep a balance in this mode. Don't so "happy", especially to play with Chris.

\* ADVANCED : Hard mode. The monsters are many and stronger. Ammo is the same as Standard. The items are changed position. Your characters's costume are different in this mode. Try to be economical as much as you can : avoid any zombies in your effort, especially with the guy Chris (again).

-----  
ADVISE BEFORE PLAYING  
-----

- As your mode you choose, try to play well which is appreciate with the environment.
- Avoid any enemies in your effort when you are running out of ammo. Combat knife is a bit hard to use in this game.
- Pay attention to anything unusual on your way.
- Keep a safe distance when fighting enemies.
- Try to use the Item Box anytime when your inventory is full.
- When a zombie falls on the floor, if you don't see its blood, that means it hasn't died yet. Aim down to finish it. If you pass over when it's still alive, it will eat your leg.
- Chris begins with :
  - + 6 inventory slots
  - + Combat knife
  - + First Aid Spray
- Jill begins with :
  - + 8 inventory slots
  - + Combat knife
  - + Beretta Handgun
  - + First Aid Spray
- If you are new in this game, play with Jill first.

\*\*\*\*\*

8/ H.E.A.L.T.H. G.U.I.D.E. & H.E.R.B. M.I.X.I.N.G.

\*\*\*\*\*

- Your health is showed by the ECG in the menu screen :

-----  
HEALTH GUIDE  
-----

| COLOUR               | HEALTH  | PERCENT   |
|----------------------|---------|-----------|
| Green                | Fine    | 100%- 75% |
| Green + yellow line  | Fine    | 75% - 50% |
| Orange               | Caution | 50% - 25% |
| Red                  | Danger  | 25% - 10% |
| Purple + green line  | Poison  | 75% - 50% |
| Purple + yellow line | Poison  | 50% - 25% |
| Purple + red line    | Poison  | 25% - 0%  |

- Poison effect turns "Purple with Green line" into "Purple with Red line" into...death for a slow time. So use Serum or Blue Herbs as soon as possible when you are poisoned. This is the good point of Resident Evil 1. Because in the later Resident Evil, Poison effect is only a purple that you can't guess when you will die. In Chris's scenario, when Chris is poisoned by the huge snake and if you take control of Rebecca, try to find the Serum as soon as possible. If you are slow, Chris could die

even you don't take control of him.

-----  
HERB MIXING  
-----

- Herb mixing guide :

| HERBS                 | HEALING PERCENT         |
|-----------------------|-------------------------|
| Green + Green         | heal 50%                |
| Green + Green + Green | heal 100%               |
| Green + Red           | heal 100%               |
| Green + Red + Blue    | heal 100% + cure Poison |

- You can read more information about the herbs in "Botany Book" file in the library.

-----  
DAMAGE NOTES  
-----

- A bite of a zombie make random damage. Sometimes it only causes "Fine" to "Fine" (Green color with yellow line). But in Advance Mode, a strong bite of it can cause you from "Fine" to "Danger" immediately. Just be careful with your health. A bite at feet is often half a bite at neck.
- A scratch of dog is often half an ordinary bite of zombie. But it can confuse you that you can't determine your target because dogs often attack in multiple. So the best way is not to let it scratch you, okay ?
- A bite of huge snake makes a big damage with Poison effect. See the note about "Poison effect" I wrote upper. Just remember to save your character immediately. Only two or three hits of the snake can take you to see "Mr.Death".
- Your life is always threatened when meeting a Hunter, of course. A simple hit of Hunter at your feet just lower one level of your health. But Hunters never beat a simple hit. They beat in sequence of hits, remember. The second is almost the similar to the first but weaker. But...don't be so happy, when you make them furious, just two slices to your head can make you die immediately even you are in complete health. Can you imagine what happen if two Hunters attack you in two sides ? To tell you the truth, you will have no time to shoot them and stand until you die. See "Monster list" and have a good strategy for them.
- Two strong bites of the annoying Neptune can kill you at once. Why ? A bite of it causes "Fine" to "Orange Caution". Run like hell !!!
- A bite of Chimaera lowers one level of health. But a strike from the ceiling is stronger. Just try to avoid their ways and shoot them by Magnum. You can't run as fast as they do. Honest !
- Those small snakes or spiders can only make a very small that doesn't affect too much your health.
- A strike of Plant 42 often lowers half-one health level. The damage of the white powder from the ceiling is weaker. But your health sometimes can be poisoned. Frequently check it.
- Black Widows attack by dropping Poisonous liquid or striking. Just be careful with the liquid. Its strike makes half damage of a zombie hit. I don't know if it has ever bitten your body like Resident Evil Code Veronica.
- Tyrant...a sequence of hits. Almost the same as Hunter's slice, it can quickly move you to the another world. Just frequently check your health.

\*\*\*\*\*

\*\*\*\*\*

\* TRAINING AND STANDARD MODE :

=====  
CHRIS REDFIELD'S WALKTHROUGH  
=====

9.1/ THE MANSION

After talking to Wesker and Jill in the main hall, go to investigate the dining room. Go to the right door to one of the end of the corridor. Something terrible is acting on your eyes. Avoid the zombie and return to the hall, Chris doesn't see Jill and Wesker. Let him collect Jill's gun and continue. If you return to the place where you first meet the zombie and shoot, check the corpse it was eating, you'll realize it's Kenneth. Get two clips from him and there are nothing to do here. Return to the main hall, go upstairs. In the right there are two doors. You should go to the deeper door and get the Small Key. If you go out, you'll see Forest Speyer's corpse. Get his clip (be careful of the crowns). Return to the 2nd floor hall and go to the left room. Shoot the zombies here and push the right blue statue forward, until you meet a space with no balcony, let it drop below. Then go to the next door, kill some zombies here and go downstairs. Go to the nearest room (medical room) and talk to Rebecca. Then get the Sword Key on the bed. Now go out. You'll see there are two another doors. One of them is locked with a carved of Armor. Ignore it and get into the other. If you go forward, you'll come to the garden. There are some tentacles that don't let you go pass the fountain. Ignore them and get out. Turn to the left and check three rooms. The first has a Tiger statue-nothing. Get into the second door (using Sword Key) to get a clip and Shotgun Shells (hehehe...there are something sudden here). Go to the third room to return to the corridor behind the dining room. Get into the dining room and get Blue Jewel (from the broken statue). Put this jewel on the Tiger statue to get the Wind Crest. In the corridor, use Sword Key to open the red door in the left of the end of the room and go in. Find the right corner of the room and push the wardrobe to get Music Notes. Put the Music Notes on the piano and..."Chris unfortunately can't read music." Now you need Rebecca. And she goes in soon to play it for you. Answer "Yes" or "No" are both okay. Let she play it and go out. Go to the main hall to the blue door. You can reach the map by climbing the steps. If you go to the red way, you'll meet a lying zombie. Don't pass over it or you'll be bitten. If you try, your rewards are only some Ink Ribbons. Use Sword Key to open the brown door beside and get in. Go pass the hall and fight the dogs. Notes : Here there are some blank shelves that don't contain anything. You can push those to get clips. The next door is a corridor, too. Here there is a room locked by Armor Key - ignore. There is a restroom-get into it, get rid of the dirty water in the bath tub and get Small Key. Get out. The third room has a Shotgun-don't get it soon. Finally, go to the fourth room, kill some zombies here. There are four doors here, too. I remind you to go to the brown door in the left-the gallery. There are a lot of crowns here. But if you solve the puzzle well, they don't do anything on you. Each picture has a switch. The order is :

- New born baby
- Infant
- Lovely boy
- Young man
- Tired middle-aged man



- Old man
- The end of life

You'll receive the Star Crest. Get out, go right to another door. Let's to the end of the path (there are some dogs), you'll see a board that you can put the crests. Put your Star Crest and Wind Crest on it. Then return and get to the light blue door (the right brown door is locked by Helmet Key). Kill a zombie. There is a store room under the stairs. Get into it, prepare yourself and get the Chemist. Get out and go upstairs. Shoot the zombies. Some of doors here will help you to return to a red corridor. The final room of this corridor takes you to the library and you can get Botany Book to know how to mix herbs. By this way, return to the 2nd floor main hall. From this hall, you can return to the garden, use Chemist in the device to kill the tentacles. Then go pass, there are a lot of herbs here. Try to get them all by mixing. You also get Armor Key. Now use the Armor Key to open all the doors you couldn't before. In the corridor which has the medical room, use Armor Key to open the Desk Room . You'll get a Broken Shotgun. Use Small Key to open the desk to get Shotgun Shells. In the main hall, you can use the key to open the door beside the blue door. In this room, use the Small Key to open the desk get Shotgun Shells. The next door has a zombie and some herbs. There is a room which is locked by a special key. I'll tell later in "Secrets" menu. Return to the blue door in the main hall, pass the light corridor and go to the first room of the next corridor which was locked by this key. Here there are some dogs and a lot of herbs. After that, get out and find the room which has the real Shotgun. Get it and put the Broken Shotgun on its position, you have just avoided a trap. Go to the fourth door to the blue door again, go upstairs and find a brown room which is also locked by this key. Open it. You will see a moose head figure in the center and two doors in two sides. Go to the left room (Bedroom) to get red herb and a Lighter. Go to the right room, put the switch on the insect collection to run out the water in the glass box. Then push it to the right, push the wardrobe to the corner and open the hidden store, maybe it's ink ribbon or something. Get out and find the red corridor. Unlock the emerald door. You will see two statues of ancient soldiers. Push them to cover two holes on the floor. Then push the red switch in the center. The gas will make the cage at the end of the room open. Get the Sun Crest inside. Then use the key to unlock the next door. You'll meet Richard Aiken here. He is wounded by a huge snake and you must find the serum to cure him. Get it in the medical room.

## 9.2/ THE HUGE SNAKE

Now return to the restaurant to meet Rebecca. She has played the song and tried to play it again for you. After that, a secret door opens. Go to it and get the Gold Emblem. The door will be closed. Put the Emblem to replace the gold one, you can get out. In the dining room, put the Gold Emblem on the hole above the fireplace, the grandfather's clock will move aside. There is the Shield Key inside. Get it and return to Richard. Although you gives the serum to him, he's still dead because it's too late. You can get his clip and go to the next room. Shoot a zombie here. And then turn left (Chris's left) to a room. Use the Lighter to kindle the candle and get ammo here. Then go out, use Shield Key to open the next door. Go checking...ready...Fight !!! The huge snake

is a bit annoying. It surrounds you that make you can't run to anywhere except for shooting it. Try to shoot it and heal your health when necessary. After it runs away, follow it and get the Moon Crest. If you are poisoned, Chris will be tired for while. There are three cases in this situation :

- Chris says he's tired. Then you control him to find the serum quickly

or he will die after a long time.

- Chris is tired. Rebecca comes. Then you'll control her to get the serum for him.

- Chris faints. Rebecca comes and brings him to medical room.

Which case will happen depends on how you answer Rebecca's questions. Now put the four crests on the board and continue.

### 9.3/ GUARD HOUSE

In the shed, push the steps to the left, then climb it to get the Crank. There is a Small Key on a barrel. Then go to the next door, fight the dogs and get herbs (this is the courtyard). There is a right path. Now you have nothing to do there so get into the gate. Turn left and use the Crank to take out the water in the lake. Then pass the lake and climb. Just run quickly to avoid the small snakes. Then get down on the lift. Fight some dogs here and go through the gate, overcome the path to the Guard House. There are some holes on the floor that a tentacle will bind your neck if you pass them. Push the statue to cover the hole you want. The right room is for you to store items and get ammo, F.Aid Spray. Now go to the left room dormitory 001. Fight some zombies here. Use Small Key to open the desk to get Shotgun Shells. Go to the corner of the room, get a Small Key in the cup. Grab the Red Book on the bed. Then get to the restroom, take out the water in the bathtub and find C.Room Key. You can go to the furthest door, check the billard to know a code. This code is random. Just remember in some case. Now turn right to another corridor. There are 002 dormitory and a greenroom. Beside the dormitory, you can push the statue to get some herbs. Go to the greenroom to the left path, get the 002 Key and run as fast as you can or you'll be bitten by the wasps or bees. Now open the 002 dormitory, get some files and push the two wardrobes. If you have got the Small Key, open the desk you'll receive Shotgun Shells. Climb down the ladder. Another puzzle about pushing... First, push the two far boxes into the water. About the first one, push it backward until it reaches the right path, the move to the wall left which makes a space between the box and the right wall, then move into the water. Pass them and go to the water hall. There are three doors. If you turn right (Chris's right) to the nearest small door, you'll only get a Small Key here. Go further, you will see two doors together. Go the small door first by using the C.Room Key. Then switch the level to drain the water. The next door will be unlocked. Then get into it to get ammo and 003 Key. Now get out of the 002 dormitory, go to the green house to 003 dormitory. In this room, if you open the desk, you'll only receive some Ink Ribbons. Put the Red Book on the shelf to find a secret door.

You'll meet Plant 42. There are two cases :

- Chris completely fights Plant 42 (He can't fix the chemists)

- Chris is caught by one of the tentacle. You control Rebecca to save him by mixing the chemists. The chemist room is in the greenroom. If you remember the code on the billard, just enter it. See the notes on the wall to make the mixture.

After finishing the plant, find the Helmet Key and get out of Guard House.

### 9.4/ REVISITED MANSION

When you go into the mansion for a while, Chris will find a radio of someone. If you continue, a hunter will chase after you. Use Shotgun to shoot it. Then try to hear Chris say. If he says Rebecca in the library (where you collect Botany Book), go there to find her. If he says she is somewhere in the house, go to the medical room to find her. If you don't, she can receive a miserable death. It's not necessary. Now the mansion is full of Hunters - a powerful type of monsters. Try to do your best with your Shotgun. Now use Helmet Key to open the brown door

at the place where you meet the first Hunter. Turn on the light (the switch is on the table), get Doom Book I (check it to get the Eagle Medal) and Magnum rounds. In this room, you can look over the window to see the moonlight. Then get to the medical room and go upstairs, use Helmet Key to unlock the black door there to go to "Animal room". Push the steps to the moose head, then turn off the light and go on it to get the Red Jewel. Go to the Tiger statue and put it, you'll receive the Magnum. This weapon is good at killing Hunters.

