

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

by CMuscarella

Updated to v19.2 on May 21, 2005

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RESIDENT EVIL

DUAL SHOCK EDITION

WALKTHROUGH

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BY CMUSCARELLA

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RESIDENT EVIL

DUAL SHOCK EDITION

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(SCROLL DOWN TO NUMBER 2.7 AND READ IT BEFORE COPYING THIS FAQS TO ANY WEBSITE *FROM* ANY WEBSITE THAT YOU ARE GOING TO COPY FROM. IT WILL TELL YOU WHAT TO DO IF YOU WANT TO POST THIS FAQS ON YOUR WEBSITE. JUST READ IT BEFORE YOU COPY AND POST IT.)

1.0 Table of Contents

Here is a table of contents of using the number system in the Faqs. My number system makes it easier to locate things. Use it to your advantage with this Table of Contents. (Added in v14.1)

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2.0 Game Information

This Faq's was made for people who bought the game and have no idea what to do. Also it is very useful if you want to learn more information about Resident Evil or its sequels. I myself like this game and I would recommend it

to anyone else. This game is awesome. I like its 3-D effects and all. This entire FAQ'S are on Jill Valentine's quest in the Beginners Mode. She is my favorite character. Dual Shock Version is the same game as the other Resident Evil 1's, but I have used Resident Evil Directors Cut-Dual Shock(TM) Version to write my Faqs so I will call it Dual Shock Version. Now they have a Resident Evil Remake, which is a remake to this game. Very good game. But for all of you who do not have that game, can stick with this older version of Resident Evil 1. This game is a true classic and will never be forgotten. I am not going to bring anything up from that game onto this faqs.

2.1 Version v19.2

This is my Nineteenth version of this Faq's. Updates may occur at any time.

2.2 Revision History

2.2.1 v1.1 (around Apr. 1999)

This was my first version made. It had a few spelling Mistakes.

2.2.2 v1.2 (the next day Apr. 1999)

This is my second version; updated the next day the first Faqs was posted. A few spelling mistakes were corrected.

2.2.3 v1.3 (a few more days later Apr. 1999)

This is my third version, took out endings so they don't spoil your fun. Added a few more things.

2.2.4 v1.4 (Apr.-May.?? 1999)

This is my fourth version of this Faqs. I got Word 97 and did a major Grammar and Spelling check. I edited it so you save space if you print it, by taking out unnecessary spaces.

2.2.5 v1.5 (Sep. 1999, and big leap)

In my fifth version, I hardly did anything but changed my E-Mail Address. I lost my Internet account due to computer error, now I got a new E-mail account.

2.2.6 v1.6 (Jan. 2000)

This is my sixth version; I did a little bit of updates like my even new address and the things that are in the Guardhouse. I got 346 E-Mails saying what they are.

2.2.7 v1.7 (Jan. 2000)

This is my seventh version; this is my best update yet. I played the whole game using my Faqs and took notes along the way. I went back in and edited them in. I also added some stuff on my own. I removed garbage, unnecessary details. I even changed many mistakes and corrected a few spelling mistakes. I made sure just about every object or enemy in the Faqs is Capitalized (I still may have missed a few. I will get them if v1.8 ever comes out.) I put in a new thing called lectures, to better make understanding. The Underground was very easy to understand before, now I made it extremely easy by adding more details, and changing a few things. Let me just say I did a total makeover. I even added some things from Resident Evil 3.

2.2.8 v1.8 (Jan.-Feb?? 2000)

This is my eighth version; here I corrected the some of the problems with the number system. I even added and changed a few things around. I really added a lot of new stuff to numbers 6.0 and 7.0 where it talks about the Sequels.

2.2.9 v1.9 (Mar. 2000)

This is my ninth version; here, I just changed my E-Mail address because I had my account terminated and got a new cheaper account. So cheap, it doesn't have its own E-Mail, so I have to use this.

2.2.10 v2.1 (Apr May. Jun. July??? 2000 I can't remember)

This is my tenth version; here I just changed my E-Mail address again and corrected a few more mistakes and spelling errors.

2.2.11 v2.2 (Dec. 2000 a big leap)

This is my eleventh version; I added a lot of information about the soundtrack to RE DC DS. See 1.9 for details. Added more Characters (see 2.0). Added more about the Resident Evil Intro movie.

2.2.12 v12.1 (Jan. 2001)

This is my twelvth version; My version numbers were laggin behind, so I made a big jump to 12.1 instead of something like 2.3 or whatever. In this one I made a change to my Napster name. It is now chrism3784. Come and find me. I fixed a few things also.

2.2.13 v13.1 (Feb. 2001)

This is my thirteenth version; I changed my word art on the top of the page. I also fixed a little bit more stuff, and added a new section, the endings.(see 6.0)

2.2.14 v14.1 (Feb. 2001)

This is my fourteenth version; Another major update. I added dates on each of my versions above, I estimated from around which I believe I made the version around. I added a Table of Contents. Added Flamethrower to Weapons section, (see 4.1.6) Also added about my MSN Messenger account I got from my E-Mail service. I spaced the information on how to make V-Jolt. I even added a lot more and change a lot of stuff in my walkthrough. Also added new sections, Items and Heath Items (see 4.2 and 4.3). I also went through the whole entire walkthrough and added, deleted, and changed a few things to make it better. Last but not Least, I added another section, called Trever's Letter. I give full credit to Dan McNeill(<http://members.fortunecity.com/danm602/>). (see 2.11)

2.2.15 v15.1 (Dec. 2001)

This is my fifteenth version; due to very popular request, I decided to put the Files on. I got them from my partner website, The Horror Is Alive (www.planets2.com/thehorror). Look at (2.11) for them. Also I added a Resident Evil Code Veronica Section. Look at number (9.0) for that.

2.2.16 v16.1 (Mar. 2002)

This is my sixthteenth version; I added a very nice section about the new movie that game out, Resident Evil. It is found on number 2.13.

2.2.17 v17.1 (Oct. 2002)

This is my seventeenth version; I added more to the Resident Evil movie section. Also, I took out that myth that the mansion was part of RE1, and the Lab was part of RE2. I later found out that was not true.

2.2.18 v18.1 (Feb. 2004)

This is my eighteenth version; after over a year, i finally got around to do an update. I am in the army now, so video games aren't my thing now, even though I still love to play them. I updated various things, like the soundtracks (2.9), I said before I would send anyone a copy of any tracks from the games, I don't even have them on my computer anymore, my

harddrive crashed and I lost everything. I updated my copyright information (2.6) I added to 2.0 Game Information about Resident Evil Remake. I fixed a flaw with my number system when it gets down the info about sequels by making them all part of (7.0) I Even added info about Resident Evil 0 (7.4). I added to number 5.5.11 that a fan told me on a bookshelf there are Security Documents stating Wesker being a part of the R&D team, I give credit to Andrew Ryan (kylearyn@nbnet.nb.ca) for the bit of info.

2.2.19 v19.1 (May 2005)

This is my nineteenth version; I changed the website to the site I should be working on again. Added a new number 2.5 A Little About Myself which talked a little about myself. I updated my How To Contact Me (2.6). Updated About This Faqs(2.8). Updated The Truth (6.3). Added Resident Evil Apocalypse Movie Info 2.14.2

v19.2 (May 2005)

Still nineteenth version. I just changed my email address and updated it on this. Its now chrism3784@hotmail.com

2.3 Credits

2.3.1 Just about all the Faqs

Christopher Muscarella (chrism3784@hotmail.com)

2.3.2 Resident Evil Director's Cut Story

Capcom's Resident Homepage (www.capcom.com)

They use to have a good section about Resident Evil a long time ago, they have something different now.

2.3.3 The Bees in the Guardhouse

The 346 messages I received

2.3.4 Trever's Letter

Dan McNeill (<http://members.fortunecity.com/danm602/>)

2.3.5 Security Document in the Projector Room (5.5.11)

Andrew Ryan (kylearyn@nbnet.nb.ca)

2.4 Legal Issues

Capcom Co. LTD. 1997 1998 Capcom USA Inc. 1997 1998 all rights reserved

Resident Evil Directors Cut is a trademark of Capcom Co. LTD. Capcom is a registered trademark of Capcom Co.

Playstation are registered of Sony Computer Entertainment Inc.

Dual Shock is a trademark of Sony Computer Entertainment Inc.

2.5 A Little About Myself (Added v19.1)

You probably don't see this in maybe Faqs, author talking about himself, so I'll tell you a little about me. I was born March 7, 1984. I made this walkthrough when I was 15, back in Apr 1999. A long time ago practically. A lot has happened to me since then. I updated this almost 18 times, just lately I havn't. I used to work at a grocery store starting March 1999, and worked there throughout my high school life. I bought my first car, a Twilight Blue 1990 Ford

Taurus Station Wagon. I loved that car, even though it always gave me problems. I learned a lot on fixing cars because of that car. I graduated in 2002, and still worked at my Supermarket. Then in 2003 I joined the Army. I came in as a light wheel mechanic. I made it through basic training and AIT. I was stationed in Germany. I don't care for Europe that much. From there, I began my dedication to the Ford Taurus. As of right now, May 05, I am stationed in Germany with the Army, and a huge Ford Taurus freak. I currently own a 1988 Taurus Wagon LX with full options. I have a friend here in Germany who shares my love for the Taurus and he has a few.

2.6 How To Contact Me

If you need answers to any questions, I am the expert at the game. I can just about answer any questions. Even for questions dealing with other Resident Evil games. Just E-Mail me at (chrism3784@hotmail.com) and I'll E-Mail as soon as I can. Sometimes I check my mail everyday, other times I don't. You can E-Mail me anything you want (comments, suggestions, and exc.) If you have criticisms about me and/or my Faqs, I wanna to hear it, if you have anything bad to say, then say it. If it so happens you've been waiting days to get a hold of me, then I am probably on vacation or some were where I can't check my e-mail. I can check my e-mail from anywhere I want now. I also have MSN mMsessenger from my Hotmail Account, same name, chrism3784. So just wait for a while and I'll get a hold of you as soon as possible. Thanks. Or you can contact me through ICQ, my number is 93389231. Another way is AOL Instant Messenger, chrism3784.

(updated v18.1)

2.7 Copyright Information

This Faqs is protected under copyright laws.

IMPORTANT

YOU NOW HAVE MY PERMISSION TO COPY THIS FAQS FROM ANY WEBSITE ONTO YOUR WEBSITE. AT LEASE PLEASE E-MAIL ME AND TELL ME THOUGH. I HAD PEOPLE BEFORE COPY MY FAQS FROM A WEBSITE TO THIER WEBSITE WITHOUT TELLING ME. BUT NOW I LIFTED THAT, SO GO AHEAD, PUT THIS FAQS ANYWHERE, JUST REMEMBER, TELLING ME IS NOT REQUIRED. I STILL WOULD LIKE TO KNOW WHERE THIS FAQS IS. IF I DON'T KNOW MY FAQS IS ON YOUR WEBSITE, I DON'T KNOW YOU HAVE IT TO SEND UPDATES TO WHEN I UPDATE THIS FAQS. I WANT TO KNOW WHERE MY FAQS LURKS.