#### 9.5/ FINISHING THE HUGE SNAKE

Now return to the corridor behind the library, go to the red door at the end of the the corridor. Here there is a green herb and a paper on the wall above a fireplace. If you have the Lighter, burn it and you'll receive a map. Use Helmet Key to open the left door. This is a large room. Go to the furthest corner of the room and check, the snake appears again. This is the last time you meet it. I think Shotgun is good at this. After that, jump down the hole the snake did, put the switch behind the "tomb" and get down the ladder.

#### 9.6/ THERE ARE SOME PLACES WE HAVEN'T CHECKED

There are some zombies here and Shotgun Shells. The next room, you'll hear the zombie eating. How terrible the sound is ! There are green herbs there. The next room is the kitchen. Here you get a Small Key. If you reach the door, a zombie inside will come to attack you. This zombie is tough. I used 4 Shotgun shots to finish it. The right is the elevator with a lying zombie. Shoot it and go. In this floor there are 3 zombies, kill them and get a green herb. First, go to the blue door, shoot the zombies. Use Small Key to open the desk to get Magnum rounds. Go to another door, you'll meet a room which is full of books (I call it small library). Push the statue to the yellow square on the floor at the corner, a secret store is opened. You get a MO disk. Get out to the previous room, if you check this place, you realize a wardrobe that you can push. There is a secret door inside (secret room). You can go in to check it. Now get out and check the deeper door, you'll receive ammo and Battery. The other door only has zombies and some herbs. In this room, you can also find another door which takes to 2nd floor only opened by a code. Only Jill can know this code.

Get on the elevator and go to the room where the sudden zombie attacked you. It takes you to the corridor behind the dining room. Now return to the courtyard. Go to where there is a waterfall, put the Battery for the lift and go up. It takes you to the right path of the courtyard. Get out of the gate and use the Crank to fill the water. Then use the new lift to go down. There's no waterfall and you see a ladder. Get down.

#### 9.7/ UNDERGROUND

There are a lot of areas there. If you checked it, you'll get a F.Aid Spray and Shotgun Shells. Find Enrico Marini and talk to him. A mysterious person (maybe it's Wesker) shoots him die and remains the Hex. Crank on the floor (your current Crank is square). Return to the first you have just got down the ladder, use the Hex.Crank to move the hole on the floor. You can pass it and go to the door. Get the Flamethrower on the wall. Then touch the big rock. Prepare your way. After touching it and return, it will chase after you. You'll die soon after it lies on you. So try to run fast and turn. After that, check the hole behind the rock, you'll receive some ammo. A Hunter will attack you. Kill it. The rock broke a new way for you. Go to the hidden door behind it and fight a huge spider. This is not hard. 3 Magnum rounds can take wipe of it. But if you see the small spiders run out, get out of the room and return, they'll disappear. Find a Combat knife

on the barrel and cut the webs on the door, then go into it. Go to the right door to save and store items. When you get out of this room, the small snakes appear again, just run to the other door, put the Flamethrower on the right and to unlock and get into it. Use the Hex.Crank to move the floor until the hole is in the left. There is a door in it. So get into that door. Another puzzle ! Push the statue to the position where the wall will rise. Then use the Hex.Crank to rise the wall. Now there is a distance between the statue and the wall. So push it to the square switch on the floor and get Doom Book II. Check it to get Wolf Medal and get out. There is another rock here, just do as the previous time but it's harder, so be careful ! In the hidden hole there are ammo and MO disc. Get out of here by the lift.

#### 9.8/ UMBRELLA SECRET LAB

Get herbs. Put the Eagle Medal and Wolf Medal on the platforms, then get down by elevator. Climb down the ladder and prepare your items. Get into the next door, shoots some zombie and then get the Mo disc on the desk beside the Visual Media Room (which is locked electronically). Go downstairs. There are a lot of naked zombies here. Try to avoid them if you can because sometimes they can re-appear when you go to another place. Now go to the first room you see. This is a corridor which has three doors here. The third door is only locked when you have enough passcodes to enter on the right device. The second door is locked electronically. So get into the first. It's John's room. Read the letter he writes to Ada and find the what he says in it. Push the wardrobe aside and put the switch to turn on the blue light. Then view the picture of Adam and Eva and find the password.

Then get out to the naked-zombie corridor. Go to the experiment room, grab the Slide and operate the computer. Try to enter the right passwords. The login ID is "John". The next password is "Ada". The password to unlock the door is the symbol in the picture, you find it yourself. Unlock all the locked area. The second room in the first door is unlocked. Return to it, bringing a MO disc to get the Passcode 01. The Visual Media room is unlocked. Go upstairs and get into it.

In this room, put the Slide into the projector to see some clues about Umbrella. After that, find a switch on the left wall and turn it. A rising wall will move away, remain the P.Room Key (Lab Key)inside.

Okay, go downstairs again. Go to another door which is unlocked, too. This is another corridor. Find the Autopsy Room. And solve the puzzle here. Try to push two boxes to cover two holes. Then move the steps onto the switch which is appreciate to the above hole. Climb it and get into the other room, bringing another MO disc to get the Passcode 02.

Return to the corridor and go to the save room if you want. Then get to the Power Room. There are three areas here. Be careful with the Chimeras. In the first area, run to find the switch to operate the electric power. In the second area, try to find the machine to get the passcode 03 with the last MO disc. In the 3rd area, try to find another switch to operate the elevator in the corridor. Then get out of the Power Room. Go to the elevator and have a "talk" with Wesker. Rebecca can come here if you saved her. Wesker shoots her and takes Chris to his laboratory to see the T002-Tyrant that he intends to sell to someone. After some incidents, Wesker gets killed by the Tyrant and Chris must fight it. Take the Magnum to kill it. This is the most easiest boss. Just keep a long distance and shoot it. Then get Wesker's Master Key. That's all.

#### 9.9/ SAVE YOUR PARTNER-FINAL BATTLE

Get out of the lab, you'll realize that Rebecca is still alive because of her protective gear. Go up the elevator and return to the corridor with the passcode device. Use your three passcodes to open the

door. And then use the Master Key to rescue Jill. Take Jill and Rebecca to get out of the secret lab and go to the door to airport (beside the ladder). Grab the Battery to operate the elevator and go on it. Use the Flare to shoot to the air. Brad Vicker drives the helicopter to bring you. If you save all your partners, you'll fight the final battle with Tyrant. You have 3 minutes to go up the elevator and fight it. Try to run, run like hell, run to avoid its hits. Until over 2 minutes, Brad will give up the Rocket Launcher for you to shoot it. There are only two (Standard and Advanced) and four (Training) bullets. So try to shoot correctly and get on the helicopter.

-----END OF CHRIS'S WALKTHROUGH-----

=====

#### JILL VALENTINE'S WALKTHROUGH

=====

##### 9.10/ MANSION

After talking to Wesker and Barry, go to the dining room with Barry. When he is checking the blood, go to the next door to see the zombie eating Kenneth. Also get out and meet Barry, he'll finish it for you. Go with him to find Wesker in the main hall. Go upstairs and go down. After the talk, Barry will give you the Lockpick ( its function is like Chris's Sword Key). Take the Emblem in dining room, get two clips from Kenneth's corpse, use Lockpick to get into the restaurant. Push the wardrobe and get the Music Notes. Play the "Moonlight Sonata" on the piano (Jill is excellent at art). Go to the secret door getting the Gold Emblem and replace by the Emblem. Put the gold to the hole above the fireplace and get the Shield Key in the clock. You don't use it, so put it in item box. Return to the main hall, go upstairs. In the right there are two doors. You should go to the deeper door and get the Small Key. If you go out, you'll see Forest Speyer's corpse. Get his Bazooka. Return to the 2nd floor hall and go to the left room. Shoot the zombies here and push the right blue statue forward, until you meet a space with no balcony, let it drop below. Then go to the next door, kill some zombies here and go downstairs. Go to the nearest room (medical room) to prepare yourself. Now go out. You'll see there are two another doors. One of them is locked with a carved of Armor. Ignore it and get into the other. If you go forward, you'll come to the garden. There are some tentacles that don't let you go pass the fountain. Ignore them and get out. Turn to the left and check three rooms. The first has a Tiger statue-nothing. Get into the second door (using Lockpick) to get a clip and Shotgun Shells. Go to the third room to return to the corridor behind the dining room. Get into the dining room and get Blue Jewel (from the broken statue). Put this jewel on the Tiger statue to get the Wind Crest. Go to the main hall to the blue door. You can reach the map by climbing the steps. If you go to the red way, you'll meet a lying zombie. Don't pass over it or you'll be bitten. If you try, your rewards are only some Ink Ribbons. Use Lockpick to open the brown door beside and get in. Go pass the hall and fight the dogs. Notes : Here there are some blank shelves that don't contain anything. You can push those to get clips. The next door is a corridor, too. Here there is a room locked by Armor Key - ignore. The second is the restroom. The third room has a Shotgun-don't get it soon for safety. Finally, go to the fourth room, kill some zombies here. There are four doors here, too. I remind you to go to the brown door in the left-the gallery. There are a lot of crows here. Solve the puzzle as Chris's walkthrough.

You'll receive the Star Crest. Get out, go right to another door. Let's to the end of the path (there are some dogs), you'll see a board that you can put the crests. Put your Star Crest and Wind Crest on it. Then return and get to the light blue door (the right brown door is

locked by Helmet Key). Kill a zombie. There is a store room under the stairs. Get into it, prepare yourself and get the Chemist. Get out and go upstairs. Shoot the zombies. Some of doors here will help you to return to a red corridor. The final room of this corridor takes you to the library and you can get Botany Book to know how to mix herbs. By this way, return to the 2nd floor main hall. From this hall, you can reach the garden, use Chemist in the device to kill the tentacles. Then go pass, there are a lot of herbs here. Try to get them all by mixing. You also get Armor Key. Now use the Armor Key to open all the doors you couldn't before. In the corridor which has the medical room, use Armor Key to open the Desk Room . You'll get a Broken Shotgun. Use Lockpick to open the desk to get Shotgun Shells. In the main hall, you can use the key to open the door beside the blue door. In this room, open the desk and get Shotgun Shells. The next door has a zombie and some herbs. There is a room which is locked by a special key. I'll tell later in "Secrets" menu. Return to the blue door in the main hall, pass the light corridor and go to the first room of the next corridor which was locked by this key. Here there are some dogs and a lot of herbs. After that, get out and find the room which has the real Shotgun. Get it and put the Broken Shotgun on its position, you have just avoided a trap. Go to the fourth door to the blue door again, go upstairs and find a brown room which is also locked by this key. Open it. You will see a moose head figure in the center and two doors in two sides. Go to the Bedroom to get red herb and Lighter. Go to the right room, put the switch on the insect collection to run out the water in the glass box. Then push it to the right, push the wardrobe to the corner and open the hidden store, maybe it's ink ribbon or something. Get out and find the red corridor. Unlock the emerald door. You will see two statues of ancient soldiers. Push them to cover two holes on the floor. Then push the red switch in the center. The gas will make the cage at the end of the room open. Get the Sun Crest inside. Then use the key to unlock the next door. You'll meet Richard Aiken here. He is wounded by a huge snake and you must find the serum to cure him. Get it in the medical room. Remember to bring the Shield Key.

#### 9.11/ THE HUGE SNAKE

Return to Richard. Although you gives the serum to him, he's still dead because it's too late. You can get his clip and go to the next room. Shoot a zombie here. And then turn left to a room. Use the Lighter to kindle the candle and get ammo here. Then go out, use Shield Key to open the next door. Go checking and fight the huge snake. Shoot it and heal your health when necessary. After it runs away, follow it and get the Moon Crest. If you are poisoned, Jill will be tired for while. There are two cases in this situation :

- Jill says she's tired. Then you control her to find the serum quickly or he will die after a long time.
- Jill faints. Barry comes and brings him to medical room.

Which case will happen depends on where and how many times you meet Barry (see my added notes). Now put the four crests on the board and continue.

#### 9.12/ GUARD HOUSE

In the shed, push the steps to the left, then climb it to get the Square Crank. Then go to the next door, fight the dogs and get herbs (this is the courtyard). There is a right path. Now you have nothing to do there so get into the gate. Turn left and use the Crank to take out the water in the lake. Then pass the lake and climb. Just run quickly to avoid the small snakes. Then get down on the lift. Fight some dogs here and go through the gate, overcome the path to the Guard House.

There are some holes on the floor that a tentacle will bind your neck

if you pass them. Push the statue to cover the hole you want. The right room is for you to store items and get ammo, First Aid Spray. Now go to the left room dormitory 001. Fight some zombies here. Use Lockpick to open the desk to get ammo. Grab the Red Book on the bed. Then get to the restroom, take out the water in the bathtub and find C.Room Key. You can go to the furthest door, check the billiard to know a code. This code is random. Just remember in some case. Now turn right to another corridor. There are 002 dormitory and a greenroom. Beside the dormitory, you can push the statue to get some herbs. Go to the greenroom to the left path, get the 002 Key and run as fast as you can or you'll be bitten by the wasps or bees. Now open the 002 dormitory, get some files and push the two wardrobes. If you open the desk you'll receive Shotgun Shells. Climb down the ladder. Another puzzle about pushing... Do as Chris's walkthrough. Pass them and go to the water hall.

There are three doors. If you turn right (Jill's right) to the nearest small door, there are nothing here. Go further, you will see two doors together. Go the small door first by using the C.Room Key. Then switch the level to drain the water. The next door will be unlocked. Then get into it to get ammo and 003 Key. Now get out of the 002 dormitory, go to the green house to 003 dormitory. In this room, if you open the desk, you'll only receive some Ink Ribbons. Put the Red Book on the shelf to find a secret door. You'll meet Plant 42. There are two cases

:

- Jill completely fights Plant 42 (He can't fix the chemists)
- Jill is caught. Barry saves her and kills the Plant 42 by the Flamethrower.
- If you let Jill mix the V-Jolt (she can do this), Jill also fights the Plant 42 but shorter than the complete battle.

After finishing the plant, find the Helmet Key and get out of Guard House.

#### 9.13/ REVISITED MANSION

When you go into the mansion for a while, a Hunter will chase after you. Use Bazooka to shoot it if you have ammo. Now the mansion is full of Hunters - a powerful type of monsters. Try to do your best with your Shotgun and Bazooka. Now use Helmet Key to open the brown door at the place where you meet the first Hunter. Turn on the light (the switch is on the table), get Doom Book I (check it to get the Eagle Medal) and Magnum rounds. Then get to the medical room and go upstairs, use Helmet Key to unlock the Black door to go to "Animal room". Push the steps to the moose head, then turn off the light and go on it to get the Red Jewel. Go to the Tiger statue and put it, you'll receive the Magnum.

#### 9.14/ FINISHING THE HUGE SNAKE

Now return to the corridor behind the library, go to the red door at the end of the the corridor. Here there is a green herb and a paper on the wall above a fireplace. If you have the Lighter, burn it and you'll receive a map. Use Helmet Key to open the left door. This is a large room. Go to the furthest corner of the room and check, the snake appears again. This is the last time you meet it. I think Shotgun is good at this. After that, jump down the hole the snake did. There are two cases :

- Jill goes down alone
- Barry will come and give Jill the code to open the door beside the Animal Room. It takes to the same place. So I write the situation if Jill goes down alone.

#### 9.15/ THERE ARE SOME PLACES WE HAVEN'T CHECKED

There are some zombies here and ammo. Head to the kitchen. If you

reach the door, a zombie inside will come to attack you. The right is the elevator with a lying zombie. Shoot it and go. In this floor there are 3 zombies, kill them and get a green herb. First, go to the blue door, shoot the zombies. Open the desk to get Magnum rounds. Go to the small library. Push the statue to the yellow square on the floor at the corner, a secret store is opened. You get a MO disk. Get out to the previous room, if you check this place, you realize a wardrobe that you can push. There is a secret door inside (secret room). You can go in to check it. Now get out and check the deeper door, you'll receive ammo and Battery. The other door only has zombies and some herbs. In this room, you can also find another door which takes to 2nd floor only opened by the code Barry gave you.

Get on the elevator and go to the room where the sudden zombie attacked you. It takes you to the corridor behind the dining room. Now return to the courtyard. Go to where there is a waterfall, put the Battery for the lift and go up. It takes you to the right path of the courtyard. Get out of the gate and use the Crank to fill the water. Then use the new lift to go down. There's no waterfall and you see a ladder. Get down.

#### 9.16/ UNDERGROUND

There are a lot of areas there. If you checked it, you'll get a F.Aid Spray and Grenade rounds. Find Enrico Marini and talk to him. A mysterious person (maybe it's Wesker) shoots him die and remains the Hex. Crank on the floor. Return to the first you have just got down the ladder, use the Hex.Crank to move the hole on the floor. You can pass it and go to the door. Touch the big rock. Prepare your way. After touching it and return, it will chase after you. You'll die soon after it lies on you. So try to run fast and turn. After that, check the hole behind the rock, you'll receive some ammo. A Hunter will attack you. Kill it. The rock broke a new way for you. Go to the hidden door behind it and fight a huge spider. This is not hard. 3 Magnum rounds can take wipe of it. But if you see the small spiders run out, get out of the room and return, they'll disappear. Find a Combat knife on the barrel and cut the webs on the door, then go into it. Go to the right door to save and store items. When you get out of this room, the small snakes appear again, just run to the other door. Use the Hex. Crank to move the floor until the hole is in the left. Go to it and get Doom Book II as Chris's walkthrough. Check it to get Wolf Medal and get out. There is another rock here, just do as the previous time but it's harder, so be careful ! In the hidden hole there are ammo and MO disc. Get out of here by the lift.

#### 9.17/ UMBRELLA SECRET LAB

Get herbs. Put the Eagle Medal and Wolf Medal on the platforms, then get down by elevator. Climb down the ladder and prepare your items. Get into the next door, shoots some zombie and then get the Mo disc on the desk beside the Visual Media Room. Go downstairs. There are a lot of naked zombies here. Try to avoid them if you can because sometimes they can re-appear when you go to another place. Now go to the first room you see. This is a corridor which has three doors here. The third door is only locked when you have enough passcodes to enter on the right device. The second door is locked electronically. So get into the first. It is John's room. Read the letter he writes to Ada and find the what he says in it. Push the wardrobe aside and put the switch to turn on the blue light. Then view the picture of Adam and Eva and find the password.

Then get out to the naked-zombie corridor. Go to the experiment room, grab the Slide and operate the computer and do as Chris. Unlock all the locked area. The second room in the first door is unlocked. Return to



it, bringing a MO disc to get the Passcode 01. The Visual Media room is unlocked. Go upstairs and get into it.

In this room, put the Slide into the projector to see some clues about Umbrella. After that, find a switch on the left wall and turn it. A rising wall will move away, remain the P.Room Key inside.

Okay, go downstairs again. Go to another door which is unlocked, too. This is another corridor. Find the Autopsy Room. And solve the puzzle here. Try to push two boxes to cover two holes. Then move the steps onto the switch which is appreciate to the above hole. Climb it and get into the other room, bringing another MO disc to get the Passcode 02.

Return to the corridor and go to the save room if you want. Then get to the Power Room. There are three areas here. Be careful with the Chimeras. In the first area, run to find the switch to operate the electric power. In the second area, try to find the machine to get the passcode 03 with the last MO disc. In the 3rd area, try to find another switch to operate the elevator in the corridor. Then get out of the Power Room. Go to the elevator and have a "talk" with Wesker. Barry comes here and do what Wesker tells him. Wesker asks him to go and takes Jill to his laboratory to see the T002-Tyrant that he intends to sell to someone. If Barry is saved, he will return and knock Wesker to faint to go with you. If not, he'll never come again. After some incidents, Jill must fight it alone. Take the Magnum to kill it. This is the most easiest boss. Just keep a long distance and shoot it. Then get out with Barry (if he is alive). If he isn't there, remember to take the Master Key.

#### 9.18/ SAVE YOUR PARTNERS-FINAL BATTLE

Return to the room where there is the passcode device. Use your three passcodes to open the door. And then use the Master Key to rescue Chris. Take him to get out of the secret lab and go to the door to airport (beside the ladder). You'll meet Barry, too if he is alive. Grab the Battery to operate the elevator and go on it. Use the Flare to shoot to the air. Brad Vickers drives the helicopter to bring you. If you save all your partners, you'll fight the final battle with Tyrant. You have 3 minutes to go up the elevator and fight it. Try to run, run like hell, run to avoid its hits. Until over 2 minutes, Brad will give up the Rocket Launcher for you to shoot it. There are only two (Standard and Advance) and four (Training) bullets. So try to shoot correctly and get on the helicopter.

-----END OF JILL'S WALKTHROUGH-----

#### \* NOTES ABOUT ADVANCED MODE

- This mode is like Training or Standard about map and place. So don't be surprised.
- The item positions are different from the other mode. See my "Item list" to have your best strategy.
- You can open the Clothes Room without the Special Key.
- The ammo is the same as Standard Mode. But the monsters are many and stronger. Try to avoid any enemies if you can, especially in the places where you don't come frequently.
- Frequently collect and mix your herbs. They're very important in this hard mode.

-----

Okay, for this FAQs is more useful, I decide to make a walkthrough for Advance Mode. This is a quick walkthrough which contains the basics and item location of this mode because it's almost the same as either Training or Standard mode. About the unnecessary episodes such as saving

or Small Key, I don't mention in this walkthrough as you would know it in the full walkthrough for Training and Standard Mode.

Notes :

- The order of this guide is optional. You can change them which is most convenient for you. Here I only do my duty : write the basics.

=====  
ADVANCE GAME QUICK WALKTHROUGH  
=====

### 1) THE MANSION

- Getting Jill's gun (Chris)
- Go to 2nd floor and find Forest Speyer's corpse
- Get the Armor Key from him. He'll wake up as a zombie to attack you (except if you are Jill and Barry is with you there). Let me list what to do with this key :
  - + Go to the Moose Room, get the half Moon Crest and Lighter.
  - + Find Richard and Rebecca, remember to get the Serum for him if Rebecca demands. In that area, use Lighter to find Sword Key.
  - + Go to the dog yard and get Chemist.
  - + In the desk room, get Shotgun Shells and Magnum
  - + Go to the clothe room if you want.
  - + In the Knight Room, find Emblem.
- If you have found the Sword Key, do this :
  - + Go to the restaurant, having Rebecca to play the piano in order to get Gold Emblem. With the Gold Emblem replacing, you'll have Blue Jewel.
  - + Use the key to open the dog corridor.
  - + Go to the Keeper's room.
- With the Blue Jewel put on the Tiger Statue, you have Shield Key.
- Go to the garden, use Chemist to kill the roots, you have Sun Crest.
- In the 2nd floor of the dining room, break the statue to get Wind Crest.
- With the Shield Key, fight the Huge Snake and get the half Moon Crest and combine with the other half.
- Use the four crests to unlock the Garden Shed, take Square Crank.
- Passing the courtyard, remove the water in the lake. Go to Guard House.

### 2) GUARD HOUSE

- There are more holes than the Training and Standard Mode on the floor, be careful with the annoying roots of Plant 42.
- Forward the billiard restaurant and get the Red Book, viewing the code on the billiard table for necessary situation.
- Find the 003 Key in the ballroom. Go to 003 dormitory.
- Put the Red Book on the shelf and face Plant 42. There are a lot of cases that would happen. Try to solve the situation.
- After that, get C.Room Key
- Go to dormitory 001 to get ammo if you want.
- In the greenroom, find the 002 Key and go to 002 Dormitory.
- Solve the pushing boxes puzzle and go to the Neptune corridor. Be careful with the Neptune.
- Unlock the C.Room, then unlock the beside room.
- Get ammo and Helmet Key.
- Return to mansion.

### 3) REVISITED MANSION

- Use Helmet Key to the Animal Room, get Red Jewel.
- Put it on the Tiger statue to get Magnum Rounds.
- Use Helmet Key to open the moonlight room. Get MO disc and ammo.
- Open the light 2nd floor gallery, fight the Huge Snake. Then go to the

secret area in 1st floor.

- In this area, go to the small library to find Doom Book 1 (Eagle Medal), Battery in secret study room.
- Return to the courtyard, use Battery to activate an elevator. With this new way, you can pass the lake without remove the water. Fill the water again by using Crank and go to the secret way behind the waterfall.

#### 4) UNDERGROUND AREA

- Find Enrico Marini, then grab the Hex.Crank.
- Use Hex.Crank to unlock a new area.
- Grab the Flamethrower (Chris only) and try to avoid the big rock.
- Pass the spider room, get Combat Knife to unlock the door.
- Use Flamethrower to unlock the next door (Chris only) and avoid the 2nd rock.
- Use Hex.Crank to find a secret room, solve the puzzle there to get P.Room Key (Lab Key).
- Get the Doom Book II (Wolf Medal) and ammo.
- Go up the ground by the elevator.
- With the two medals, enter the laboratory area.

#### 5) UMBRELLA SECRET LAB

- Climb down the ladder and go down another stairs.
- Find some hints in John's room. Then go to the experiment room to unlock some areas as he tells you and grab the MO Disk.
- In Visual Media Room, find another MO disk. Now you have all of the discs, enter it in the 3 fax machine to get 3 passcodes. Use them to open the prison door and talk to your partner if you want.
- In the room beside John's room, enter the 1st passcode.
- Autopsy Room, find the Slides (using it on the projector if you want) and some ammo. Solve the puzzle to go to the next room. Enter the 2nd passcode and get ammo.
- Power Room, try to avoid from Chimaeras, enter the 3rd passcode, push the switch to supply power and another switch to activate the elevator.
- Go down the elevator and have a talk with Wesker, then fight Tyrant.
- Get his Master Key to rescuing your partner in the prison.
- Get out of here, use the Flare to inform Brad, then fight the final battle with Tyrant (if you have saved all your partners).

\*\*\*\*\*

10/ T.H.E. E.N.D.I.N.G.S.

\*\*\*\*\*

-----

CHRIS REDFIELD'S ENDINGS

-----

- Best ending : Jill sleeps on his shoulder. And so does Rebecca in the other side. Chris smiles at her. Save Jill and Rebecca.
- Good ending : Chris talks to Rebecca. He believes that Jill is still alive. Save Rebecca, not Jill.
- Bad ending : Jill sleeps on Chris's shoulder in sadness. Save Jill, not Rebecca.
- Worst ending : Chris sits alone with strange action. Do not save anyone.

-----

JILL VALENTINES'S ENDINGS

- 
- Best ending : Jill sleeps on Chris's shoulder. Chris smiles at Barry who is reloading his gun. Save both Chris and Barry.
  - Good ending : Jill talks to Barry and she believes that Chris is still alive. Save Barry, not Chris.
  - Bad ending : Jill sleeps on Chris's shoulder and there's no Barry. Save Chris, not Barry.
  - Worst ending : Jill takes off her hat and acts strangely. Do not save anyone.

-----

#### THE REAL ENDING

-----

All Chris, Jill, Barry and Rebecca are alive and escape on Brad's helicopter. Wesker is still alive and he continues his cruel plan as a dead man...