If anyone finds this faqs out there in any name but my own and whoever I give credit out there, let me know. I worked way to hard and had this faqs way to long for anyone to use it and get the credit for it. You can print it for your personal use, you can print it for a friend. If you think I stole some information on your website, or anything else, and didn't give you credit, your full of crap, you have your head up your forth point of contact. I researched this all by myself, and anything I used from someone else, I gave them full credit. I did not steal anything from anyone's site or any otherplace. If these Faqs matches some stuff from your Faqs, then we must have research the same thing. I am not a thief; I would not steal any work from anyone. If my walkthrough matches the way your walkthrough leads, than it was a coincidence, I did make sure to have the best path possible in the game. I played the game over and over and found that this is the easiest way, for me, to beat the game and get everything and see everything.

Thanks For Reading This :O)

2.8 About this Faqs (updated v19.1)

This Walkthrough is more in depth and easy to understand. It goes into more details and explains the character's movements more. It is very hard to get lost in the game with this Faqs. *When I say which way to go, like her left or her right, I mean going to her side right. When I say go to her left, if the character on the screen is facing you then the right side of the screen is where you go, if the character's back is facing you, then go to her right. This way you don't have to get the directions confused.* I recorded her whole quest and played it while I typed this Faqs. This has good detail in places you really need them like the Underground where I you can easily get lost and confused because of the green walls, floors, and ceiling making it harder to know direction. This Faqs is also organized in numbers for yours and my convenience; one reason is so I can tell what number to go to when I need to. In the Walkthrough, next to the number is the Room, Hall, or Place you are in. Next to the number is what can be found in that Room, Hall, or Place making this Faqs much easier to use. I hope you enjoy using this Faqs :0)

2.9 Lectures

This Faqs contains little detailed segment called Lectures. They give you some necessary hints about the game. It would be to your benefit to read them. These can be very helpful. They are all numbered. You can find them easily; they can be found throughout the Faqs and you should not miss them. The word Lecture is in Caps and look like this, LECTURE #(whatever). (Please tell me what you think of these, I put this in v1.7 of my Faqs, Thank You.)

2.10 Soundtrack Information

The Resident Evil Director's Cut, Dual Shock Edition has a totally different, and I think better, Background Music than any other version of Resident Evil 1. They put this Background Music they got from an album called Biohazard Symphony Op. 91- Crime and Punishment. I have downloaded that Soundtrack and it really does contains all the Background Music found in the game. I will share with you the track names and where the music can be found from the Biohazard Symphony. Some of the tracks have 2 sets of BGM music, so I put them as (1st) then (2nd). The ones with <unknown by me> are tracks that I have no idea in the game where they are located, if you know, E-Mail me and tell me, I would appreciate it.

Biohazard Symphony Op.91 - Crime and Punishment

- 01.) Misa to the End of Mankind- a track that is not found in the game
- 02.) TEMPEST- the music played during the credits when game is complete
- 03.) Misterioso- the music played when you watch the scary intro movie
- 04.) Mosso- music played when you introduced to the characters in into movie
- 05.) Quietemente- (1st Fav.) the first floor mansion when music is played
- 06.) Con Anima- (1st) suddenly attacked by an enemy (2nd)when ceiling drops
- 07.) Soave- when recued Rebecca, and when Barry saves Jill from Snake Bit
- 08.) Flebile- when you come to Forest's area
- 09.) Allegro Impetuoso- your battle with the large Snake
- 10.) Grave- (3rd Fav.) (1st) Guardhouse Entrance (2nd) Guardhouse Basement
- 11.) Prestissimo- played during the Zombie coming down the stairs movie
- 12.) Pietoso- when you complete the picture puzzle and the picture falls
- 13.) Placido- Storage Room music
- 14.) Quieto- 1st Floor Mansion after returning from the Guardhouse
- 15.) Feroce- music played when the zombie eats Kenneth
- 16.) Con Passione- (1st) 1st Encounter with Richard (2nd) Second with Richard

- 17.) Incalzando- <unknown by me>
- 18.) Affannato- <unknown by me>
- 19.) Andante Con Tenerezza- <unknown by me>
- 20.) Andante Lamentoso- (2nd fav.) played in several spot like the Guardhouse Dorms, Mansion Library, Mansion room after beating 2nd Snake, and more
- 21.) Pesante- played when viewing the slides in the Laboratory
- 22.) Impetuoso Sempre Accelerando- played during the Hunter Movie
- 23.) Feroce II- when fighting the large Spider in the Underground
- 24.) Con Amabilita- when you save Chris, or Jill from in the Lab
- 25.) Stentando- when you first enter the Lab, and Lab B2
- 26.) Furioso- Plant 42 music
- 27.) Allegro- your talk with Wesker in lab B4
- 28.) Risoluto- <unknown by me>
- 29.) Adagio Lacrimoso- I think when Barry dies <not sure>
- 30.) Stentando II- (1st)when you first see Tyrant (2nd) Tyrant Movie
- 31.) Pesante ~Allegro Ardente- When Tyrant Breaks out of Glass Tube
- 32.) Rapidemente- Triggering System, with talking and buzzers and music
- 33.) Pesanto -Acceso- when Tyrant attacks you on the helipad
- 34.) Gentile- when the helicopter leaves the helipad
- 35.) Gentile -Grandioso- another music when helicopter leaves helipad
- 36.) PIANO SONATA BIO HAZARD- not part of the game, but good piano music
- 37.) Pesante (Tyrant I & II External Sound Source Version)- Tyrant Attack
- 38.) Tempest Thunder Storm- not really part of the game, but TEMPEST(track 2) with like a storm background to the track

Well thats all there is to the Soundtrack. I know, and lot of tracks are missing from the game, like the track played when you first find Wesker Missing, the 2nd Floor of Mansion, the Mansion Basement, the music played in the Underground, and the Third Floor of the Lab, and probably more. UPDATE. My harddrive crashed and I lost everything. I believe some of my friends still have all the soundtracks to the games, One of these days I will build me a new computer, and get all my stuff Again. So to get access to any of these tracks browse the internet, they are out there.

2.11 Resident Evil Director's Cut Story

(I have gotten this story from Capcom's Resident Evil Homepage at www.capcom.com) <The nice Resident Evil Section doesn't exist anymore, they changed it to something else. But it did years ago>

For years a secluded mansion and its grounds have been the site of top-secret biotechnic experiments. The research staff has been funded by a respected (if slightly unethical) corporation. The weekly laboratory reports have been increasingly vague and now they have stopped completely. Recent gory attacks near the mansion have lead to rumors of unnatural canines on the prowl. Something has gone terribly wrong.

Two S.T.A.R.S. teams (Special Tactics and Rescue Squad) are sent to investigate these strange and gruesome developments. Bravo Team mobilizes first and disappears almost immediately. Alpha Team follows, urgently driven towards the mansion. As either Chris Redfield or Jill Valentine, two valuable parts of the Alpha team, you work your way inside. Everything is quiet... too quiet.

2.12 The Files (added in v15.1)

(Full Credit for this goes to The Horror is Alive)
(<http://www.the-horror.com>)

2.12.1

BOTANY BOOK
~About Medicinal Herbs~

As you may know, there are many plants that have medicinal 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 neutralizes 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 tripled. 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.

2.12.2

KEEPER'S DIARY

May 9, 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 10, 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 11, 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 12, 1998

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

By way of revenge, I didn't feed those dogs today.

Now I feel better.

May 13, 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 14, 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 very unusual. I found that some

of them escaped.

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

May 15, 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 16, 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 arm, a lump of rotten flesh dropped off.

What the hell is happening to me?

May 19, 1998

Fever gone but itchy.

Hungry and eat doggy food.

Itchy itchy Scott came.

Ugly face so killed him.

Tasty.

4

Itchy.

Tasty.

2.12.3

RESEARCHER'S WILL

My dear Alma,

The fact that you have received this letter is both a joy and a 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 a 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 the 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.

Within an hour, I will have entered my eternal sleep. I do hope you'll understand my decision...

Goodbye and Forever Yours,

Martin Crackhorn

2.12.4

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 twining its vines around it especially when it captures prey or is sleeping. Several staff members have already fallen victim to this.

May 21, 1998
Henry Sarton

2.12.5

"V-JOLT" REPORT

As I stated 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 plant cells 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	

2.12.6

PASS NUMBER

"8108310"

2.12.7

ORDERS

TOP SECRET July 22, 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

2.12.8

SCRAPBOOK

RACCOON TIMES MAY 27, 1998

ANIMAL ATTACK? WOMAN MUTILATED

May 20. At around 10pm a 20-year old young woman's body was found by a passer-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 16, 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.

2.12.9

RESEARCHER'S LETTER

June 8, 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're not infected and I hope you never will be. In case you're 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 names 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

2.12.10

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 this 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.

2.12.12

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)

2.12.13

PASS CODE No.2

2.12.16

SLIDES

1. "Umbrella Bio-Organic Weapon Official Report"
2. "MA-39 Cereberus"
3. "Fi-3 Neptune"
4. "MA-121 Hunter"
5. "T-002 Tyrant"
6. (missing slide)
7. "Bio-Weapon Research Institute. R and D Staff"

2.12.17

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 a strong and beautiful woman and help to cheer up mother.

Your father will watching you all from heaven.

Dad"

All files have been transcribed exactly as they appear in RESIDENT EVIL: DIRECTOR'S CUT, including spelling and grammatical errors.

2.13 Trever's Letter

(Full Credit for this goes to Dan Mcneil)
(<http://members.fortunecity.com/danm602/>)

One of the most mysterious items never found in Resident Evil. Trevor's letters were real at one time, but later taken out of the game because it revealed too much of the mysterious past of the mansion, thus taking away from the creepy and mysterious atmosphere of the mansion.

The Arklay mansion, located at the foothills of the Arklay Mountains near Raccoon City. Owned by the mysterious character Trevor Spencer, Trevor was a prominent businessman who had this magnificent house built on a piece of property in the mountains.

Being too stressed from his job Trevor quit and became affiliated with Umbrella Pharmaceuticals in some way, and was one of the men responsible for Umbrella coming to Raccoon City in the first place to set up a pharmaceutical plant.

Knowing Umbrella's secret intentions to create bio-organic weapons through viral means, Trevor became increasingly paranoid of Umbrella's moves. Trevor made a motion to stop Umbrella, and now, overwhelmed by fear and suspicion, Spencer had traps set up in his mansion to prevent any intruders from finding and eliminating him. The fear was too great for him, and after recording his relations with Umbrella in a series of letters to the police and hidden away in a part of the mansion. Trevor killed himself. The mansion lay silent for weeks, until Umbrella came up with false papers saying that Spencer had sold them the estate. Umbrella then proceeded to move into the house and began construction of the laboratory in the back since the under workings of the mansion were too unstable to take apart. Special agents with umbrella scoured the mansion to disarm the majority of the traps, however some were remained hidden. They came upon Trevor's rotting corpse in a bedroom, the agents were told to get rid of the body, but not to let it be found by authorities. So they laid Trevor Spencer to rest in an unmarked grave under the newly refurbished piano lesson room

floor, never to be recovered. Soon after, as a plan of escape, the employees created a false tomb which concealed a secret exit to the mansion basement. The gravestone was put into place to commemorate Spencer, so no one would disturb the grave much less suspect a secret exit lie beneath it -- should anyone find it in the first place.

2.14 Resident Evil Movies (added v16.1) *****SPOILER ALERT, SPOILER ALERT***** (updated v19.1)

I decided to do a little section on the Resident Evil Movies since they are based on the games. All of this is from my very own research from viewing the movie and I did not get anything off any website or anything.

2.14.1 Resident Evil

2.14.1.1 Resident Evil vs. The Movie

The movie is based on the game, but the main difference is that they do not use any characters or anything from the games. They have whole new characters with whole new objectives. The movie is set before all the games, since it says, the events leading.

2.14.1.2 The Beginning Of The Movie

The movie starts off in a huge Umbrella Lab called the hive. It is a huge, running network of researching. One of the workers, throws a glass vile of the T-Virus, the virus responsible for creating all of those creatures, and when inhaled by humans, they turn into the living dead, ZOMBIES. The virus gets out and spreads everywhere. The main computer, Red Queen, senses it and activated the emergency shut-down system which all the door are locked down. Most everyone in the Lab is infected. A team is sent out to investigate. The entrance to the Lab is through the Mansion. I found out that the Mansion is not the same one you see in RE1. In the bottom of the Mansion is the train, which leads to the Lab. They enter it and make their way through the hell, to the Main Red Queen chamber. They have a little challenge getting to her. They make their way through all the corridors, which surprisingly nothing in their way. Where has everyone, everything gone?

2.14.1.3 Further On

They tamper with the Queens computer and she shuts down, and all the doors in the Lab are reopened. Which releases all of the creatures, and zombies. That is when the fun begins. They have to go all the way back through the Lab and out to safety, want to know what happens, watch the movie.

2.14.1.4 Sidenotes (quick explanation to many things in the movie)

In the movie, before I mentioned, the entrance to the Hive, Lab, is through a Mansion. It isn't the Mansion in RE1, In my last update, I said it was, but I was wrong. In the game, you will not hear of this Lab or anything, because it was kept super secret, and when they made RE1 in 1996, they did not have this in any plans, so it is not there in the game. Also, in the movie, they describe the Lab as this huge underground building. It even shows a nice 3D computer model of it. Now, if I am not mistaken, in RE2, if you played it, the Lab in that game, is a huge underground building that is accessible by a large elevator in an abandoned warehouse. So if you play RE2, and when you reach the Lab, you may think that is the Hive. But in the movie the Hive seems much larger. So it cannot be the Lab from RE2. One last thing, the train they used to enter the Hive is the same exact train you escape the Lab with in RE2, the Alexie-5000. Because if you watch the ending video to RE2, when Leon or Claire jumps onto the train, there is a quick scene which shows the train going forward and way behind the train, you can see a tunnel that it is coming from, the tunnel that probably

leads somewhere else. It may lead to the Hive, or to another Lab in Raccoon City. Never underestimate the size of Raccoon City. It is huge. Lots of buildings and such. so there can be tons of spaces between the Lab. Also the Mansion in RE1 is way out there in the woods, all by itself. Also, when you meet Alice, she was knocked out cold in a shower in the Mansion. She gets up and doesn't remember anything. But throughout the movie, she has flashbacks as she slowly gains her memory. If you paid close attention to the movie, you will have noticed the Red Queen, artificial intelligence computer that uses its intelligence to defend the Lab. Well, the movie gives it away immediately what triggered her to shut down the Hive, when that dude throw the T-Virus and it spreaded through the air vents. What was that guy after who did that anyways??? That and more you will find out later in the movie. So the soldiers detected that the Hive was closed and was sent to investigate why, so they don't know about the incident. They pick up Alice from the Mansion, who by the way worked for Umbrella. She lived at the Mansion, to give it a residence so people wouldn't wonder what that big building was for. She was also posted there to protect that secret entrance into the Hive. They go in and make it to the Red Queen. But, they shut her down before she can even have the chance to explain what happened, also, shutting her down was a big mistake. It unlocked all of the Hive. I highly advise you to watch the movie if you already havn't.

2.14.1.5 Conclusion (*****MAJOR*SPOILER*ALERT*****)

To conclude to the movie section. At the end, most of the soldiers die. The only one left is Alice. She was put to sleep trying to save one of her friends who was being dragged in a Lab. She wakes up in the hospital, probably months later. She breaks out and walks outside to see the whole town changed. You watch a way cool video of it zooming out looking down the streets of Raccoon City (which by the way, it is actually Toronto, in Canada) This is when it ends, and the new movie, Apocalypse should kick in. But going earlier. Before they escape the Lab, they come face to face with this huge creature, we seen in RE2 as the Licker. But in the movie, the Licker is much larger, and tougher. You see it break out earlier in the movie when they were shooting everywhere in the basement when the zombies were attacking. You see in throughout the movie here and there. But it makes its first attack on Spence when he is trying to antivirus himself as he tries leaving the Hive. He is killed instantly, very gruesome. When the others try leaving, they make it to the Train, and take off. But they aren't going to get away that easily. the Licker makes its appearance. Also, Rain turns into a zombie, making it tougher for the other 3 remaining. They stop Rain, and kill the Licker into what I call a cool special effect.

2.14.2 Resident Evil: Apocalypse

2.14.2.1 Resident Evil 3: Nemesis vs. The Movie

This movie you can easily tell was based mostly off Resident Evil 3: Nemesis. But the movie goes in a different direction then the game.

2.14.2.2 The Beginning Of The Movie

The movie starts off in Raccoon City before the incident that lead to the city's destruction takes place. The scientists who go in to investigate what happened at the Hive, open it up to find zombies coming after them, and eats them up. Thats real smart, now the virus is loose. The computer was trying to contain it. Now the virus is loose. Alice is currently going under heavy expirimentation in Umbrella's Lab. Umbrella realizes the seriousness of this event and sends out there evactuation team to remove important residents of Raccoon City.

2.14.2.3 The Virus Spreads

The virus spreads throughout the city and zombies are showing up everywhere. The team came in and got everyone they want. Well, almost everyone. On the black Suburbans who went to the school to get the girl, had a collision with a runaway

truck and flipped. She lived and got out. She ran off. Jill Valentine, being fired from what happened after the Mansion incident, (read up on Resident Evil 2 for that story), all of a sudden became unfired. She, having all that hatred returns to work, only to find the zombies almost over taking the Raccoon Police Station. She goes in and with a few shots, kills most the zombies in there. The town is slowly over taken. Umbrella sends out a team of mercenaries to rescue the mans daughter. Alice, with superhuman powers in awaken and released into the city. Nemesis is deployed into the city. Nemesis' powers are shown when he kills all those STARS members in that building, and leaves an armed citizen, non-STARS alive who was in the middle of the group. Jill Valentine at the front gate, helps out people who are trying to leave the city. Then some dude makes it up to the front gate infected. Umbrella taken action, locks it so no one can escape, the crowd goes exstastic, so the Umbrella Guards starts shooting into the crowd and they all back up and run, along with Jill Valentine. Jill is escorted with some STARS guy not mentioned in the game, he is bitten and infected. They meet up with a news reporter who is filming everything. They run into a church where they see some wierdo. They run into some Lickers in the church, and Alice comes in and saves them. The 4 of them leave the church and run into Nemesis. Nemesis seeing Alice as moderate threat, starts attacking. She runs into a building and Nemesis shots a rocket in her direction, which she dodges, and Nemesis believes shes dead and takes off. She meets with Jill and the others and they walk around and hears phones ringing. Alice picks up and its the guy with his daughter stuck in the city. "Save my daughter and I will get you out." The STARS man becomes infected and has to be put down sometime in the movie. They go to the school thinking shes in there. The run into a few monster dogs and find her. They escape and run up to the helicopter platform. While this is happening, the mercenaries are all killed one by one, except for one, Carlos.

2.14.2.4 Alice vs Nemesis

While up on the helicopter platform, Alice runs into the madman Umbrella worker who wants nothing but ultimate bioweapon. Who will it be, Alice or Nemesis. Well they battle it out, who wins, watch the movie. When its over, they take off and the city blows up. You think the movie ends there, as Resident Evil 3: Nemesis does after that scene. Well, that is a negative. Movie goes on. Get it to watch.

2.14.2.5 Sidenotes (quick explanation to a few things in the movie)

Well there aren't much, because this movie is way easier to understand then the first one. Alice becomes a product of Umbrella and turned into a superhuman. Pretty simple. Jill tried to warn the town about the virus's of the Mansion, but as Marvin from Resident Evil 2 says, "No one believed them." When the virus spread, Umbrella, of course, wants there important people and send a huge convoy in to get them. All but one fails, so there is a missing little girl running around. The father want his daughter saved, because they are both infected with the virus in a good expirement, which saved them both. I believe they are immune to the virus as they are carrier's themselves. They bargain with Alice and Jill Valentine to sae her. They find her, bring her where she gots to go, and she is saved. Easy, and simple, very nice story.

2.14.2.6 Conclusion

The game ends with Alice again, expiremented on. she was killed in a helicopter crash and brought back to life. She is flushed of her memories. Then she remembers everything all of a sudden, and takes over the scene. She escapes and gets into a truck with Jill. This movie goes way off the game so no use in try to go in deptch comparing them. I really liked this movie though, if you havn't seen it yet, then go out and get it.

3.0 Main Characters and Enemies

3.1 Main Characters

These are the six main characters of the game that you will see.

(I have gotten all of these from Resident Evil Instruction Manual but 1)
In Faqs v13.1, I put at the end of each character, where you would find them in the game.

3.1.1 Barry Burton

He is Chris Redfield friend and partner. He has very good experience, over 16 years. He is one of characters you interact with when you first enter the mansion with Jill.

3.1.2 Chris Redfield

He was sent out of the airforce. He was a drifter until he became a friend with Barry Burton. Barry recruited him for the S.T.A.R.S. He has been reassigned to a smaller unit at Raccoon City headquarters. He is a main character that you can play, when it asks for characters, pick Chris if you want to play him, you can even use the Faqs for him, but it should be a little different.

3.1.3 Jill Valentine

She is the intelligent soldier. She is good at working mechanical devices like the Lockpick. She has rescued many S.T.A.R.S. members. She is the main character, and also my favorite. She is the one I based my walkthrough section on. Pick her instead of Chris, and you have a great walkthrough here all about her mission.

3.1.4 Rebecca Chambers

She is newest and youngest member of the S.T.A.R.S. Group. She has good knowledge of medicines and First Aid. She is sort of nervous around other members. She is the character Chris comes to meet in the Left Mansion Storage Room. She will help you, if you play Chris, all throughout the game.

3.1.5 Albert Wesker

He is the leader of the Alpha team. He is viewed as a cool guy. He has sharp insight He was the founder of the S.T.A.R.S. You will find out his little secret in the end. You will always find this weird guy around the game. He seems to be up to something. You get him whether you play Jill or Chris.