\*\*\*\*\*

11/ T.H.E. A.D.D.E.D. N.O.T.E.S.

\*\*\*\*\*

=====

#### THE SHOTGUN TRAP

=====

I don't have space to tell you about this trap in Walkthrough. So let's see here.

If you don't use the Broken Shotgun to replace the real one you got, the ceiling on your way will collapse slowly. Every door is locked. You have no choice except if you were Jill, Barry can come to rescue you if you didn't meet him anytime before.

=====

#### BARRY'S POSITION

=====

Barry is Jill's supporter. His appearance which you decide will determine if he dies or not.

The first time, you can meet him at :

- Forest's corpse
- The 2nd floor main hall
- Rescue you from the Shotgun trap
- The room where you get Researcher's Note.

The second time is when you are poisoned after fighting the huge snake. He'll come to save you or not. I think in this time, you should save yourself by keeping the serum. This work can make him live.

If you save yourself in the second time, you'll meet him the third time in Guard House. You can hear a conversation between him and Wesker in 002 Dormitory.

The fourth time is after you finish the huge snake. If you met him the third time, he'll come. After that, he lives you underground. If you wait for him to receive the code, he lives. If not, he dies.

If you wait for him in the fourth time, you'll meet him underground cave. This time also decides his fate. He asks you two questions. If you answer "Yes" both them all, he'll die at once (Wesker shoots him). If you answer "Yes" and "No", that means you don't let him go first, he can live and go with you to find Enrico.

Okay, when you encounter Wesker, Barry comes with you and does as Wesker's order. When you are being taken to the lab, if Barry returns and knocks out Wesker, that means he is saved. If he doesn't, he dies

near the ladder to the airport way.

\* If you let Barry live, you'll wonder where Wesker is after beating the Tyrant. Let me tell you that he is at the Power Room as a headless corpse. You can find him by going there. But as I said in the official ending, Wesker is still alive. This is not the official episode.

Generally, the main reasons that make Barry die are :

- You don't meet him after finishing the Huge snake second time.
- Although you meet him there, you don't wait for him to bring you the code. Try to arrange your strategy.
- In the underground cave, you let him go first.

=====  
REBECCA'S POSITION  
=====

Rebecca is Chris's supporter. As Barry, her fate depends on your action.

You first meet her in Medical Room. This is the chart to save her :

| TIMES         | REBECCA                | CHRIS'S ACTION                             |
|---------------|------------------------|--------------------------------------------|
| -The 1st time | around the mansion     | answer "Yes"                               |
| -The 2nd time | in the restaurant      | "Yes" or "No"                              |
| -The 3rd time | near the snake's place | N/A                                        |
| -The 4th time | Plant 42 room          | N/A                                        |
| -The 5th time | the Library            | "She is in the library..."<br>and save her |
| -The 6th time | Wesker's lab           | N/A                                        |

You can save her in other way :

| TIMES         | REBECCA                | CHRIS'S ACTION                        |
|---------------|------------------------|---------------------------------------|
| -The 1st time | in the Medical room    | answer "No"                           |
| -The 2nd time | in the restaurant      | "Yes" or "No"                         |
| -The 3rd time | near the snake's place | N/A                                   |
| -The 4th time | N/A                    | fight the Plant 42                    |
| -The 5th time | near the Medical room  | "She is somewhere..."<br>and save her |
| -The 6th time | Wesker's lab           | N/A                                   |

And if you don't want to save Rebecca, just cancel the 5th appointment.

This chart might have some mistakes because there are too many episodes. So please contact me about my mistakes to make the guide more perfect.

=====  
KEEP THE SERUM  
=====

As I said, if you want to save yourself from the huge snake without any partner, you should have the serum with you and use it. But Richard took it, what to do ? Okay, after you find the Armor Key, as soon as find Richard. Then go to get the serum and solve the other problems as long as you can. Until a certain time, Richard can die before you bring medicine to him and you keep it. This work is easy to do in Advance Mode because the position of the key is changed to be nearer.

=====  
THE ELECTRONICAL LOCKS IN THE LABORATORY AREA  
=====

There are some readers asking about this. Let me repeat. The answers are in the letter John writes to Ada. It's one of the rooms in the first

corridor you go downstairs to. The answer for the third password is in this room, too. If you want to solve the third password, push the beside wardrobe to find a blue switch. Before putting it, see the picture of Adam and Eve, then remember all the words you see. Push the blue switch, the words in the picture will turn into the strange symbols that John used to hide the password. Compare it with the original words, you'll understand the password.

\*\*\*\*\*

12/ I.T.E.M. L.I.S.T.

\*\*\*\*\*

| NAME            | STANDARD               | ADVANCED                                   |
|-----------------|------------------------|--------------------------------------------|
| -Lockpick       | from Barry             | from Barry                                 |
| -Sword Key      | Medical room           | near huge snake's room                     |
| -Armor Key      | Garden                 | Forest's corpse                            |
| -Shield Key     | Dining room            | Tiger statue                               |
| -Helmet Key     | Plant 42 room          | C.Room                                     |
| -002 Key        | the greenroom          | the greenroom                              |
| -003 Key        | C.Room                 | Guardhouse Ballroom                        |
| -C.Room Key     | 001 Dormitory          | Plant 42 room                              |
| -P.Room Key     | Visual Media Room      | Underground puzzle room                    |
| -Master Key     | Wesker's corpse        | Wesker's corpse                            |
| -Star Crest     | Gallery                | Gallery                                    |
| -Wind Crest     | Tiger statue           | the Broken statue                          |
| -Sun Crest      | Knight room            | Garden                                     |
| -Moon Crest     | Huge snake's room      | - Huge snake's room<br>- Researcher's room |
| -Emblem         | Dining room            | Dining room                                |
| -Gold Emblem    | Secret room in the bar | Secret room in the bar                     |
| -Blue Jewel     | the broken statue      | Dining room                                |
| -Red Jewel      | Animal room            | Animal room                                |
| -Chemist        | Storeroom under stairs | Dogs yard                                  |
| -Broken Shotgun | The Desk Room          | Storeroom under stairs                     |
| -Music Notes    | Restaurant             | Restaurant                                 |
| -Lighter        | Bedroom                | Bedroom                                    |

|                |                                                                    |                                                       |
|----------------|--------------------------------------------------------------------|-------------------------------------------------------|
| -Serum         | Medical Room                                                       | Medical Room                                          |
| -Square Crank  | The shed                                                           | The shed                                              |
| -Hex.Crank     | Underground area                                                   | Underground area                                      |
| -Red Book      | 001 Dormitory                                                      | Billiard room                                         |
| -Empty Bottles | Chemist Room                                                       | Chemist Room                                          |
| -Umb No.2      | Chemist Room                                                       | Chemist Room                                          |
| -Umb No.4      | Chemist Room                                                       | Chemist Room                                          |
| -Water         | Chemist Room                                                       | Chemist Room                                          |
| -Eagle Medal   | The moonlight room                                                 | Small library                                         |
| -Wolf medal    | Underground puzzle room                                            | After the 2nd rock                                    |
| -Battery       | The Ammo room                                                      | Secret room                                           |
| -Slide         | Experiment room                                                    | Autopsy Room                                          |
| -MO disc       | The moonlight room<br>After the 2nd rock<br>Near Visual Media room | Small library<br>Experiment room<br>Visual Media room |

-----  
=====

ITEM FUCNTION

| ITEMS         | FUNCTION                            |
|---------------|-------------------------------------|
| - Lockpick    | - open special locks                |
| - Sword Key   | - open the doors carved sword hole  |
| - Armor Key   | - open the doors carved armor hole  |
| - Helmet Key  | - open the doors carved helmet hole |
| - 002 Key     | - open Dormitory 002                |
| - 003 Key     | - open Dormitory 003                |
| - C. Room Key | - open C. Room                      |
| - P. Room Key | - open the Tyrant laboratory        |
| - Master Key  | - open the cell                     |
| - Star Crest  | - open the door to garden shed      |
| - Wind Crest  | - open the door to garden shed      |
| - Sun Crest   | - open the door to garden shed      |

- Moon Crest - open the door to garden shed
- Emblem - replace the Gold Emblem's position
- Gold Emblem - replace the Emblem's position
- Blue Jewel - the Tiger statue's eye
- Red Jewel - the Tiger statue's eye
- Chemist - kill the roots
- Broken Shotgun - replace the Shotgun's position
- Music Notes - note to play the piano
- Lighter - to burn a candle or a fireplace
- Serum - cure Snake Poison
- Square Crank - remove the water in the lake
- Hexagon Crank - control some underground areas
- Red Book - put on a white-book shelf
- Empty Bottle - use to contain chemists
- Water - use to mix chemists
- Umb No.2 - use to mix chemists
- Umb No.4 - use to mix chemists
- Eagle Medal - open the Lab area
- Wolf Medal - open the Lab area
- Battery - activate the elevators
- Slide - put in a projector
- MO discs - unlock a security door

\*\*\*\*\*

13/ W.E.A.P.O.N. L.I.S.T.

\*\*\*\*\*]

| NAME         | STANDARD                             | ADVANCED                             |
|--------------|--------------------------------------|--------------------------------------|
| Combat knife | Standard item                        | Standard item                        |
|              | barrel underground                   | Barrel underground                   |
| Beretta      | Jill's Standard<br>Main hall (Chris) | Jill's standard<br>Main hall (Chris) |
| Shotgun      | The Trap                             | The Trap                             |



|                 |                  |                  |
|-----------------|------------------|------------------|
| Bazooka         | Forest's corpse  | Forest's corpse  |
| Magnum          | Tiger statue     | the Desk Room    |
| Flamethrower    | Underground area | Underground area |
| Rocket Launcher | Final battle     | Final Battle     |

-----

A. COMBAT KNIFE

Range : very short

Correct ratio : 10/10

Capacity : N/A

Standard weapon of all characters-also weapon of choice of veteran players. It's used to attack at close distance. In this game, it's not a good weapon to use.

B. BERETTA

Range : long

Correct ratio : 8/10

Capacity : 15 bullets

Your basic handgun-also your most common weapon. It attacks in far distance with medium power. Used to attack ordinary monsters such as zombies, zombie dogs etc.

C. SHOTGUN

Range : long and large

Correct ratio : 9/10

Capacity : 7 shells

A stronger weapon with large range. It can make damage on a group of enemies in a certain position. You can use this to splash enemy's head with one shot in close distance.

D. BAZOOKA

Range : long and large

Correct ratio : 9/10

Capacity : 6 rounds

A strong weapon with short range and various ammo : Grenade explosive rounds, Acid Rounds and Flame Rounds.

- Grenade Rounds make explosion with large range, effective to any enemies
- Acid Rounds cast Acid chemical with individual range, effective to Hunters
- Flame Rounds cast Fire elemental ammo with individual range, effective to zombies, zombie dogs, etc.

E. MAGNUM

Range : long

Correct ratio : 9/10

Capacity : 6 rounds

A kind of handgun with powerful ammo which goes through everything on its way and kill them at once. This is a good weapon to use with any enemies.

F. FLAMETHROWER

Range : short

Correct ratio : 7/10

Capacity : 100%

A strange weapon casting Fire in a close distance, best effective to Plants. But in this game, it might be used as a key to unlock doors.

#### G. ROCKET LAUNCHER

Range : long  
Correct ratio : 10/10  
Capacity : N/A

Heavy and slow. It's the most powerful weapon of the game. One shot can kill any enemies on its way.

\*\*\*\*\*

#### 14/ M.O.N.S.T.E.R. L.I.S.T.

\*\*\*\*\*

#### ----- A. ZOMBIES -----

Characteristics : Your most common enemies. Usually appear multiple Attack by biting your neck. When going they make sounds at their feet which are clear to hear.

Strategy : Keep a safe distance to shoot. When they lie, pay attention if they die or not or you'll be bitten at your foot when passing.

Ammo to kill :

- Handgun Bullets : 2-10 bullets
- Shotgun Shells : 1-3 shells
- Grenade Rounds : 1 round
- Acid Rounds : 1 round
- Flame Rounds : 1 round
- Magnum Rounds : 1 round
- Rocket Launcher : 1 round

Sometimes you can kill a zombie with only one or two handgun bullets in Advance Mode if you aim well. This function is in Advance game only.

#### ----- B. ZOMBIE DOGS (CERBERUS) -----

Characteristics : one of the most annoying enemies. Fast, attack by jumping and scratching. When going they make sounds at their feet.

Strategy : Keep a safe distance to shoot. Shoot it each time it rises and runs to you. Aim correctly.

Ammo to kill :

- Handgun Bullets : 4-10 bullets
- Shotgun Shells : 1-3 shells
- Grenade Rounds : 1-2 rounds
- Acid Rounds : 1-2 rounds
- Flame Rounds : 1-2 rounds
- Magnum Rounds : 1-3 rounds
- Rocket Launcher : 1 shot

#### ----- C. HUNTERS -----

Characteristics : One of the strongest enemies. Very fast. Attack by jumping suddenly and slicing your head or feet. They make sounds at their feet.

Strategy : Stand a rather close distance and shoot by Magnum, Bazooka or Shotgun. Be careful when it jumps and slices down, you'll die at once.

Ammo to kill :

- Handgun Bullets : 15-25 bullets
- Shotgun Shells : 2-5 shells
- Grenade Rounds : 1-3 rounds
- Acid Rounds : 1-3 rounds
- Flame Rounds : 1-3 rounds
- Magnum Rounds : 1-3 rounds
- Rocket Launcher : 1 shot

-----  
D. NEPTUNE  
-----

Characteristics : sharks, swimming in water. Their hits make a big damage.

Strategy : Run, run like hell. Your guns only scare them away, no damage. Be careful if they surround you. They can't live without water.

Ammo to kill :

- Handgun Bullets : N/A
- Shotgun Shells : N/A
- Grenade Rounds : N/A
- Acid Rounds : N/A
- Flame Rounds : N/A
- Magnum Rounds : N/A
- Rocket Launcher : N/A

-----  
E. CHIMAERAS  
-----

Characteristics : like huge bats. They attack on the ceiling by scratching down suddenly. On the floor, they attack by biting your body. Very fast and hard to realize.

Strategy : Run if you can. If not, a Magnum round can take wipe of one.

Ammo to kill :

- Handgun Bullets : 15-30 bullets
- Shotgun Shells : 1-7 shells
- Grenade Rounds : 1-5 rounds
- Acid Rounds : 1-5 rounds
- Flame Rounds : 1-5 rounds
- Magnum Rounds : 1-4 rounds
- Rocket Launcher : 1 shot

-----  
F. BLACK WIDOWS (SPIDER)  
-----

Characteristics : Attack on the ceiling by dropping poison liquid. On the floor, they can beat you by their legs or eat you.

Strategy : Running is the best way. But some Shotgun Shells can kill them.

Ammo to kill :

- Handgun Bullets : 15-20 bullets
- Shotgun Shells : 2-5 shells
- Grenade Rounds : 1-4 rounds
- Acid Rounds : 1-4 rounds
- Flame Rounds : 1-4 rounds
- Magnum Rounds : 1-3 rounds
- Rocket Launcher : 1 shot

-----  
G. SMALL SPIDERS  
-----

-----  
Characteristics : born from the mother widow and run around the floor.  
Very annoying, their jump makes very small damage.

Strategy : Just run. Shooting is only a waste of ammo.

Ammo to kill :

- Handgun Bullets : 1-5 bullets
- Shotgun Shells : 1 shell
- Grenade Rounds : 1 round
- Acid Rounds : 1 round
- Flame Rounds : 1 round
- Magnum Rounds : 1-2 round
- Rocket Launcher : 1 shot

-----  
H. WASPS AND BEES  
-----

Characteristics : live in nest. Attack multiple by biting.

Strategy : Run. If you like, one Shotgun blast can take wipe of them.

Ammo to kill :

- Handgun Bullets : 1-5 bullets
- Shotgun Shells : 1 shell
- Grenade Rounds : 1 round
- Acid Rounds : 1 round
- Flame Rounds : 1 round
- Magnum Rounds : 1-3 rounds
- Rocket Launcher : 1 shot

-----  
I. HUGE SNAKE  
-----

Characteristics : a giant snake which randomly appears in the mansion. Surrounds the target and attacks by biting with venom fangs.

Strategy : Use the kind of weapons which has large range such as Shotgun and shoot correctly.

Ammo to kill :

- Handgun Bullets : very much
- Shotgun Shells : 5-10 shells
- Grenade Rounds : 5-10 rounds
- Acid Rounds : 5-10 rounds
- Flame Rounds : 5-10 rounds
- Magnum Rounds : 5-10 rounds
- Rocket Launcher : 1 shot

-----  
J. SMALL SNAKES  
-----

Characteristics : often drop suddenly from wet places such as cave or trees. Attack by biting at the feet.

Strategy : Just run.

Ammo to kill :

- Handgun Bullets : 1-5 bullets
- Shotgun Shells : 1 shell
- Grenade Rounds : 1 round
- Acid Rounds : 1 round
- Flame Rounds : 1 round
- Magnum Rounds : 1-2 rounds
- Rocket Launcher : 1 shot

-----  
K. PLANT 42  
-----

Characteristics : a kind of plant which is infected with T-virus. Changed differently from the original sharp with long root. Strong and huge. It doesn't move.

Strategy : Use powerful weapons or Flamethrower or any Fire elemental weapons to defeat it. You can make V-Jolt chemical to destroy half its life.

Ammo to kill :

- Handgun Bullets : 15-35 bullets
- Shotgun Shells : 10-20 shells
- Grenade Rounds : 10-20 rounds
- Acid Rounds : 10-20 rounds
- Flame Rounds : 10-20 rounds
- Magnum Rounds : 10-20 rounds
- Rocket Launcher : N/A

-----  
L. T002-TYRANT  
-----

Characteristics : a product of T-virus. Tyrant is huge and strong with sharp claws and deadly hits. Attacks by claws.

Strategy : Magnum and Bazooka are good at the first time. Just keep a safe distance and shoot. Then continue to run to other corner when it's closer. But no ordinary weapons can kill it except powerful one such as Rocket Launcher.

Ammo to kill (first battle)

- Handgun Bullets : 10-15 bullets
- Shotgun Shells : 5-15 shells
- Grenade Rounds : 5-10 rounds
- Acid Rounds : 5-10 rounds
- Flame Rounds : 5-10 rounds
- Magnum Rounds : 5-10 rounds
- Rocket Launcher : 1 shot

Ammo to kill (second battle)

- Handgun Bullets : infinite
- Shotgun Shells : infinite
- Grenade Rounds : infinite
- Acid Rounds : infinite
- Flame Rounds : infinite
- Magnum Rounds : infinite
- Rocket Launcher : 1 shot

\*\*\*\*\*

15/ F.I.L.E.S.

\*\*\*\*\*

-----  
BOTANY BOOK  
-----

As you may know, there are many plants that have medicine effects. Since ancient times, humans have been healing wounds and diseases using various plants.

In this book, we're going to sample three herbs that grow around the Raccoon Mountains and give their outlines as examples of those plants with medicinal properties.

Each herb has different colors and different effects as medical plants: the green one recovers physical strength, the blue one neutralize natural toxins, while the red herb does not have any affect by itself. The red herb is only effective when it is mixed with other herbs.

For example, if you mix this herb with the herb that recovers physical strength, the recovery effect will be triple. By adjusting the amount and experimenting with these three herbs, you can create various kinds of medicines. But I'll leave the details in your hands, because that is the best way to acquire true knowledge.

-----  
KEEPER'S DIARY  
-----

May 9th 1998

At night, we played Poker with Scott the guard, Alias and Steve the Researcher.

Steve was really lucky, but I think he was cheating. What a scumbag.

May 10th 1998

Today, a high ranking researcher asked me to take care of a new monster. It looks like a gorilla without any skin. They told me to feed them live food. When I threw in a pig, they were playing with it... tearing off the pig's legs and pulling out the guts before they actually ate it.

May 11th 1998

Around 5 o'clock this morning, Scott came in and woke me up suddenly. He was wearing a protection suit that looks like a space suit. He told me to put one on as well.

I heard there was an accident in the basement lab.

It's no wonder, those researchers never rest, even at night.

May 12th 1998

I've been wearing this annoying space suit since yesterday. My skin grows musty and feels very itchy.

By way or revenge, I didn't feel those dogs today.

Now I feel better.

May 13th 1998

I went to the medical room because my back is all swollen and feels itchy. They put a big bandage on my back and the doctor told me I did not need to wear the space suit any more.

I guess I can sleep well tonight.

May 14th 1998

When I woke up this morning, I found another blister on my foot. It was annoying and I ended up dragging my foot as I went to the dogs pen. They have been quiet since morning, which is unusual. I found that some of them escaped.

I'll be in real trouble if some of the higher-ups find out.

May 15th 1998

Even though I didn't feel well, I decided to go see Nancy. It's my first day off in a long time. But I was stopped by the guard on the way out. They say the company has ordered that no one leave the grounds. I can't even make a phone call. What kind of joke is this ?!

May 16th 1998

I heard a researcher who tried to escape from this mansion was shot last night.

My entire body feels burning and itchy at night.

When I was scratching the swelling on my arms, a lump of rotten flesh dropped off.

What the hell is happening to me ?

May 19th 1998  
Fever gone but itchy.  
Hungry and eat doggy food.

Itchy  
Tasty.

-----  
RESEARCHER'S WILL  
-----

My dear Alma,

The fact that you have received this letter is both a joy and sadness for me.

I could not even talk to you because of that guy in the sunglasses. Alma, be calm and read this.

I think I've told you that I moved to pharmaceutical company's lab. They headhunted me.

Last month, there was an accident in the lab and the virus we were studying escaped.

All my colleagues who were infected by the virus are dead. To be accurate, they've become living dead.

They still wander around. Some of them are knocking on my room door desperately right now. But there's no sign of intelligence in their eyes.

That cursed virus takes away all humanity from the human brain. Love, Joy, sorrow, fear, humor,... eternally.

And Alma, even the memories of the days I spent with you...

Yes, I'm infected.

I did everything I could, but I could only delay the progress by a few days.

The most frightening thing is, that I forget more about you by the day. So I chose a peaceful death, rather than become the living dead. Withing an hour, I will have entered my eternal sleep. I do hope you'll understand my decision...

Goodbye and Forever Yours,

Martin Crackhorn

-----  
PLANT 42 REPORT  
-----

4 days have passed since the accident and the plant at point 42 is growing amazingly fast.

It has been effected by the T-virus differently than other plants have been and shows unique shape in addition to its size. Looking at the way it behaves, it is now difficult to determine what kind of plant it was originally.

There are two ways in which Plant 42 gathers nutrition. The first is through its root that reaches into the basement. Immediately after the accident, a scientist went mad and broke the water tank in the basement. Now the basement is filled with water. It is easily imaginable that some chemical elements were blended in the water and promotes the incredibly fast growth of Plant 42.

Another part of Plant 42 from the basement grows through the duct and hangs down like so many bulbs from the ceiling of the first floor. Many vines come out of those bulbs and they are the second resource for its nutrition.

Once sensing movement, Plant 42 shoots its vines around the prey and holds it. Then it starts sucking up blood, using the suckers located at the back of its vine.

It also has some intelligence. It blocks the door by twinning its vines around it especially when it captures prey or is sleeping. Several staff members have already fallen victim to this.

May 21st 1998

Henry Sarton

-----  
"V-JOLT" REPORT  
-----

As I started in the last report, there are some common features found in the cells of the plant infected by the Tyrant virus. We also have found another interesting fact through some experiments.

We found an element that destroys these rapidly in "UMB No.16", one of the series of UMB chemicals that we used for that experiment. We named this "UMB No.16" as "V-Jolt".

In our calculation it will take less than 5 seconds to destroy Plant 42 if we put the "V-jolt" directly on the root.

You need to mix some of the UMB series chemicals in a specific order to create a "V-Jolt". But the UMB series chemicals may generate a poisonous gas which is harmful to the human body. Extreme caution should be taken when handling these chemicals.

Following are the types of UMB series chemicals and their brief characteristics.

|                    |                          |          |        |
|--------------------|--------------------------|----------|--------|
| UMB No.2           | Red                      | NP-003   | Purple |
| UMB No.4           | Green                    | Yellow-6 | Yellow |
| UMB No.7           | White                    |          |        |
| UMB No.13          | Blue (stimulating smell) |          |        |
| V-JOLT (UMB.No 16) | Brown                    |          |        |

-----  
PASS NUMBER  
-----

8108310

-----  
ORDERS  
-----

TOP SECRET July 22nd 1998 2:13

To the Head of the Security Department

"X-Day" is approaching. Complete the following orders within the week.

1. Lure members of S.T.A.R.S. into the lab and have them fight with the B.O.W. in order to obtain data of actual battles.
2. Collect two embryos per B.O.W. type making sure to include all species except for Tyrant.
3. Destroy the Arklay lab including all researchers and lab animals in a manner which will seem accidental.

White Umbrella

-----  
SCRAPBOOK  
-----

Raccoon Times May 27th 1998

Animal Attack ? Woman Mutilated

May 20th. At around 10pm a 20-year-old young woman's body was found by a baser-by on the left bank of Marble River in the Older District of Raccoon City.

Raccoon police assume it to be a grizzly or other animal's doing because there are teeth marks along her mutilated arms and left foot that show considerable power. Since she was wearing a hiking boot on her



remaining foot, it has been determined that she was attacked in the Arklay Mountains and fell into the river. They are hurrying to identify this woman.

Raccoon Weekly June 16th 1998

Monsters In Arklay Mountains ?

Some people claim they've seen monsters in the Arklay Mountains. The monsters are supposedly about the same size as large dogs and usually run in a pack as wolves do.

This may sound like a group of ordinary wild dogs, but these monsters are surprisingly fierce and hard to hurt.

They say these dogs won't bother you unless you wake them, so you smart readers should stay out of the Arklay Mountains for the time being. But if you're looking for adventure, check it out ! You wanna try ?

Raccoon Times

Mystery On Arklay Mountains ! Mountain Road Blocked

Due to excessive disasters in the Arklay Mountains, the city authorities have decided to block the road leading to the foothills.

At the same time, Raccoon police intend to begin the search for lost people with the help of S.T.A.R.S. Team members. They expect great difficulty because of the vast size of the Arklay Mountains and the primeval forest that covers most of the area. Also people are still reporting sightings of grotesque monsters in the mountains.

-----  
RESEARCHER'S LETTER  
-----

June 8th 1998

Dear Ada,

Ada, by the time you read this. I'll be something... different. Today's test turned out to be positive, just as I expected. I feel like going crazy when I think about becoming one of them.

Ada, you are not infected and I hope you never will be. In case you are the last one left, take the material in the Visual Data Room and go to the Power Room to operate the Triggering System before you escape. And make all this public through the media.

If everything is in order, all the locks can be opened by the security system. You can access the system if you log in with my name from the terminal in the small lab and enter the password. The password is your name. To unlock the door at B2 where the Visual Data Room is located, you'll need to access with our name first and then enter another password.

I've written the code below. I'm sure you'll understand it easily. And this is my last hope - if you find me completely changed, please kill me yourself.

Password :

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

Yours, John

-----  
FAX

-----  
To : General Manager of Sanitation Division  
From : Special Committee on Disasters Raccoon Special Research Dept  
This memorandum is strictly confidential and must be destroyed as soon as it is understood.