3.1.6 Brad Vickers

He is a computer Expert and is an excellent source of entertainment. His fear of dying and lack of enthusiasm for danger has earned him his nickname. It is Chickenheart. He is the one flying the helicopter while you are exploring the Mansion. He is the helicopter pilot that landed the helicopter, dropped you off, then took off. Chris says the famous line, "NO!!!, Don't go," when Brad takes off in the helicopter. During the game, he is floating around outside, will you ever see him again?

3.1.7 Joseph Frost

Previous member of S.T.A.R.S. Bravo Team, and already stationed in Raccoon City, Joseph was recently promoted to serve as vehicle specialist for Alpha Team. Joseph Frost is the character that got attacked by the dog in the intro movie. Poor guy, that must have hurt. The American Version intro movie sucks, because it doesn't show much of Joseph's attack. The PC game of Resident Evil shows the whole thing.

3.1.8 Richard Aiken

A very important member of S.T.A.R.S. serving as Bravo's communications expert. The only link back to headquarters for teams out in the field, Richard actually has to pull double duty as radioman for both units since Alpha Team has no dedicated communications expert. You see this guy on the ground hurt from a snake bite. How did he get bit by a snake? Where is it?

3.1.9 Enrico Marini

Bravo Team's leader, and Wesker's second in command for the S.T.A.R.S. unit. Enrico feels threatened by the arrival of the Alpha Team, thinking that Chris Barry may end up replacing him as #1 to Wesker. You find him in the Undergroud. You talk with him for a little bit, then you hear a gunshot from behind, and Enrico is shot to death. Who was it? Where did that person go?

3.1.10 Forest Speyer

Forest is a great sniper in addition to his duties as a Bravo's vehicle specialist. He is consummate professional, and his work earns him great respect from the other members. You find him dead and pecked to death by crows. He is found on the balcony on the 2nd floor in the Mansion.

3.1.11 Kenneth J. Sullivan

A quiet but very talented field scouting officer, Kenneth formerly worked as a chemist. He wonders why his chemical experience is necessary in Raccoon City but quickly discounts this since Wesker himself enlisted him in S.T.A.R.S. Kenneth is the one you first find in the hallway next to the Ding Room. You watch the zombie eat him, then the zombie turns his head and comes after you. In the American Version, the movie is cut, the Uncut movie actually shows Kenneth's head coming off and plopping to the ground. I also have that movie, if you want it, contact me and I will send it.

3.1.12 Edward Dewey

He was the helicopter pilot in for the Bravo Team. The book doesn't give information about him, but I heard he exists. You don't see him anywhere in the game, I just heard that he was the pilot of the Bravo Team helicopter.

3.2 Enemies

These are a list of the enemies you may encounter in the game.

3.2.1 The Zombies

These are very easy. Kill them with the Beretta in the beginning and with the shotgun later when you get it. If caught, they will start biting your neck; if they are on the ground, bite your legs, and take good damage; or they may spit acid on you, not taking that much damage from you. There are two kinds of Zombies, the white pale faced one, which are more deadlier, and the darker colored one with the dragging foot. These shouldn't give you too many problems in the game.

3.2.2 The Crows

These are not good enemies I like to encounter. They are annoying. One shot with the pistol will kill it. The best thing to do is run past them, except when you really need to kill them like in the picture room. These can be deadly if there are a lot of them and they all are swarming you at once.

3.2.3 Cerberus (The Dogs)

These are not that hard to kill. One shot with the Beretta will send it flying back. Shot it when it gets back up. It will take a while with the Beretta to kill it. If they are ganging up on you like in the Courtyard or outside, then one shot with the shotgun ought to do it. These aren't much of a problem in the game.

3.2.4 The Hunters

These I would say are the worst enemies to encounter (Except for the bosses). Especially when there is more than one ganging up on you. They are annoying, and jump around, making them tough to aim and shoot down. One hit will knock

it to the ground, and then you can keep shooting it till it is screaming in pain. These will be a problem because they are tough and annoying, they are the worst when you have good health and cut your head off in one slash, or when there are 2 or 3 and keep slashing you and you can't get out and aim the gun and shoot them off you.

3.2.5 The Bees

You will find these stinging creatures in the Big Room in the Guardhouse. You can kill it, but it would be a waste of ammo because they'll just come back. Hopefully if you go by my walkthrough; you can only come in contact with these only once. They are not good if you have all of them swarming around you. These will not give you a problem as long as you run out of the Big Room FAST.

3.2.6 Neptune (The Shark)

This is the enemy in the water on the bottom floor of the Guardhouse. You can run from them till you get into the Door and let the water drain. Then you can shot and kill it just for fun. These will only give you problems before you drain the water because they are fast and deadly, you can not shot them in the water, so don't waste ammo or health trying to kill them.

3.2.7 Lab Monsters

These are those naked looking creatures in the laboratory. They are not that hard to kill, but they are deadly to get attacked by one. Just kill them with the shotgun, a few shots should do it. These aren't going to give you to much trouble in the game as long as you shot them and they don't bite you.

3.2.8 Chimera's (Power Room Creatures)

I don't like to encounter these guys. They (hang out) in the Power Room in the Laboratory. When they walk to you, point up and shoot with the shotgun. They will fall and then when they get up blast them to death. They are not good when there are more than one ganging up on you. Just shot them and you will be fine. These are going to give you problems in the Power Room because they will jump and slash you.

3.2.9 The Spiders

These you can find in the room behind the red Doors in the Guardhouse, in the L-hallway behind the Blue Doors on the first floor of the mansion (which if you follow these Faqs, you shouldn't encounter these in this spot), and as a boss in the Underground. Shot them with the Bazooka, run away fast to the nearest Door, and run back in before their little babies cause trouble. (RUN FAST). When you encounter these, they can be deadly because they jump on the ceiling and jump on you, get bitten by one of these and you are poisoned. They can even spit poison on you giving you damage.

3.2.10 The Bosses

There are a few bosses in the game. Look in the walkthrough for more info. There is the Snake (Mansion both times), Plant 42 (Guardhouse), The Spider (Underground), and the Tyrant (Laboratory.) They may cause you some problems. Just use a big gun like the Bazooka or the Colt Python and you will be fine. Make sure you also take plenty of Healings when you come to them. My Faqs will tell you everything you need to do to get prepared for them.

4.0 Weapons, Items, and Health Items

4.1 Weapons

4.1.1 The Combat Knife

This is not a good weapon. I don't even use it. This is only good if you

don't have any Ammo. I just put it in the item box and keep it there. It may come in use sometime. (HINT, HINT)

4.1.2 The Beretta

This weapon is all right in the beginning of the game. I usually put it in the Item Box when I get the Shotgun and have plenty of Ammo. This is perfect for killing Zombies, Crows, and Dogs, that is just about it. It comes with you when you begin the game with Jill.

4.1.3 The Shotgun

This is a very useful weapon. When I get it, it stays with me throughout the game. This gun uses the Shotgun Shells. There are plenty of opportunities to get ammo for this weapon. It kills Zombies and dogs in 1 shot. It kills Hunters in about 3 shots.

4.1.4 The Bazooka

This weapon is good for bosses. It comes with three rounds. The Explosive Rounds explodes when they hit an enemy. The Flame Rounds shots into flames when hitting an enemy. The Acid Rounds shot acid, acid is not good for life, so it will kill your enemies fast. The Explosive Rounds blow up when it hits an enemy, but this is the weakest Round for the gun. This gun is useful when you have no ammo for the Colt Python.

4.1.5 The Colt Python

This is the strongest gun, (except for the Rocket launcher). This gun is good for Hunters, if you have a lot of ammo for it; you can use it on bosses. It takes plenty of damage off anything that gets hit by it.

4.1.6 The Flamethrower

Chris only gets this Weapon. It is not a very good Weapon to use. It is hard to use, sometimes the fire may miss the Hunters. You only get this in The Underground. You have to choice but to pick up this Weapon off the Wall, then you will use it later on another wall to unlock the Door. It shoots out a fire that would be useful on zombies, but since you only get it in The Underground, and drop it off in The Underground, there are only Hunters there, and this weapon is very useless against them. Like I said, only Chris comes in contact with this Weapon, so I will never mention this in Jill's Walkthrough.

4.1.7 The Rocket Launcher

This is the strongest weapon in the game. You get it at the end of the game. If you beat the game in less than 3 hours, then you start over with the weapon with infinity ammo. It does not kill all enemies in one shot, It takes a few shots for the snake, but this is the best weapon. If you beat the game in less than 3 hours and get it, you might as well take another gun because the Rocket Launcher cannot aim up or down, making it useless to having it as your only weapon to carry around.

4.2 Items

Here is the list, in alphabetical order, of all the other items in the game, other than weapons, keys, and health. A short explanation of all the items in the game (added v14.1)

4.2.1 Battery- You find this in the Second Floor Mansion after you come back from the Guardhouse. It is used in the Elevator in the Courtyard where the Battery was pulled out of it.

4.2.2 Broken Shotgun- This can be found in the room in the Dark Hall near the Left Mansion Storage Room. You use this in replace of the good Shotgun if you

try to get it and Barry isn't there to break down the Door.

4.2.3 Cranks- (Hexagonal, and Square) Find the Square Crank in the Toolshed on the top shelf, it turns Square Holes, the Hexagonal Crank is in the Underground, use it on Hexagonal Holes.

4.2.4 Crests- (Moon, Star, Sun, Wind)- These are the things you are looking for all throughout the Mansion. They are Copper and not Wood, like it appears to look like. Use these in the Crest Holder to open the Toolshed into the Courtyard.

4.2.5 Doom Books- (1 and 2)- You can find book 1 in the Helmet Key Room that you first see after coming from the Guardhouse, and book 2 in the Underground. You are suppose to check these, and find a way to open them.

4.2.6 Emblem- (Gold and Silver)- Find the silver one in the Dining Room, and use it in the Secret Room in the Piano to get the gold one, then use that where you found the silver one n the Dining Room to get the Shield Key.

4.2.7 Empty Bottle- You use these in the Chemical Room in the Guardhouse to hold the Chemicals you will mix to make a ultimate one called V-Jolt.

4.2.8 Flare- Find this on the crate on the Helipad, and use it to signal the Helicopter to land.

4.2.9 Ink Ribbons- You may find these anywhere in the game. The walkthrough tells where each one can be founds. In Beginners Mode, pick up on, and you get 4 Ink Ribbons. Take them to a typewriter and you can save your game.

4.2.10 Jewels (Blue and Red)- The Blue Jewel is found in the Dining room after you knock down the Statue fromt he Dining Room 2nd Floor, The Red Jewel is found in the Helmet Locked Room with the animal heads, in the deers eye socket, what you do with these is take them to the Tiger Head room and put them as the Tiger's Eyes and the Tiger will turn around and there will be something in it, something useful.

4.2.11 Lighter- Use this to light flammable objects, like the wood in a fireplace. Not very many uses.

4.2.12 Medals (Eagle and Wolf)- These can be found in the Doom Books. You will use these in the Fountain when you get past the Underground. Something will happen to the Foundtain allowing you to enter the Laboratory.