Regarding the "T-virus" outbreak which occurred recently, this Committee conducted a field survey. According to the results, estimates on the amount of damage caused by the accident are considerably greater than reported earlier.

First, although it is very difficult to obtain accurate data in terms of actual numbers, it is thought that more than half of the researchers died after exposure to the "T-virus". The body count will almost likely increase since nearly all of the survivors show symptoms peculiar to the "T-virus". Second, our security system is still in operation. However, our special security guard squad has been nearly destroyed. Because of that, research information considered by our company to be top secret has been made available to outsiders. Counter-measures should be taken as soon as possible.

Finally, many of the "subjects" from the experiments have escaped and are out of control. We believe that some of the researchers were killed by these "subjects" and their bodies were mutilated.

By a curious coincidence, these events are proof of the success of our research. However, there is also a very high risk that his news may be leaked to the press if we don't act immediately.

The condition is very serious. Our operation to cover-up the situation is difficult to attain, however we hope the problem will be solved quickly.

We are especially concerned that the State Police and S.T.A.R.S. are intervening too quickly.

We need to act on this situation as well.

-----  
PASS CODE NO.1  
-----

"I swear by myself", declares the Lord, "that because you have done this and have not withheld your son, your only son,  
(Genesis 22:16)

-----  
PASS CODE NO.2  
-----

I will surely bless you and make your descendant as numerous as the stars in the sky, and as the sand on the seashore.  
Your descendants will take possession of the cities of their enemies,  
(Genesis 22:17)

-----  
PASS CODE NO.3  
-----

and through your offspring all nations on earth will be blessed, because you have obeyed me."  
(Genesis 22:18)

-----  
SECURITY SYSTEM MANUAL  
-----

Basement Level 1

Helicopter Port

Executive and Government Officials only on helicopter port. This restriction may not apply in case of an accident.

Passage To The Helicopter

No one is allowed to enter unless they are attended by a Research Consultant or Security Director.

All others will be shot on sight.

Elevator

The elevator stops during all emergencies.

Basement Level 2

Visual Data Room

Visual Data Room is within the control of Special Research Division. Keith Arving, the Room Manager, is designated to have jurisdiction over room usage.

Basement Level 3

Prison

Sanitation Division controls the usage of the prison. Consultant Researchers (E.Smith, S.Ross, A.Wesker) must be present if virus is used.

Triple Lock Door

No one is allowed to enter unless he presents all pass code documents. Pass code documents must be created on the specialized output machine by the Chief Researcher of each block.

Power Room

Only Headquarters Supervisors may enter. This restriction may not apply in the Consultant Researcher has received special instructions.

Pass-code Output Machine

No one is allowed to use the pass code output machine but the Chief Researchers.

Basement Level 4

Top Secret

Regarding the progress of "Tyrant" after the use of T-virus...

(Remaining document is unreadable)

-----  
SLIDES

- 
1. "Umbrella Bio-Organic Weapon Official Report"
  2. "MA-39 Cerberus"
  3. "FI-3 Neptune"
  4. "MA-121 Hunter"
  5. "T-002 Tyrant"
  6. (none)
  7. "Bio-Weapon Research Institute. R and D Staff"

-----  
BARRY'S PICTURE

-----  
Something is written on the back of the picture.

"My dearest Moira and Poly.

I hope you will grow up to be strong and beautiful woman and help to cheer up mother.

Your father will watching you all from heaven.

Dad"

\*\*\*\*\*

16/ S.E.C.R.E.T.S.

\*\*\*\*\*

- MAGNUM WITH UNLIMITED AMMO : Try to finish Advanced Mode and save all your partners.
- ROCKET LAUNCHER WITH UNLIMITED AMMO : Finish the game under 3 hours
- HIDDEN SCREEN : If you are good enough to finish the game under 1 hour and save all your partners, you can see the different image of Jill and Chris: Jill is going shopping. Chris is smiling at the scene of New York.
- SPECIAL KEY : used to open the clothes room. Finish your game (Standard or Training) and save all your partners.
- JILL'S GAME : In the beginning, when you and Barry are checking the dining room. Let Jill go out. Then she will be forced to go in by Wesker. "Lost courage ? It's not like you, Jill !" - said Barry. Then check the grandfather's clock. The zombie in the next room will come to attack her. Barry finishes him up. Then return to Kenneth. If he loses his legs and has no clips, that means the cheat works. Enjoy the difference yourself.
- ADVANCED GAME : At the start screen, press and keep the right button until the Advance is highlight. Then you'll see this mode is easier than it must be.

\*\*\*\*\*

17/ C O D E S

\*\*\*\*\*

\* FIRST NOTES :

- These codes are from different sources. The author of this guide never use codes to play games. So don't blame me of they don't work well.

| FUNCTION                                      | CODES                                                            |
|-----------------------------------------------|------------------------------------------------------------------|
| - Unlimited Health                            | 800C51AC 0060<br>800C867E 0060                                   |
| - All game time at the end is 00:00:00        | 800C867C 0000                                                    |
| - Most Doors open                             | 800C86B4 BFDF<br>800C86B6CF7E                                    |
| - Play as Chris with Jill's voice & storyline | 800C8668 0000                                                    |
| - Play as Jill with Chris's voice & storyline | 800C8668 0001                                                    |
| - Turn Knife into Rocket Launcher             | D00C8784 0001<br>800C8784 FF0A                                   |
| - Press L1+X to save anywhere                 | D00CF844 0044<br>800C8456 0002<br>800343F2 2400<br>8003436E 2400 |
| - Unlimited Item in 1st position              | 800C8784 ????                                                    |

|                                  |          |      |
|----------------------------------|----------|------|
| - Unlimited Item in 2nd position | 800C8786 | ???? |
| - Unlimited Item in 3rd position | 800C8788 | ???? |
| - Unlimited Item in 4th position | 800C878A | ???? |
| - Unlimited Item in 5th position | 800C878C | ???? |
| - Unlimited Item in 6th position | 800C878E | ???? |
| - Unlimited Item in 1st Chest    | 800C8724 | ???? |
| - Unlimited Item in 2nd Chest    | 800C8726 | ???? |
| - Unlimited Item in 3rd Chest    | 800C8728 | ???? |
| - Unlimited Item in 4th Chest    | 800C872A | ???? |
| - Unlimited Item in 5th Chest    | 800C872C | ???? |
| - Unlimited Item in 6th Chest    | 800C872E | ???? |
| - Unlimited Item in 7th Chest    | 800C8730 | ???? |
| - Unlimited Item in 8th Chest    | 800C8732 | ???? |
| - Unlimited Item in 9th Chest    | 800C8734 | ???? |
| - Unlimited Item in 10th Chest   | 800C8736 | ???? |
| - Unlimited Item in 11th Chest   | 800C8738 | ???? |
| - Unlimited Item in 12th Chest   | 800C873A | ???? |
| - Unlimited Item in 13th Chest   | 800C873C | ???? |
| - Unlimited Item in 14th Chest   | 800C873E | ???? |
| - Unlimited Item in 15th Chest   | 800C8740 | ???? |
| - Unlimited Item in 16th Chest   | 800C8742 | ???? |
| - Unlimited Item in 17th Chest   | 800C8744 | ???? |
| - Unlimited Item in 18th Chest   | 800C8746 | ???? |
| - Unlimited Item in 19th Chest   | 800C8748 | ???? |
| - Unlimited Item in 20th Chest   | 800C874A | ???? |
| - Unlimited Item in 21st Chest   | 800C874C | ???? |
| - Unlimited Item in 22nd Chest   | 800C874E | ???? |
| - Unlimited Item in 23rd Chest   | 800C8750 | ???? |
| - Unlimited Item in 24th Chest   | 800C8752 | ???? |
| - Unlimited Item in 25th Chest   | 800C8754 | ???? |

|                                |          |      |
|--------------------------------|----------|------|
| - Unlimited Item in 26th Chest | 800C8756 | ???? |
| - Unlimited Item in 27th Chest | 800C8758 | ???? |
| - Unlimited Item in 28th Chest | 800C875A | ???? |
| - Unlimited Item in 29th Chest | 800C875C | ???? |
| - Unlimited Item in 30th Chest | 800C875E | ???? |
| - Unlimited Item in 31st Chest | 800C8760 | ???? |
| - Unlimited Item in 32nd Chest | 800C8762 | ???? |
| - Unlimited Item in 33rd Chest | 800C8764 | ???? |
| - Unlimited Item in 34th Chest | 800C8766 | ???? |
| - Unlimited Item in 35th Chest | 800C8768 | ???? |
| - Unlimited Item in 36th Chest | 800C876A | ???? |
| - Unlimited Item in 37th Chest | 800C876C | ???? |
| - Unlimited Item in 38th Chest | 800C876E | ???? |
| - Unlimited Item in 39th Chest | 800C8770 | ???? |
| - Unlimited Item in 40th Chest | 800C8772 | ???? |
| - Item Slot 7 (Jill only)      | 800C8790 | ???? |
| - Item Slot 8 (Jill only)      | 800C8792 | ???? |
| - All Items in Chest - Set 1   | 800C872A | FF07 |
|                                | 800C872C | FF08 |
|                                | 800C872E | FF09 |
|                                | 800C8730 | FF3E |
|                                | 800C8732 | FF13 |
|                                | 800C8734 | FF14 |
|                                | 800C8736 | FF15 |
|                                | 800C8738 | FF16 |
|                                | 800C873A | FF17 |
|                                | 800C873C | FF18 |
|                                | 800C873E | FF19 |
|                                | 800C8740 | FF1A |
| - All Items in Chest           | 800C8742 | FF1B |
|                                | 800C8744 | FF1C |
|                                | 800C8746 | FF1D |
|                                | 800C8748 | FF1E |
|                                | 800C874A | FF1F |
|                                | 800C874C | FF20 |
|                                | 800C874E | FF21 |
|                                | 800C8750 | FF22 |
|                                | 800C8752 | FF23 |
|                                | 800C8754 | FF24 |
|                                | 800C8756 | FF25 |
|                                | 800C8758 | FF26 |

800C875A FF27  
800C875C FF28  
800C875E FF29

- All Items in Chest

800C8760 FF2A  
800C8762 FF2B  
800C8764 FF2C  
800C8766 FF2D  
800C8768 FF2E  
800C876A FF2F  
800C876C FF30  
800C876E FF31  
800C8770 FF33  
800C8772 FF34  
800C8774 FF35  
800C8776 FF36  
800C8778 FF37  
800C877A FF38  
800C877C FF39

- All Items in Chest - Set 4

800C877E FF3A  
800C8780 FF3B  
800C8782 FF3C

\* QUANTITY DIGITS TO ACCOMPANY ITEM & CHEST MODIFIER CODES

|                                |      |
|--------------------------------|------|
| - Delete Item                  | 0000 |
| - Knife                        | 0001 |
| - Beretta Handgun              | 6402 |
| - Shotgun                      | 6403 |
| - Colt Python (Dum dum rounds) | 6404 |
| - Colt Python (Magnum Rounds)  | 6405 |
| - Flamethrower                 | 6406 |
| - Bazooka + Grenade Rounds     | 6407 |
| - Bazooka + Acid Rounds        | 6408 |
| - Bazooka + Flame Rounds       | 6409 |
| - Rocket Launcher              | 640A |
| - Clips                        | 640B |
| - Shells                       | 640C |
| - Dum Dum Rounds               | 640D |
| - Magnum Rounds                | 640E |
| - Fuel                         | 640F |
| - Grenade Rounds               | 6410 |

|                  |      |
|------------------|------|
| - Acid Rounds    | 6411 |
| - Flame Rounds   | 6412 |
| - V-Jolt         | 001B |
| - Broken Shotgun | 001C |
| - Square Crank   | 001D |
| - Hexagon Crank  | 001E |
| - Emblem         | 001F |
| - Gold Emblem    | 0020 |
| - Blue Jewel     | 0021 |
| - Red Jewel      | 0022 |
| - Music Note     | 0023 |
| - Wolf Medal     | 0024 |
| - Eagle Medal    | 0025 |
| - Chemical       | 0026 |
| - Battery        | 0027 |
| - MO Disk        | 0028 |
| - Wind Crest     | 0029 |
| - Flare          | 002A |
| - Slides         | 002B |
| - Moon Crest     | 002C |
| - Star Crest     | 002D |
| - Sun Crest      | 002E |
| - Ink Ribbon     | 632F |
| - Lighter        | 0030 |
| - Lock Pick      | 0031 |
| - Oil            | 0032 |
| - Sword Key      | 0033 |
| - Armor Key      | 0034 |
| - Shield Key     | 0035 |
| - Helmet Key     | 0036 |



|                                      |      |
|--------------------------------------|------|
| - P.Room Key                         | 0037 |
| - Special Key                        | 0038 |
| - Dormitory Key                      | 0039 |
| - Dormitory Key                      | 003A |
| - C.Room Key                         | 003B |
| - Master Key                         | 003C |
| - Small Key                          | 003D |
| - Red Book                           | 003E |
| - Doom Book II                       | 003F |
| - Doom Book I                        | 0040 |
| - First Aid Spray                    | 6441 |
| - Serum                              | 6442 |
| - Red Herb                           | 6443 |
| - Green Herb                         | 6444 |
| - Blue Herb                          | 6445 |
| - Blue + Red                         | 6446 |
| - Green + Green                      | 6447 |
| - Green + Blue                       | 6448 |
| - Green + Red + Blue                 | 6449 |
| - Green + Green + Green              | 644A |
| - Green + Green + Red                | 644B |
| - Comm Radio                         | 004D |
| - Pick Axe                           | 004C |
| - Bottle of Water                    | 004E |
| - "Eagle of East, Wolf of West" Book | 004F |
| - UMB No.2                           | 0015 |
| - UMB No.4                           | 0016 |
| - UMB No.7                           | 0017 |
| - UMB No.13                          | 0018 |
| - Yellow-6                           | 0019 |

\*\*\*\*\*

18/ M I S C E L L E N E O U S

\*\*\*\*\*

-----  
QUICK STRATEGY  
-----

This guide is for expert players who want to make a record of time and get the secret hidden screens. Let's begin.