4.2.13 MO Disk- You find one in the Mansion, and 2 in the Laboratory. These become an important part of getting a good ending. You use these in the Laboratory in a Passcode Machine and you get a Passcode Slip. You get 3 total and use them to open a secret Door in the Laboratory. The secret Door leads to something real cool.

4.2.14 Music Notes- To get this, push the Bookshelf in the Piano Room, when you do it will move and you will see a yellow looking paper. Pick it up and use it on the Piano and Jill will start playing "Moonlight Sonata", then something will occur.

4.2.15 Plant Chemical- Find this in the Right Mansion Storage Room. You will take it to the other side of the Mansion into the Plant Room. Use it in the pump in the Plant Room. Then you can go by the Plant and get something.

4.2.16 Red Book- This si found in Dormintory 001 in the Guardhouse. You put this book on the bookshelf in Dormitory 003. It will then trigger something and

another bookshelf will slide over exposing a new door in the room.

4.2.17 Serum- The is in the Left Mansion Storage Room. You can only get it off the self when you see Richard in the other side of the Mansion. You will use it on Richard to try to heal him from his wound. If your to late, he will end up dying, then you can use it on yourself when it comes in handy.

4.2.18 Slides- This is found in the Laboratory room that has the computer in it. Take it to the 2nd Floor Laboratory that you will unlock using the computer. You will see a Slide Projector in the room. Use it with the Slide Projector. You will watch a little slide show of some of the creepy happenings that has been performing.

4.2.19 UMB Chemicals- These chemicals can be found in the Chemical Room in the Guardhouse in the Big Room. I do have instructions in the Faqs on how to mix the chemicals to make the ultimate one, V-Jolt. V-Jolt has a very helpful use.

4.2.20 Water- This is found in the Chemical Room also. This I consider UMB#1. Since it counts as 1. You will use it to help you make V-Jolt.

4.3 Health Items

Here are all the Health Items you will find in the game. Health Items are very necessary in beating the game. If you get bitten, hit, poisoned, you hurt in any way, Health is what you use to become all better. The good thing about using Health, you flip to your Item Screen and even if an Enemy is right there, or even a Boss, you can mix a use health to cure and the Enemy will not mess with you as long as you remain in the Item Screen. You can use this Health Guide in all the Resident Evils, because they all use the same Healing Process.

4.3.1 First Aid Spray- Use this to fully refresh your Health. It will work even if your poisoned, but it will not stop the poison. You start off with one of these when you first start the game. No matter what state of Health your in this will completely give you the best Health you can have. You can find these all throughout the Mansion. Always take these when you see one.

4.3.2 Green Herbs- These are very common in the game to find. When you use 1 of these, it gives you only a little Health. In beginners mode, it helps you a lot more than if you were in a harder mode. You can combine 1 of these with another Green Herb and it will have even more power. In beginners mode, all you need to have is 2 mixed Green Herb, and will will just about fully refresh your Health like a First Aid Spray. You can even mix 3, but that is not recommended. You can mix these with Red and Blue Herbs, read on to see what will happen.

4.3.3 Red Herbs- You can not use these Herbs alone at all. You will have you mix it with a Green Herb for it to have any use. When you mix a Green Herb and a Red Herb, you get 3 times the power, which means, no matter what state of condition your in, this will completely refresh your Health. Making it very useful.

4.3.4 Blue Herbs- You won't see these till you get out of the Mansion and you should hardly ever use them. Whenever you get attacked by a poisonus creature and you become poisoned, these are what to use. You can use them alone, only if your Health says poison. If you don't cure your poison, it is like a life drainer, it sucks your Health till it is gone. If you don't have one in the vicinity, then after a while, look at the Health Screen and you can still see your life going down, use a Green Herb or Health Spray and it will temporary increase your Health, till the poison lowers it again. Once you use the Blue Herb, your poison will be gone, and you will be left in the state of Health you are in, but no poison. Then you can heal, and stay healed, with the Green Herb. You can also mix a Blue Herb with a Green Herb. This will give you

something that will cure your poison and heal you at the same time.

4.3.5 Serum- I put this also in the Items Section, because it is necessary to get past Richard in the Mansion. I did include the fact that if you wait for a while, then go to help Richard, he may die before you even see him. That is when this has a Health use. it can be used to cure poison that you get from coming in contact with a venomous creature.

5.0 Walkthrough

This is the walkthrough for Jill's quest in the Beginners Mode, like I say this FAQ'S is very good for people who are new to the game and need help beating it. Or for people out for an easy ride. In the walkthrough, you will find hints about the game. It will pull away from the game to give you a brief statement about the game. These hints are called Lectures. These may be very helpful, so read it.

5.1 The Mansion

This is the first place you start off. When you start the game, click on New Game, and then click on Beginner. After that, click on Jill Valentine. You will start off with a scary movie. Watch and learn. The Scary Movie is Cut. If you want the Uncut version, you can get it at my website, www.planetps2.com/thehorror

5.1.1 The Movie

At first you will watch the beginning (Cut) intro movie. You watch and learn about bizarre murder cases in a place called Raccoon City. A Police Department force called STARS will fly helicopters into the forest to check it out. They come upon a mansion and go to land near it. There they are attacked and the doglike monster kills Joseph Frost. Brad Vickers, the helicopter pilot takes off without the other STARS members, Jill Valentine (who is your player), Barry Burton, Chris Redfield, and Albert Wesker. After that you will run away from an attacking dog and right into a Mansion looking house in the distant. All of you make it there, but Chris is left behind. Where did he go?? Where are you anyways??

5.1.2 The Front Hall

This is the first place you will be in after the movie. You will listen to them talking. Then a gunshot will happen. Could be Chris who is missing after the run to the Mansion? So you and Barry decide to check it out by going into the first Door you see. You will enter the Dining Room.

5.1.3 The Dining Room (The Silver Plated Emblem)

As soon as you get in the Dining Room, hit your start button this is your item screen. This I'll leave for you to figure out how to use it. Equip the handgun. After that, walk towards Barry. He will then talk about the blood that is on the ground. When he stops, go into that door right near the fireplace. When you get in that Hall, turn left and keep walking. You will then see a cool movie of Kenneth being eaten by a zombie. Then suddenly the zombie turns his head towards you and comes up. Don't bother with the zombie just run back towards the Dining Room where Barry is. When you get in this room, the Zombie will come in and Barry will shot it and it will die. When Barry kills it run back to the Front Hall.

5.1.4 Back to the Front Hall (Lockpick, Ink Ribbons)

Wesker will be gone. Run behind the Stairs and come back out. You and Barry

will engage in a conversation. Get the Lockpick from him. Run to the Typewriter near the Stairs and pick up the 4 Ink Ribbons there. Open the Front Door to see the dog-like creature, That lets you know you can't escape outside. Now go to the Big Blue Doors on the other side of the Hall from the Dining Room Door.

5.1.5 Room behind Blue Doors (1st Floor Map, Ink Ribbons)

Go into the room and walk up to the stool and stand near it. LECTURE #1-When you start walking towards it, you will see her start to push it. That is how to push objects. After you learned about pushing things, push the stool behind the statue. Press X in front of it and you will walk up it. Get the map on top of it. Walk around the room and click on the pictures. Some of them may be interesting to see and hear about. Some won't let you see clearly because of the camera angle. Move the table out of the way and go through that Door. Walk slowly around it. Walk slowly around the corners. LECTURE #2-You will come up to a Zombie that appears dead on the floor. He is not, this is a trick, don't you ever fall for it. There is going to be plenty more of tricks later in the game. Arm the Beretta and point down and fire a few shots till it is dead, or you can just save ammo and walk around it, but be careful, when you get by, pick up the Ink Ribbons behind it and leave the closet. LECTURE #3-Go into the Door next to the closet and hit X on it. It is locked. Use the Lockpick that should automatically come up and unlock it. Click again to go in.

5.1.6 The L-shaped Hall (A Clip)

As soon as you get in here, start to walk backward. A dog will jump out the window. Quickly arm the gun and shoot at it once. It will come up, when it does, shoot it again. Keep doing this till it is dead. Run around the corner, when the other dog jumps out, do the same thing and shoot it dead. Push the third shelf by the Door you didn't come in from and get the Clip. LECTURE #4-Click on Start and go to your Item Screen. Click on the Berretta and combine it with the Clip. This will load your gun to its maximum 15-bullet capacity. Load your gun to 15 bullets. Go into the Door at the end of the Hall.

5.1.7 A Long Hall (1 Green Herb)

When you walk into the Door, grab the Green Herb to her left. Run down the Hall. You can run in the first Door you see, it is a bathroom, there is no use in it, the only use is in Chris's mode, there is something in the bathtub. It will mark that room off on your map. LECTURE #5-Your map is located in your Item Screen, check it out. This Walkthrough will have you go into every room possible, so you get to see the entire game. Go out of that bathroom and run further down the Hall to the end of it. Go into the single Door on her left, NOT double-doored.

5.1.8 The Room with the Shotgun (The Shotgun)

When you enter this Door go into the other Door. In the other Door, run to the back of it and pick up the Shotgun. Run out of that Door and you will be locked in that room. No need to panic, Barry will save you in the right time. You will go back into the Long Hall. Listen to Barry. Go into the double-doored Doors across the Shotgun Room.

5.1.9 The Back Room

As soon as you get in this room, kill the 2 Zombies in it. LECTURE #6- Here is another trick. The second Zombie seemed like you killed it. You know, the Zombie that was behind the Zombie you first saw when you entered this room. It appeared to have fallen and died. Anything in this game will spill a mess of blood around it when it is dead. There probably isn't any blood around him. If you walk up to him, or even near him, he will grab your leg and start doing damage to you. What you do is walk kinda close to him, be careful, and point down and shot him till you see blood spur around him. When he is dead, run to the Gray Door on her right side. You will unlock it when you first click on it.

All you do here is click on it again and this time you will enter.

5.1.10 The Room with the Staircase (1 Green Herb)

When you get in here, kill the Zombie. Listen to the cool background music that is playing. On the Symphony Soundtrack, it is track 5, *Quite mente*. That is one feature why I love this game, the background music and sounds are awesome. In this room, pick up the Green Herb if you have room; if you do or don't still go into the Door near where you see, or saw, the Herb. It is a Storage Room.

5.1.11 The Right Mansion Storage Room (Plant Chemical, 2 Clips in the Box)

Yes, you are now in a Storage Room. Lecture #7-Any time you are playing, hearing the sound of a storage room, which is track 13, *Placido*, on the Symphony Soundtrack, is a sound of relief. Don't take these rooms for granted these rooms become an important part of you winning this game. In these Storage Rooms, there are no enemies. That is a rule about Resident Evil Games, no enemies allowed in the Storage Room. Go to the Item Box, by clicking on it. Put away the Emblem, if I were you I would save my progress. Go back to the Item Box. Put away the Combat Knife (if you don't think you will need it I recommend you put it away). Also, put away the Ink Ribbons. Get the two Clips out and leave the Item Box and combine the Clips. Pick up the Chemical near the garden tools. Put the Plant Chemical in the Item Box. Leave the room with: the Beretta w/ Clips, First Aid Spray, Green Herb, and the Shotgun. Go back into the room with the Staircase. Pick up the Green Herb and combine it with the other Herb. Go back to the Gray Door into the Back Room. In the Back Room, take a right and go into the Door in the end.