- Prepare for you a certain strategy before playing
- Run as fast as you can whenever and wherever.
- Try to get all ammo on your way. Don't pass them because to return is a waste of time. This work is not necessary in Training Mode.
- Avoid any enemies you can.
- You must know what you'll do and where you'll go next. To wander is such a waste of time.
- When preparing, always arrange the orders of work which is fastest and most convenient.
- Don't read or collect any files. You can't believe how long it lasts.
- Don't pick up any unnecessary items.
- Don't make any unnecessary work (such as making the V-Jolt)
- Don't go to unnecessary place that has nothing to do.
- Always mix your herbs. Don't use in one except you really need it badly.

\*\*\*\*\*

19/ T.H.E. T.R.U.E. S.T.O.R.Y. B.E.H.I.N.D. B.I.O.H.A.Z.A.R.D.

\*\*\*\*\*

-----  
WHO IS TREVOR ?  
-----

If you are a true fan of Resident Evil, maybe you have been ever surprised about the mansion which has a lot of puzzles and mysteries we players must solve in this game. Today I let you know a little info about this special house.

George Trevor is the architect who designed this mansion for the research. This note told about his mysterious disappearance. The owner of the house is a strange guy named Spencer...

-----  
WHERE IS THIS BOOK ?  
-----

Capcom-developer and publisher of this game released a book named "The True Story Behind Biohazard" when the most original version of this game was released. As a gift, this book is sold with Biohazard for Sega Saturn with a limited number.

But...Capcom soon removed this book at the last time because they thought they revealed too much.

-----  
CONTENTS OF THIS BOOK  
-----

- Summary page
- George Trevor's notes

- Storyboard of Biohazard
- Presentation of the characters
- Biohazard, the beginning
- An interview with the producer of the game "Biohazard".

-----  
INTRODUCTION OF TREVOR'S NOTES  
-----

Raccoon City

A city in the Western part of America. Within a deep forest on the outskirts of this city there is a mansion, which seems strangely quiet.

November 13th 1967

A man was standing in front of the mansion. It was George Trevor, a famous architect from New York, who had designed this place from scratch. The owner of the mansion, Ozwell E. Spencer, had invited him with all his family in order to thank him for the level of the perfection in his work.

Overwhelmed with work, Trevor initially sent his wife Jessica and her 14 year old daughter Lisa before joining them later. Unfortunately, when Trevor arrived on the spot, he didn't find his wife nor the child. Trevor too would mysteriously disappear upon entering the mansion.

Where could they all have disappeared to then ?

The following comes from a small diary written while Trevor was in the mansion. Spencer paid a fortune for this mansion. The construction alone took 5 years of Trevor's life. Why did he devote so much time to it ? And did Trevor already know that thirty years later other strange things would happen in this mansion ? Personally I feel that this small diary will be the key to understand all these mysteries.

-----  
TREVOR'S NOTES  
-----

November 13th 1967

After having finished my work and leaving New York I finally arrived at the Mansion around 6.00pm. The hall is very spacious. The central stairs leading to the second floor are also impressive. All these things make me nostalgic all over again.

Designing the plans of this place is the work I'm most proud of.

From the day I first showed the model to Ozwell E. Spencer in his office, until the completion of the building, took me 5 years. Spencer's orders were really difficult and I had to call upon all of my energy and ingenuity to realize it.

At first sight no one would suspect anything to be out of the ordinary. While turning to face me, Lord Spencer shakes the white hairs from his shoulders.

He has an impressive stature, and at the first glance, one can feel that he has a high level of self-confidence. He initially announces me that my wife Jessica and my daughter returned to visit their aunt Emma, who is ill, and then we lift our glasses and toast. We are only ones to know about the numerous secrets contained within this building. Deeply satisfied with the complicity, we taste the wine.

The dining room is amazing. There is an incredible variety of food laid out harmoniously on a large table in mahogany wood. When someone would raise their eyes, they could see a statue of a goddess, in "Rodin" style, on the second floor which seems to observe us with desire. But despite all this splendor, the banquet can only be enjoyed by two guests (Spencer and I). We only hear the quiet clicking noise of the clock needles. Ahhh, if only Jessica and Lisa were there.

According to Spencer, they arrived three days before me and

appreciated the house well. Lisa in particular benefited from the Spencer's kindness and was able to use the piano among others. She reportedly played the "Moonlight Sonata" of Beethoven (her specialty). In this evening of full moon where the melody seemed to surpass the satellite floating above the forest which surrounds the house, Spencer had congratulated my wife for this superb moment. I imagine proudly that their two faces had to be illuminated with pleasure.

November 14th 1967

Lord Spencer guided me around in the mansion. He opened the doors of several rooms. Those rooms are decorated with the most marvelous art pieces : painting of De Vinci, sculpture of Raphael...

In one of the rooms the eye of a stuffed beast has strangely sparkled, and in another room armors of Middle Age Knights were aligned in good order close to their captain.

All these art pieces were collected by Lord Spencer during past years and he deserves well to be one of the richest men on earth.

"Do you like that ? I wish to use this residence as a seaside resort, for a new company. I foresaw that, not only for the employees, but also for the guests could use it."

His project is to design an international industrial medicine company. He told me that its company would be called "Umbrella". But I wonder why he hid as many things in his residence. He can say that he wants to make a seaside resort but it's exaggerated. Even in the case his actions had been led by his passion.

November 18th 1967

My family hasn't come back yet. "Is aunt Emma that sick ?". I doubt it. The telephone is not installed, which is not very convenient. I went out to second floor terrace to clear my mind. Crows, perched on a rail, looked at me and pushed strange croaking.

I had a dark intuition. I continuously have the strange impression of being observed... I saw an astonishing thing, in a small court. It is a ladder leading down into an underpass, which is masked by a waterfall."It is not my work. When was this thing built then ?"

November 20th 1967

There is no trace of the shotgun my wife had offered Spencer for his birthday. I'm smoking a cigarette in the room where a broken shotgun can be found and estimate that it can fool people and pass for the original. I wonder who exchanged Spencer's shotgun for this unusable shotgun and why ?

Neither my wife nor my daughter have reappeared and I getting very concerned. My rich employer informed me that my family and I couldn't remain at the mansion any longer and when I suggested that I could join them tomorrow, he laughed and said that it was useless to worry myself like that.

November 21st 1967

Luggage was gathered and somebody led me into a large room, without openings, on the first floor reserved for the receptions. As the Lord hadn't arrived yet, I was observing the painting in company of a man in a white blouse. He was one of the three unknown men on the courtyard.

"Life is rich and short". On the painting, which were exposed on the wall, time was represented by the life of a man, from his birth to his death.

"Your family died, now" -laughed the man while he was looking at me stily. Time seemed to stop. What was he talking about ? At the same moment I felt a terrible pain at the bottom of my neck, and I broke down on the floor.

November 24th 1967

How could he have become this kind of man ? What happened here ? And what is the objective of this company called "Umbrella" ?

I was imprisoned in this room and time passed slowly. "The objective is to keep all this as a secret, and since you are an unknown...". One day, a man in a white blouse said this to me while bringing revolting food.

What secret is more important than a human life ?

Lord Spencer and me are the two only ones to know the secrets of this manor, and if I die, he will be the only holder of this knowledge. Is it for that reason we have these creatures which prowl around the premises of the Manor ? I cannot remain here and be eaten of worse. It is necessary that I escape from here.

The question is to know if, since the beginning, I didn't quite simply build my own prison. When I was creating this manor, and in accordance with Lord Spencer's strange fascination for enigmas, I conceived a way to escape for whoever would find himself imprisoned there.

It would seem that Lord Spencer wants to test this method on me...

At this moment, one of the countless creatures which infest the floor and the ceiling, fell from the ceiling onto my body. For an unknown reason, it seemed to attract them. I jumped instinctively backwards and while getting upright I trampled a great number of them. What are these creatures ? Ants ?

November 27th 1967

I finally succeeded to escape from this room. But nobody can exit from the Manor on snap of a finger. You need the crests, the missing eye from the Tiger's statue and the Gold Emblem. I can't occupy myself find something else ! I have no time for this.

November 28th 1967

I can't find the words for it. A plant, absurdly gigantic, fills a whole room. God could not have created such a thing.

November 30th 1967

It is impossible to get out. It is impossible to come out of the room. A phantom laboratory, leading into a kind of underground cave without visible exit. And finally, I found it :

One of the high-heeled shoes and the memory, that behind all it I will find a passage. Jessica. Were my wife and my daughter subjected to the same destiny as me ? No, I will escape at all cost, as they did before me.

December 5th 1967

My throat is dehydrated. I didn't eat for many days and I don't know how much time I'll still resist. I am becoming insane.

Why ? Because I am like a rat, hopeless trying to escape from a laboratory labyrinth. Does my fascination for the abnormal architect of this residence was no reprehensible ?

December 7th 1967

I am in a dark and wet underground secret conduit. And there, suddenly, something monstrous opposite of me... I scrape my last match with a trembling hand. A tombstone is here with my name engraved on it. What kind of a psychopath would make a similar thing ?

"George Trevor" isn't me ? Spencer calculated since the beginning, that I would come up to here to take my breath, and prepared my tomb. Realizing, with success, to direct my attention away from each useful way to escape. Jessica, please forgive me. Little time... It's the time

that remains me before joining you in paradise.

George Trevor

-----  
ORIGINAL BARRY BURTON  
-----

Oh yeah, all of you who have played this game know about an important character named Barry Burton. In Resident Evil 1, the characters we know are Chris Redfield, Jill Valentine, Barry Burton, Albert Wesker and some other S.T.A.R.S. member. But do you know that Barry has another design before him ? Chris and Jill weren't changed. But Jill's first supporter is a giant guy named Gelzer. He was also a S.T.A.R.S. member who is giant and "ugly". But later Capcom replaced this character by Barry Burton we have already known. About the reason why... I don't know. In addition to this, important characters in Resident Evil 1 also consisted of Edward Dewey, the tall guy who is the pilot of Bravo Team appears in the game. But in current versions, we don't see this guy. We only see him in a few scenes of Resident Evil 0.

\*\*\*\*\*

20/ R.E.L.A.T.E.D. R.E.S.I.D.E.N.T. E.V.I.L.

\*\*\*\*\*

=====

A. BIOHAZARD

=====

Biohazard is the Japanese version which is almost like the later version but has no difficult. The game itself is the Training mode of Resident Evil Director's Cut which is easy to play.

=====

B. RESIDENT EVIL

=====

The later version which is written in English. Resident Evil has two mode : Original and Arrange. Original game is the same as Standard Mode of REDC. Arrange game is the same as Advance Mode. It was released for Sony Playstation, Sega Saturn and PC. This game is considered as the greatest game in 1996 because of modern graphic and 3D images.

=====

C. RESIDENT EVIL FOR SEGA SATURN

=====

The most complete version of Resident Evil was made for Sega Saturn. This version has an added mini-game as Battle Mode.

Hm... This battle game is almost the same as the one of Resident Evil Code Veronica. You get it from a Saved file after beating up the game. You go in a fixed map and kill monsters on your way by provided ammo. Bring at least 2 healing items, then bring some powerful weapon, such as the Shotgun to play. You'll run into some strong enemies such as Tyrant and a Wesker zombie. Be careful !!!

=====

D. RESIDENT EVIL BETA

=====

Maybe this one is released before Resident Evil. It's almost the same but but some episodes are changed. This is the difference :

-There's a typewriter in the main hall.

-There's no typewriter in the main hall. The camera angle is different.

-Kenneth's corpse appears in the corridor behind the dining room.

-Kenneth's corpse appears in the red way in the blue room with a living zombie(not lying). This corpse looks like Barry but it's really Kenneth.

-The dining room has no zombies.

-The dining room has several zombies. The camera angles are different.

-The zombie eating Kenneth in the corridor behind the dining room wears a dark green coat.

-The zombie in the corridor behind the dining room is a white-shirt Zombie.

-The corridor behind the library has nothing.

-The corridor behind the library has something written on the wall by blood.

-The first time the huge snake appears in the room near Richard's corpse.

-The first time the huge snake appears in the shed.

-The corridor where there is the gallery, the wall has decoration.

-The corridor where there is the gallery, the wall is white.

-The angles when the first Hunter show the trees behind the shed.

-The angles when the first Hunter show the white wall of the shed.

There are a lot of modifications in the beta version. Here I only tell you the clearliest episodes you can see. The other changes are about Items's positions and playing order.

=====  
E. RESIDENT EVIL DIRECTOR'S CUT  
=====

The version was released just before Resident Evil Director's Cut Dual Shock with no major changes. After the version for Sega Saturn, this is the most perfect version than Dual Shock.

\*\*\*\*\*

21/ O.T.H.E.R. S.T.U.F.F.S.

\*\*\*\*\*

~~~~~\  
MY OWN REVIEW ABOUT THIS GAME \~~~~~  
~~~~~

I'm a big fan of Resident Evil series. Now I want to share my opinion about Resident Evil 1 - the first game of series with everyone. First, I want to tell why I like this series.

I didn't like games on investigation or exploring because they're usually complex, hard and confusing that make me think. I hated, hated them very much. But when I saw my friend playing Resident Evil 1 and kept track of what he did, I felt something interesting in the game.

Later, I bought it and tried once. Oh, how exciting the game was ! the graphic is lively, the characters were cool, the enemies were quite good, etc that fascinated me. The puzzle were not so hard as I had ever thought. It was not only real but funny as well. I thought that I had to buy all this series. And I have done that until now.