(NOT THE METAL DOOR IN THE END OF THE SMALL HALL).

5.1.12 The Picture Room (Star Crest)

You do not have to kill the Crows. Just continue and click these picture's switches in order: Newborn Baby, Infant, Lively Boy, Young Man, Tired Middle-Aged Man, and Bold Looking Old Man. When you press the switch for those in order, then click the switch for the picture in the end of the room, "The End of Life." Get the Star Crest behind it a run out of that room. Run into the Gray Doors and run up the steps.

5.1.13 The Hall up the Right Mansion Step

Kill the Zombie, fast. Run to her right from the steps. Wait till the Zombie comes out from around the corner and kill it. Go into that Door that doesn't have the broken doorknob.

5.1.14 The Red Hall

Kill the Zombie as soon as you get in here. Take her right and go to the Door on her right.

5.1.15 The Library (The Botany Book)

As soon as you walk in, get the Green Book on the table. You will see it on the bottom of the screen. Read it to understand the Herbs and what they do. That is all that's in this room. You can explore it to check it out, but there is nothing else but the Botany Book in this room. Go to the other Door and unlock it. Don't go in. Go back to the way you got in and back to the Red Hall.

5.1.16 The Red Hall Again

Go to her left straight down the Hall. This time take the first corner, then the second corner and kill the Zombie. Run into the Door at the end of the Red Hall.

5.1.17 Back in The Front Hall (Acid Rounds)

You should run into Barry again. Chat with him and get the Acid Rounds from

him; they are for the Bazooka. Run to the other Door on the same wall above were the Double-Blue Doors are downstairs.

5.1.18 The Outside Room (The Bazooka)

When you enter this room you will here spooky music, track 8, Flebile. Go to the Door on the other side of that small Hall. Run across the Balcony and get the Bazooka near Forest. Don't go near Forest or the Crows will come out and try to peck you to death. Run back to the Front Hall. Run across the Front Hall to the double Doors on the other wall.

5.1.19 The Dining Room 2nd floor

Kill the two Zombies in the room. Turn to her left and run down the Catwalk, Push the Statue towards the broken part of the banister and then over the ledge. Run to the Door on the other side of the Dinning Room; still the 2nd floor. Go into that Door.

5.1.20 The Hall up the Left Mansion steps

Kill the two Zombies around the corner. Run around the banister and check out the windows by clicking on it. What she says tells you that there are wild animals out there and it is not safe to go out. Run to the steps and go down them.

5.1.21 The Dark Hall on the Bottom of the Steps

When you get to this Hall stay in front of the steps and kill the 2 Zombies. Then kill the Zombie under the steps. Go to that Door almost beneath the steps.

5.1.22 The Left Mansion Storage Room (Serum (you'll need in the future))

Yes, you are now in another Storage Room. Don't get the Ink Ribbon on the bed. In here, put the Bazooka, and Acid Rounds, away for now. Then you will get the Plant Chemical and Ink Ribbons out of the Item Box. You might want to save it, but not with the Ink Ribbons on the bed, save those for later. Use the Ink Ribbons you already should have gotten out of the Item Box. Leave with the Berreta with Clips, Plant Chemical, and some healing treatments. Run to the right and go down that Dark Hall killing the remaining Zombies, run into that Door at the end of the Hall.

5.1.23 The Blue Wallpapered Hall

Kill the Zombie when you first get in here. Kill the one to her right. And go straight down the Hall directly in front of where the Door you came in is, its a long Hall and curves to her right. Go in that Gray Door into the Plant Room.

5.1.24 The Plant Room (Armor Key, Lots of Herbs)

In here go to the pump and use the Plant Chemical, the plant will shrivel and die. Run around the plant and get the Armor Key and you can take the Herbs. Use one if you have to. LECTURE #8-Did you know you can read the notes or such things that you picked up. Here is how you do it, go to your Item Screen and go up to File. Click on it and it will take you to your files. You should have a tab there, the Botany Book. Click on it and read it about Green and Red Herbs and how to mix them the right way. I recommend you go back and forth with the Herbs from the Storage Room back till the Herbs are gone. When you are done, leave the Storage Room or Plant Room and meet in the Dark Hall on the Bottom of the Steps. Go into the room that is in the Hall that you have not been into. You will use the Armor key to get in.

5.1.25 A Weapon Storage Room (Box of Shells, Clip)

In this room, open the Desk and get the Shells, then get the Clip on the shelf. Thats it, if you don't have enough space to hold those things, make room in the Storage Room around the corner. Run back out and run to the Storage Room down the Hall.

5.1.26 The Left Mansion Storage Room Again(Ink Ribbon)

If you think you don't need the Beretta, then put it away because you need room for other stuff like Keys, so go ahead, put it away. Take the Shotgun instead, it will kill Zombies in one shot if you point straight up when they get a little close to you. Take Healings too, just in case. In the Item Box take the Emblem, it looks like a Shield with silver plating on it. Pick up the Ink Ribbon on the bed and save your progress. You will get tons, so go ahead, save it. After that put the Ink Ribbons away and leave the room. Go to the Blue Wallpapered Hall. Turn right and go past the small Hall on her left, keep going till you come up to a Door on HER RIGHT. Click on it and unlock it, she will using the Lockpick. Now go in it

5.1.27 The Keepers Room. (Box of Shells, Clip (if needed), Keeper's Diary)

In this room, take the Clip off the bed if you really need it, probably not. Go to the Desk and check it, A distraction will now occur, get rid of it and take the Shells in the closet. Now check the Desk and get the Keeper's Diary, read it to understand the game. It is interesting so read it. Leave the room. Turn right and go to that Door on at the end of the Hall, unlock it. It is the Hall where the first Zombie came out of in the Dining Room. The Zombie ate Kenneth here; you can check him out if you want to. Turn left from the Door you came in from and run to the Door on at the end of the Hall you will come up on her left.

5.1.28 The Piano Room (Gold Emblem)

In this room, run around the piano and push the bookcase and get the Music Notes. Go to the front of the piano and use the Music Notes. Jill will Play "The Moonlight Sonata" and a Door will open. Go in it and take the Gold Emblem. The Door will shut, put the Silver Emblem in it, the Door will reopen. Leave the Piano Room. Go back down the Hall and open the Door to the Dining Room on the left of the Hall going from the Piano Room.

5.1.29 Back in the Dining Room (Shield Key, Blue Jewel)

In here you put the Gold Emblem above the fireplace and the clock will stop ticking. Take the Shield Key from the hole where the clock moved from. Go around the table and get the shining Blue Jewel from the Statue you pushed off the Second Floor. LECTURE #9-You noticed before you got it that it was shining. In rooms where there are objects that will be almost unnoticeable, the object while shine to catch your eye. This lets you know that there is something here and pick it up. That goes into effect in all the Resident Evil games. Now run back into Kenneth's Hall then into the Blue Wallpapered Hall. Run down the Hall and go in the Door that you will come up to on the right, it is a small Hall.

5.1.30 The Tiger Room (Wind Crest)

In here go up to the Tiger and use the Blue Jewel from the Dining Room. When it spins pick up the Wind Crest. Leave the room (for now, you will return when you get back from the Guardhouse to put the Red Jewel in the get the special thing that is in it :O) Look at your map. You should be getting familiar with the First Floor as you are looking at the map. Do you see that Hall looking thing in the back of the Mansion, you will be in it in some time, I promise you. Go to the Storage Room (assuming you know were it is).

5.1.31 The Left Mansion Storage Room

In here, put away the Wind Crest. By now you should have the Wind and Star Crest, if you are getting tired (or scared) then save it and take a break. Get rid of the Beretta if have not because you need the space, take the Shotgun. You should have Shotgun w/ Shells, some Healing, and the Armor and Shield Key with you, that would leave you with two or more empty spaces, so no Beretta. If you beat the game before and ggot the Closet Key, then take that with you also. Leave. Go down the Hall, into the Blue Wallpapered Hall, into Kenneth's

Hall, into the Dining Room, into the Front Hall, and then go to the Door to the left of the big blue Doors. You will use the Armor Key to unlock it, go in it.

5.1.32 The Room with the Statue with a Ball (Shells, Clip)

In this room, look on that dresser on the opposite wall from the door. You will see Clips on it, if you are still using the Beretta because of shortage of Ammo for the Shogun, then take it. Go around the counter and kill the Zombie. Run to the desk, unlock it, and get the Shells in it. Now run into to the Door on the opposite side of the Hall where the Desk is.

5.1.33 A Bedroom (Green Herbs, Ink Ribbons)

In here, kill the Zombie on the floor by pointing down and shooting it. Get the Herbs if you need it (recommended) mix them. Pick up the Ink Ribbon in the Stage, or whatever that thing is. If you beat the game before the right way, then you should have the Closet Key I told you to get in the Storage Room, use it on that door you see and get the secret in there. Your Inventory should be full, run to the Front Hall. Go into the Blue Doors, then into L-hallway, then the Long Hallway, Then go to the Door on the right; it is a metal Door leading outside. You will use the Armor Key to go inside. I should say go outside.

5.1.34 Outside (Green Herbs)

You are mainly going here to kill the dogs. Run around the corner a dog will jump, quickly kill it. You will not need the boiler at all for anything (not that I know of anyway) If you are bitten, use the Green Herb, and pick up more Herbs, fill your Inventory, if you have space, if you don't walk back towards the Door and kill the dog that jumps the fence, no more dogs, anymore. If you are bitten, get more Herbs. Leave the Outside, go down the Hall into the double Doors into the back room, and then go into the gray Door that you see, then into the Right Mansion Storage Room.

5.1.35 The Right Mansion Storage Room

When you get in this room, go straight to the Typewriter and save it; you should have Ink Ribbons, so do it. Go to the Item Box and leave with at least two Inventory spaces, you don't need anything special, Run up the Stairs turn left, and go into the 1st Door you see on the right. You will be using the Armor Key to get in.

5.1.36 A Hall with Two Doors (Red Herb, Lighter, Ink Ribbons, Explos. Rounds)

In here, go to the Door on her left, it is an office. Run up to the Bug Collection and press the switch. The tank will drain, pick up the Researcher's Will on the Desk and read it real quick. After that, move the tank towards the Desk and then move the shelf towards where the tank used to be. Get the Explosive Rounds for the Bazooka in the cabinet in the wall. Get the Ink Ribbons on the hanging shirt, if that is what it is, near the Door. Run back to the Storage Room if you have run out of space. Put away the Explosive Rounds and combine the Ink Ribbons with the others and put them away. You should have three spaces left when you are done, no need to save, run back to the room, but this time go to the room on the right, it is a Bedroom Get the Lighter on the dresser. Get the Red Herb on the Door's side of the bed. Leave to the Hall and go right, away from the Stairs, and go down the Hall, turn the corner, and into that Door at the end of the Hall.

5.1.37 The Fireplace Room (Green Herb, 2nd Floor Map)

Get the Green Herb and mix it with the Red Herb. Use the Lighter in the Fireplace and get the 2nd Floor Map. (What is the other Door for, you will find out when you come back from the Guardhouse.) Go out the Door and back to the Storage Room. Save it if you would like. Leave with the Room with the Keys, Shotgun with Shells and Healings of your choice. Now run up the Stairs and then go right and into the Door into the Red Hall. Turn left and go around the corner; go into the Big Green Doors around the corner.

You will use the Armor key to get in.

5.1.38 The Gas Chamber (Sun Crest)

In here, move those Statues over the vents in the ground so the gas doesn't get to you when you push the switch. After that push the switch on the ground in-between the vents. Get the Sun Crest in the thing that flipped up. Leave the Gas Chamber. When you get out of the Gas Chamber go down the Red Hall toward the Front Hall, go in the Door in the left side near the Front Hall Door. You will use the Armor Key to get in. Discard it when it asks you to.

5.1.39 Richard's Hall

It will lead you into an L-Shaped Hall. Don't pick up the two Green Herbs that you see on the floor. Then go to Richard farther down the Hall. What happened to him, he seemed to have been attacked. You have to get the Serum for him. It is located in the Left Mansion Storage Room. So run out the Door, into the Front Hall into the Dining Room into the Hall up the Left Mansion Steps. Go around the banister and down the Stairs. Go into the Door on the bottom of the Stairs.

5.1.40 The Left Mansion Storage Room (Serum)

Get the Serum inside it; it will be on the Shelf next to the Storage Box. Go into the box and save it (that is an order). You are going to fight a boss. You will have the Serum. Get the Bazooka ready with one type of Rounds, GET THE LIGHTER, take the Shield Key to get in the attic with the Snake, and get plenty of Healings because you will need them, leave with at least one space in your Inventory. You don't need the Shotgun, so don't bring it. Leave prepared for a fight. Backtrack all the way back to Richard's Hall.

5.1.41 Back in Richard's Hall (2 Green Herbs)

Go straight to him. He will die (there is nothing you could have possibly done to save him, so don't feel bad when he dies) he will give you the Com. Radio before he actually does die. Now go and get the 2 Green Herbs and mix them, (if you listened to me, you would have one space in your Inventory, you used the Serum giving you 2 spaces left) Go into the Door past Richard with one space left in your Inventory.

5.1.42 The Hall Past Richard

When you get in this Door, kill the Zombie with the Bazooka. Run up the stairs and unlock the Door, using the Shield key, discard the Key. Don't go into the Door. Discarding the key will give you space. If you listened to me, you will have the Lighter. Now run down the steps and go down the Hall on your her right. Go into that Door at the end of the Hall.

5.1.43 The Dark Room (Acid Rounds, Ink Ribbons)

When you get in here, run to the candle you see on the table. Light it with the Lighter. Push the bookcase against the wall. Go into that opened Door. Run to that thing and get the Acid rounds. Hopefully you already brought the Acid Rounds to use against the Snake. If you didn't, go get them in a Storage Room. When you get them, they should combine with the other ones, (the ones Barry gave you earlier.) Run out the little room and check around the table in the bigger room. You should find Ink Ribbons. Get them. If you have 2 or less spaces left in your Inventory, make sure to use at least one Healing when you battle the snake. Run out of the room. Run down the Hall and go up the Stairs. Go into that Door that you should have unlocked earlier getting rid of the Shield Key to make space.

5.1.44 The Attic (Moon Crest, Shells)

This is the Snake Room. Get the Bazooka ready and loaded. Walk towards the end of the room and the Snake will come out its hole. (READ 5.1.45 BEFORE YOU FIGHT THE SNAKE TO GET TIPS ON HOW TO BEAT IT.)

5.1.45 Boss 1 "The Snake"

To kill the Snake use the Bazooka till it runs out, then combine it with the Acid Rounds. Just aim at it and keep shooting it. After about 3 bites, heal yourself; reload every once in a while. After it stops attacking you, it will head back to its hole (don't keep shooting it because you will waste ammo).

5.1.46 Victory

After the Snakes runs back into its hole. Follow him and Run to the hole, don't be scared it is over, pick up the Moon Crest. Find the barrel in the room that has Shells on it and pick them up if you have space to. Run out the Door and run down the Stairs and let's say that you have been bitten, you will drop from poison and someone will save you. You will be carried to the Left Mansion Storage Room and cured from your toxins. If you are a very good player like me and have avoided from being bitten, then just go straight to the Right Mansion Storage Room and pretend it is the Left Mansion Storage Room and go to 5.1.47

5.1.47 The Left Mansion Storage Room

The person who saved you dragged you into here and completely cured you. Who was that kind person? In here, first save it, then take all Four Crests. Equip the Shotgun and leave with: the Crests, Shotgun w/ Shells. Feel free to fill your inventory. You are finished with the Mansion (for now), hooray, Run out the Door. Go down the Dark Hall and into the Blue Wallpapered Hall, go down it and into Kenneth's Death Hall, run into the Dining Room, then the Front Hall, then into the Blue Doors, then down the L-Hall, then in the Long Hall, then to the Back Room, then go down to the end of the back room and turn right, go down the Small Hall and into the Steal Door and welcome to Stage 2 (finally).

5.2 The Courtyard and Guardhouse

After you get through the Steal door, you begin the Courtyard. Check your map, and you will see it. You start off in the Tool Shed.

5.2.1 The Hall to the Courtyard

When you enter this Hall, kill the Dog you will see. That is it. Run to the end of that Hall. Put the Crests in the Crest holder. The Door will unlock. Go into the Door.

5.2.2 The Tool Shed (Square Crank)

No enemies yet. See that Stool. Push it in front of the shelf where you see those tools. Pick up the Crank on top of the shelf. Check it, so that it says Square Crank. Now go into the big double Doors.

5.2.3 The First Courtyard Area (A Variety of Herbs, Garden Map)

You will come to a lot of dogs. Kill them with the Shotgun. When they are all dead, your Com. Radio will beep. LECTURE #10- Your Com. Radio is used to communicate between all of the STARS members. Right now, it is only going to be used to hear Brad Vickers try to talk with any STARS members. That radio you have seems to be broke, possibly by the snake biting Richard. All you can do is click on it in the item screen when you hear it beep. Back to the walkthrough. Pick up two Red Herbs near the Door, then get the Green Herbs, make sure you leave 1 space and make sure you have a single (uncombined) Green Herb when you finished combining 2 Green Herbs with 2 Red Herbs. You should have that single Green Herb when your finished combining and 1 space left in your Inventory. After that, get a Blue Herb along the Tool Shed, and mix it with the Green Herb I told you to get earlier. You need them for an upcoming surprise. Leave at least one space in your Inventory. Now run ALONG the Tool Shed, not towards the gate, but along the wall next to the Tool Shed. Get the Garden Map (Courtyard Map). Look at it. Do you see that area under the Courtyard, you will be there much later. Right Now your focused on getting to

the other end of the Courtyard as safe as possible. Now run back and go the other way into the gate.

5.2.4 The Waterway

No enemies, when you get in here, run along the waterway and use the Square Crank in its proper place; watch as the water passes through. Run down the Ladder over the water and then run up the Ladder. Take off running as fast as you can, snakes will fall from the trees and bit you. Run to the elevator and click the button in the back of it. It will go down.

5.2.5 The Center of the Courtyard

Kill the Dogs when you get down. Run to where the water is falling and click it, she will say that there is something behind it, what is it, you will find out later, way later. Run to the other elevator, where is the Battery. I will tell you it is one of your main goals when you go back into the Mansion from the Guardhouse. Don't worry about it now. Now run into the gate opposite of the elevator.

5.2.6 The Passage to the Guardhouse (2 Green & 2 Blue Herbs)

Kill the dogs. When they are dead, pick up the Herbs by the gate, if you have space. Combine them, and fill the rest of you Inventory. Run down the passage and run into the Door to the Guardhouse.

5.2.7 The Guardhouse Entrance

When you get in this Hall, push that Birdy Statue, by the Door, down the Hall and turn it right at the right corner and position it over the hole so the plant stem doesn't reach out of it and grab you. Go to the Door in front of the Door with numbers above it, it will be on her left coming from the plant hole. It is a Storage Room.

5.2.8 The Guardhouse Storage Room (First Aid Spray, Explosive Rounds)

When you get in here, go to the box and put away some Herbs, and the Square Crank. Pick up the First Aid Spray and the Explosive Rounds on the shelf. Put it away in the box. Do not save it now, even if you want to stop, you will be back in about 1 minute. Leave with the Shotgun with Shells and some Healings. When you get out the Doors, run across to the Door opposite the Storage Room that has 001 on the top of the Door.

5.2.9 Dormitory 001 (Control Room Key, Red Book)

This is the First Dormitory. When you get in here, kill the 2 Zombies in the room. Then run into that little Door near the Door you came in. That is a Bathroom. Run to the tub and check it, pull the plug and get the Control Room Key in it. Run back out and go into the Dormitory. Pick up the Shells in the desk. Run back into the room and get the Red Book on the bed. That is it for that Dormitory, so run back out the Door and into the Storage Room, put away the book, but not the Control Room Key. Save it, and get the Bazooka ready with Rounds, there is not a boss but something else. Run out the Door. Run to those big red Doors at the end of the Hall.

5.2.10 The Clubroom

When you get in here, run around and shoot the two big spiders with the Bazooka. When they are dead, run out the Door before their babies kill you, run real quick to the Storage Room and use the Blue Herb mixed with the Green Herb to cure your poisons (if you were bitten.) LECTURE #11- If you ever see poison in your health screen, that means you were poisoned in some way. All you have to do is use a Blue Herb, and you will be fine. If you don't, your health will slowly decrease and it might come to the point were you would die. If there are no Blue Herbs to be found, hopefully you were smart and listened to me by keeping some in your Storage Box, just run to the nearest one. Keep checking your health and when the helth screnn is has a red color, use a Green

Herb or a First Aid Spray to temporarily revive your health. Until you use the Blue Herb to cure your poison, your health will always decrease. After you healed yourself, put away the Bazooka and Rounds. Run back out the Door, and back into the Red Doubled Doors. Walk around and search. Forget the Clip on the barrel, you don't need them anymore if you have good ammo for the Shotgun. Go to the Pol Tble a read it, it will say 345. Remember that number even though it is this Faqs when you mostly need it. Run out the Door and go left around the corner, down the Hall and go left at the corner where you put the Birdy Statue on and stopped the plant from grabbing you. Go into that Door.

5.2.11 The Guardhouse Hall (Green Herbs)

No enemies. This is a Hall, run to the end of the Hall. Push the Birdy Statue to the end of that little spot. Pick up all the Green Herbs and fill your Inventory, mixing when needed. Run back to the end of the Hall and out the Door, around the left corner and into the Storage Room, put the Herbs away, and make sure you have some and put away the Bazooka, if you haven't all ready, (for now). Leave with the Control Room Key, Shotgun with Shells, and some Healings. Run back into the Guardhouse Hall and run down it to you see a Door on the right, go in it.