#### Gameplay 10/10

Funny, thrilling, exciting and new. These words are enough for me to describe this game. I played it and I'm playing it. It still has a lot of things I still don't feel boring and I want to play more. It still keeps its own horror although the players have played very much, such as me or my friends.

#### Storyline 10/10

One of the simple reason's is that I like biology. Yeah, this is a game whose content is about the long battle of biology, or we can call "biohazard" as its Japanese name. The story is lively and real for the current world, not like some stories of other games which are full of useless fantasies and "dreams".

#### Graphic 8/10

Although its graphic wasn't so perfect, it was all right that time. Resident Evil 1 deserved to be the great game of 1996 about graphic as everyone supposed. Now it can't be compared with the later modern Resident Evil but it is still remembered as the glorious birth of series.

#### Sounds 9/10

It was the greatest sound system I has ever seen. Before it, I had played a lot of games whose sounds are only made very badly simply that I can't suffer. The sounds of feet, things, the cries of people and conversation etc. They were the perfect sound at that time.

#### Length 10/10

A balance. The game is not so long but it's not so short, too. It is long enough for the players to realize its attraction. The players would be angry for the missing short game. But they are also boring for a long game with useless episodes. This is a great point.

#### Battle System 8/10

I hope it would be more various. This game is so simple about battle system, even the later ones. My friends and I always complained : "These police don't know martial arts !!!"

#### Replayability 10/10

As I wrote, it always deserves to be replayed. Don't believe ? Just try it if you are a new player. You will know there are more things you can't guess after beating it only once.

My conclusion is to buy... for a big fan like me. Or if you just want to see what it is and beat it once, you can rent. But I affirm that this is a good game, yeah... a good game !

Overall score : 8/10 (not an average)

```
~~~~~\
RESIDENT EVIL GAMES  \~~~~~
~~~~~
NAME : Resident Evil
RELEASED DATE : 1996 - 1997
```



PLATFORM : Playstation, PC, Sega Saturn

This was the first Resident Evil of series. Its content is about the incident in a mansion belonging Raccoon Forest. This involves the Trevor's Note I wrote above. You take the role of either Chris Redfield and Jill Valentine - two members STARS to explore the mansion.

NAME : Resident Evil Director's Cut

RELEASED DATE : 1997-1998

PLATFORM : Playstation

It's almost the same as original Resident Evil with more modes and features.

NAME : Resident Evil Director's Cut Dual Shock Edition

RELEASED DATE : 1997-1998

PLATFORM : Playstation

It's almost the same as Resident Evil Director's Cut.

NAME : Resident Evil 2

RELEASED DATE : 1998

PLATFORM : Playstation, Nintendo 64

It's about the accidental adventure of the rookie cop Leon Scott Kennedy and Claire Redfield. Leon begins his first day of duty and enters the city. Claire Redfield - a strange young lady enters the city to search for her brother Chris Redfield - one of the survivors of the mansion incident and an important member of S.T.A.R.S. But both of them didn't know something terrible happening in Raccoon...

They have an appointment at RPD Police Station where they thought it was safe...But...

NAME : Resident Evil 2 Dual Shock Edition

RELEASED DATE : 1998-1999

PLATFORM : Playstation, Dreamcast, PC

Its content is the same as Resident Evil 2. But it has a new mini-game named Extreme Battle Mode which the two subordinate characters Chris Redfield and Ada Wong can be played.

NAME : Resident Evil 3 Nemesis

RELEASED DATE : 1999-2000

PLATFORM : Playstation, Dreamcast, PC.

You take the main role of Jill Valentine to escape from Raccoon City which is going be destroyed by Umbrella to wipe all the evidence about the virus. She was one of the survivor of the mansion incident who knows about this work. So Umbrella creates Nemesis to pursue her.

NAME : Resident Evil Gun Survivor

RELEASED DATE : 2000

PLATFORM : Playstation

You are a person who is injured by an accident. He forgets everything about himself and tries to find the truth. In his journey, he is watched by a guy of Umbrella named Vincent. Later the main character realizes himself as Ark Thompson. He destroys an important facility of Umbrella and escapes with Lott and Lily - the two children he meets on his way.

NAME : Resident Evil 0

RELEASE DATE : Early 2002

PLATFORM : GameCube

This game was released first for Gameboy. But now it has been redoing with this new console. This scenario lets us know more about Rebecca Champer - the support character in Resident Evil who rarely appears. You also have a chance to know more about STARS and Umbrella in this game.

NAME : Resident Evil Gaiden  
RELEASE DATE : Fall 2002  
PLATFORM : Gameboy Color

This is a new scenario and also a chance for the Resident Evil fans who like the character Barry Burton of the first Resident Evil. He would be the main character of the game and start his adventure on a ship. This is just a rumour.

NAME : Resident Evil 4  
RELEASE DATE : Early 2002  
PLATFORM : Sony Playstation 2

Have you enjoyed enough Resident Evil Code Veronica ? And Resident Evil 4 would give you the next answers of the Resident Evil story. There are rumours that this game would be an impression of Capcom about graphic and other systems. There are tons of stupid rumours about characters. But I can't tell which is right. No more information is received this time. I think this game is still so far.

~~~~~\  
WESKER'S REPORT \~~~~~  
~~~~~

"Wesker's report" is the bonus DVD disc that will be released with Resident Evil Code Veronica X when it's sold. Some information said that its original version was released for some months in Japan. And the purpose which Capcom release this part might be to answer some unknown questions about the game that the fans always wonder. I want to write some parts of this report for you to know few about it :

"My name is Albert Wesker.

I aspired to become a leading researcher at Umbrella Inc. A pharmaceutical enterprise who covertly conduction Bio Organic Weapons, better known as B.O.W., for development. But at the leader development training ground situated in Raccoon city, I met a brilliant and talented researcher who decided to take a different path, William Birkin.

In time I shifted my position to S.T.A.R.S., a special force unit of the Raccoon Police Department. Umbrella, for crisis management reasons of their illegal Bio Organic Weapons development had many of its people working in the police department.

I became the leader of S.T.A.R.S. and conducted all sorts of intelligence activities for Umbrella. As I continued to serve I devised my own plans and waited for the right time moment to execute them.

Then at last, opportunity knocked.

- 1998 - July 24th -

The freak murder incidents had occurred in the forest near the mansion started it all. The mansion was Umbrella's secret BOW laboratory and it was clear that the indevelopment T-virus was the cause of the murder.

Initially, Umbrella instructed me secretively to keep S.T.A.R.S. to the mansion, dispose of them, then report the situation to headquarters so that their combat with the B.O.W. could be used for data analysis allowing Umbrella a comprehensive portrait of the B.O.W.'s combat abilities.

From the two S.T.A.R.S. teams I first pitched in the Bravo Team. As expected, the top elite of S.T.A.R.S. gave all they had and became useful sample data. Then following, I geared up the Alpha Team to "search and rescue" the lost Bravo Team. The members of Alpha Team also

proved their worth and as expected many died.

There were five survivors from the initial eleven S.T.A.R.S. members. From the Alpha team were Chris Redfield, Jill Valentine and Barry Burton. And from the Bravo Team were Rebecca Chambers and Enrico Marini.

It was time to begin executing my plans. In the midst of the whole affair I could take Umbrella's ultimate Bio-Organic Weapon, the Tyrant, and join forces with an opposing corporation of Umbrella. To buy into that opposing corporation I would need the actual combat data of the Tyrant.

The surviving privileged members of S.T.A.R.S. were just the perfect bait. I decided to have one of them play the Judas and draw them to the Tyrant.

That Judas was Barry.

Barry was the strong truth and justice kind and cherished his family more than anything. His type is easy to manipulate. I just took that most important thing away from him. My only miscalculation was the high potential of Chris and Jill. But with the family man Barry playing Judas the scheme went as planned.

Then the winds turned unexpectedly.

I had to eliminate Enrico who found out what was behind it all. I used Barry to get to him. After I successfully got rid of that nuisance I awaited the sample specimen that Barry would bring to me in the Tyrant room.

I injected the virus I obtained from Birkin in advance. If I made Umbrella believe I was dead, it made it far more convenient to sell myself to the opposing corporation. According to Birkin the virus had profound effects. It would put my body in a state of temporary "death". It would then bring me back to life with super human powers. Therefore I unleashed an awesome Tyrant from its slumber and let it attack me.

As my consciousness faded away I was certain that the whole scheme would end in success.

Never did I imagine that S.T.A.R.S. could slay the evil creation. I lost the Tyrant and the plan I devised which cost me my humanity ended in failure. Now anything and anyone who stood in my way would be terminated. It's been that way for a long time and it always will be. At all cost I had to make S.T.A.R.S. pay.

- September -

Two months had passed since the mansion incident. To regain everything I had lost in my new organization I joined hands with Ada Wong, a female agent who was also sent to spy on Umbrella.

I knew in my bones that the key developer was William Birkin, but what he didn't know was that Umbrella did not play games...with anyone. Eventually, Birkin would be assassinated, and the G-virus would be in the hands of Umbrella.

But the salvage team led by Hunk was ahead of us. By the time they got to Birkin, he'd already injected himself with the G-virus...he became his own creation, and decimated them.

Soon after, the T-virus carried by rats spread throughout Raccoon city, and Umbrella faced its worst scenario.

- September 28th -

The good citizens became zombies, and the city had headed for its devastating fate. Humans were no match against zombies.

In the chaos, Umbrella Europe applied a new type B.O.W., called "Nemesis". The Nemesis would hunt down and destroy the surviving member of S.T.A.R.S., Jill. It became imperative that our organization would also obtain the Nemesis data.

- September 29th -

To cover up the whole affair, Umbrella jettisoned a Tyrant to take care of Leon and Claire, who were trying to unveil their secrets.

Then, a new revelation. Birkin used to hide the findings of his studies in his daughter Sherry's pendant. It was very possible that the G-virus was there. While Umbrella was busy with their cover up, we had to capture Sherry before they did. I sent Ada undercover to seek the location of Sherry. I, the "dead man" on the other hand, had to work in the shadows.

A spy's obligation and priority is in mission, to carry out the mission like a machine without any emotional interference.

But through her interaction and involvement with Leon Scott Kennedy, there had been an affection growing inside her.

My instincts sensed danger, something had to be done, quickly. My instincts did not disappoint me. Even though Ada almost had her hands on the G-virus, which Leon had acquired from Sherry, that affection of her drove her to her death. But she was still of some use. I had to save her life. My people hurried to retrieve the G-virus that Leon threw away. But Hunk, the only survivor of Umbrella's salvage team, was there before us.

- September 30th -

Our only option left was to bring back Birkin, the monster, as the sample specimen and have him finish Leon and Claire in order to obtain his combat data. Although Birkin lost the battle to Leon and Claire, we succeeded in gathering samples of the G-virus from his dead body.

- October 1st -

In the morning the government bombed Raccoon city in an attempt to stop for the viral outbreak. This was, of course, their feigned reason...

Later, Claire left to Europe to find her lost brother Chris, and Leon joined forces with an underground anti-Umbrella organization.

Sherry is safe in our hands. I would never underestimate Birkin.

There's something about this little girl...

\* Source : Biohazardextreme.

-----

But all of you know that it answers you some unknown questions that you always wonder. Let me give them in this short passage :

- The survivors of the mansion incident were Chris Redfield, Jill Valentine, Barry Burton, Rebecca Chamber and Brad Vickers.
- Chris is the character who directly killed Tyrant.
- Wesker was killed by Tyrant. But he had been infected the virus before that makes him alive.
- Ada was saved by Wesker because he thought she's still useful for him. She stole the G-virus for him.
- Sherry was caught by Wesker after Resident Evil 2 with the same reason.
- The official story of Resident Evil 2 is Leon A / Claire B.

\*\*\*\*\*

22/ A.U.T.H.O.R.'S. L.A.S.T. W.O.R.D.S.

\*\*\*\*\*

Okay, I have finished my work about this FAQ. I hope this guide will help you to play the game better and have more fun. Guides are only necessary when you are really stuck. To tell you the truth, playing a game by yourself is better and funnier than playing completely with guides. The games will be quickly forgotten because you know it so much by the guides. That's my opinion. So I think everyone will sympathize if my guide is still simple. They are all my decisions. But you can have ideas with my serious mistakes if I have. I thank you all of you about that. Please see my other guides also at Gamefaqs.

There's one thing I want to tell you. Although I'm still a pupil who have to go to school, I would try to have a time for checking your emails about any problems in my guide. I have ever been a player who needs others' helps and I have been disappointed when they didn't reply my questions. So I understand how you think. Just contact me at my email address anything you want. I'll try to answer your problems and won't make you disappointed. But I won't answer any emails with bad purpose or hate emails. It's just a waste of time. But I'm willing to serve anyone who really need my help.

Those guides are frequently updated as this one. Thanks for reading them ! Have a good time !

MYSTICCAT

\*\*\*\*\*

23/ S.P.E.C.I.A.L. T.H.A.N.K.S.

\*\*\*\*\*

I send my special thanks to :

- [Http://www.survivor.com](http://www.survivor.com) - for info about beta version and "The True Story Behind Biohazard".
- "The Horror is Alive" of resitez - for game shark codes
- Jeff "CjayC" Veasay - for posting this guide on website.
- Capcom - for creating this great game and giving me a change to make this FAQs.
- This game "Resident Evil Director's Cut" - You can't be absent !
- Berry Burton of GameFaqs message board - for info about related Resident Evil.
- CVXFREAK of Gamefaqs message board - for info about Resident Evil for Sega Saturn.
- All the guys I know in Resident Evil message board - I have learnt a lot from you.

Finally, thanks everyone for helping me to make this FAQs.

-----

Again, this FAQs is owned by  
PHAN NGUYEN KHANH DAN "MYSTICCAT"

"Don't do bad things !"

This document is copyright Mysticcat and hosted by VGM with permission.