5.2.12 A Big Room (Dormitory 002 Key, Green Herbs (Back in Guardhouse Hall))

When you get here, run to the back of the room and get the 002 key, pass the bee's nest and get the 002 key on the little table. Now, quickly run back out the Door before one of the bees sting you. In the Guardhouse Hall, run to her right to the end of the Hall. You will see a statue. Push it and get the Green Herbs. Fill your Inventory and go to the Storage Room and save some of the Green Herbs. Go back down the Guardhouse Hall and go to Dormitory 002, use and discard the Key.

5.2.13 Dormitory 002 (Shells, Dormitory Map, Plant 42 Report)

When you get in here, there is no use running to the Bathroom, it is just a Clip and a very unfriendly Zombie who is waiting for you to come in and eat you. If you fell like blowing its head off with the Shotgun, go into the Door and as soon as you get in, aim the Shotgun, point it up and wait till it comes a little close. Then shoot, the head should blow up and disappear, leaving a headless Zombie. Run into the room, get the Shells in the Desk and get the Dormitory Map on the wall (it is actually the whole Guardhouse and Basement). Get the Plant 42 Report on the bed. Now, see those two bookcases; push the left one forward, and the right one to the left where the left one was. That should reveal a Ladder. If you messed it up, go out the Door and back in a try again. Now go down the Ladder.

5.2.14 The Basement

Here is what you do to get across the water, first, go to the water and push those two Crates you see, it is simple. Now here is the hard part, go up to the other Crate and push it away from the way to the water, not all the way to the wall, just enough space so you can go around it. Now go around it and push it away from where the Ladder is. Push it against the wall. Now push it all the way down the Hall into the next wall. Then push it into the water making a bridge. Now your finished, run across the water. Get the Green Herb if you have space. Make sure you leave at least 2 spaces. Go in the Door in the water.

5.2.15 The Water Room

When you get in here, run before Neptune, the shark, hurts you, run to you see two Doors side by side, not the single Gray Door. Run to the Door on the left. Toss the Control Room Key.

5.2.16 The Control Room

In here, you are safe from Neptune. Find the levers on the wall. Pull them.

The water will drain. Go to the flashing yellow light near the Door. Push the button. Go out the Door and go into the next Door.

5.2.17 Some Storage Room (Dormitory 003 Key, Shells)

When you get in this room, go pick up that Shining Key. It is 003 Key. Pick up the 2 boxes of Shells in the back of the room. They will be on the top shelf. Run out the room, and go to the double Doors you came in, if you want you can kill Neptune, but it is a waste of Ammo, it is now harmless. Go back to the Ladder and go up it, go out 002 and go in the next Door on the left running down the Hall. You should be in the Big Room. Run to that Door near the bee's nest. You can throw away the Dormitory 003 Key.

5.2.18 Dormitory 003 (Flame Rounds, Ink Ribbons, V-Jolt Report)

Go into the Bathroom. Kill the Zombie in it and get the Flame Rounds. Go out the Door. Get the Ink Ribbons in the desk in the room. Goto the bookcase and get the V-Jolt Report. Run back out the Door and go out the Big Room. Turn to her left and go down the Hall and go in the Door, go around the corner and into the Storage Room. Put away everything except the Shotgun w/ Shells, and a few Healings. Leave at least 3 spaces. Run out of the room; go around the corner, into the first Door on the right and into the Big Room. This time, go to the Door across the room from 003. Use the Punch Number Machines to the right of the Door. Put in 345, and go in.

5.2.19 The Chemical Room (The Umb Chemicals, V-Jolt)

When you get in here start mixing the Chemicals. Lecture #12-Here is what you do. First, get the 3 bottles; they should be shining, so you can't miss them. Don't get the forth one. To mix them, all you got to do is combine the bottles that contain the chemical I mention. Water is found in the sink, water is UMB#1. The UMB#2 is found on the shelf opposite of the sink. UMB # 4 is found on the shelf in the back of the room.

Mix water w/ Umb #2. That will make NP-003.

Then mix the newly NP-003 w/ Umb #4.

That will make UMB#7. Then Umb #2 w/ Umb #4.

That will make Yellow-6.

Then newly Yellow-6 w/ newly Umb #7.

That will get you UMB #13.

Then get water and UMB#2 again and mix them to get NP-003 again.

Then newly NP-003 w/ newly Umb #13.

That is it. You should have V-Jolt. If you don't, try again. Go out the room and out the Big Room, run down the Hall to 002. Go Down the Ladder, and run down the basement into the Water Room. This time, go to the Gray Door that you skipped.

5.2.20 The Root Room

Those roots that you see hanging are Plant 42 Roots. They won't hurt you. Run to them and use V-Jolt, it will shrivel up. Run out the Door, through the basement, up the Ladder, out 002's Door, down the Hall (all the way down), into the Door, turn the corner of the Guardhouse Entrance, and enter the Storage Room. Save it. Get the Bazooka with any Rounds ready, get the Red Book. Get lots of Healings. What I am telling you is get ready for a fight. Run out the Door and take the corner into the Hall. Run to the Door on the right, in The Big Room, run to 003. Put the Red Book in the case and go through the Door that was revealed.

5.2.21 Plant 42 Room (Helmet Key)

When you get here, get ready to battle Plant 42.

5.2.22 Boss 2 "Plant 42"

This should be fairly easy if you used V-Jolt. Just point up and shoot. Keep

moving around so the ceiling doesn't kill you. Keep checking your item screen so you can heal when you need to. Keep doing that till it is dead.

5.2.23 Victory

When it is dead, run to the Fireplace and click on it. You will get the Helmet Key. Run out the Double Doors and into the Guardhouse Hall. You will see Wesker. He will talk. After that, squish those bees on the floor. Run down the Hall and into the Guardhouse Entrance; go around the corner and into the Storage Room. Save it, if you'd like. Leave with Bazooka with all of your Rounds, good Healings, and the Helmet Key. Make sure you leave 2 spaces left.

5.2.24 Back to the Mansion We Go

Go out the Door, take her left, go of out the Guardhouse; Check the Com. Radio when it beeps. Go out the entranceway (Get any Herbs, but leave at least 2 spaces in you Inventory), out the Center of Courtyard up the elevator. Run down the way and across the waterway, and then go in the gate, into the Tool Shed. Go out the Shed in the other way and into the Mansion and welcome to Stage 3.

5.3 Back in the Mansion

When you finally make it here, you will be back in the Mansion. There is a very good purpose why you are here. It is to get the cool new gun, and the Battery that will power that Elevator in the Courtyard. You will also meet a new enemy, the Hunter. Read up to 3.4 to know about them. Beware of them.

5.3.1 The Backroom

Welcome back to the Mansion. As soon as you get in, watch the video on the Hunter. Kill it when it gets in the room with the Bazooka. When it is screaming in pain, go into that Door that you have not been in, right next to the Gray one. You will use the Helmet Key.

5.3.2 An Office (Magnum Rounds, Doom Book 1)

No enemies, it is just dark. Go to the desk and find a light, hit the switch. Get the Magnum Rounds on the Desk and get the Doom Book 1 on the thing next to the Desk. Leave the room. Go to her left and into Gray Door towards the Storage Room.

5.3.3 Room Under the Stairs

When you get in here, kill the Hunter before it kills you. There is only 1 Hunter in this room. Run towards the Storage Room and read that note on the wall near the Door. Go into the Door.

5.3.4 Right Mansion Storage Room (Shells, Acid Rounds, First Aid Spray)

When you get in here, go to the box and get the stuff on the floor. Now get ready for another boss fight. Even though you just battled a boss, Plant 42, you have to kill another one now. Get the Bazooka ready, Healings, and I would really recommend saving it. Leave the Storage Room. Go up the Stairs.

5.3.5 Hall up the Right Mansion Steps

When you get up here, kill the Hunter to her left, if you miss it, it is liable to jump at you taking some valuable Health off you. Run to the left where the Hunter was standing and go to the end of the Hall. Go into that Blue Door.

5.3.6 A Fireplace Room (Green Herbs (If you haven't already gotten it))

When you get in here, get the Green Herb if you haven't already gotten it. Go into that Red Door you need the Helmet Key for. Ready for battle!!!

5.3.7 Another Fireplace Room

When you get in here, run to the Piano and check it, the Snake will come out and make a hole in the ground. Get ready, and battle it.

5.3.8 Boss #3 "The Snake Again"

Here is a familiar creature, The Snake. The way I kill it is just stand there and fire like hell. Heal when you need to and use the Bazooka with Rounds to kill it. It will die, not run away this time. It is going to take longer than the first time you met it to kill it. When it is dead...

5.3.9 Victory (Passcode from Barry)

Run to the hole and check it. Barry will come in from the Door that you came in from. You will talk and go down it. Barry will drop the rope by accident. Walk around the hole for a while. Click the Tomb. Push the switch. Walk around some more (about 15 seconds), after 15 seconds of walking around check the hole that was formed from the moving tomb, then Barry should come back, (if he doesn't, then you didn't follow this Faqs. This Faqs depends on him. Expect it to be different that when this Faqs tells you to open the Door, you won't have the Passcode and you will have to go around a harder way to get out. Don't come to me if it doesn't go your way.) After Barry talks you, go back down the hole and go down the Ladder.

5.3.10 A Hall in the Basement (A Box of Shells)

When you get in here, kill the Zombie you first see and the Zombie behind that. Go her right coming from the Ladder, kill the Zombie and grab the Shells. Go back out from the smaller Hall where the Shells are and go further down the Hall opposite of the Ladder. Go in that Door.

5.3.11 Another Basement Hall (Green Herb)

When you get in here you will hear eating, there are 2 Zombies. If you need Green Herbs, kill the Zombies. If you don't, then leave them alone. They will not bother you unless you come up to them. Go further down the Hall and go into that Door.

5.3.12 A Kitchen

When you get in here, go to your right and WALK down the way and go straight till you see a Zombie that looks dead (but isn't) on the floor. Kill it pointing down with the Bazooka. Don't go into the elevator, go back the way towards the Door and go around the corner till you come up to another Door. You will see a Zombie that wants to eat you coming down the Stairs. Kill it when it opens the Door. Go into that Door.

5.3.13 The Elevator Room Where You Can't Go in the Elevator

When you get in here, go up the Stairs and through that Hall. Check the elevator if you want, but it doesn't stop on that floor. Continue till you come to a double Door. STOP before you go in, read 5.3.14 before you go in. Go in when you are finished reading it. Read Twice if you have to.

5.3.14 Back to Kenneth's Hall

You should recognize this Hall. It is where the First Zombie in the game ate Kenneth. Instead, now you will see 2 Hunters that wants to eat you. Kill them died. When they drop dead, go down the Hall and take the second Door to her right to the Blue Wallpapered Hall.

5.3.15 The Blue Wallpapered Hall AGAIN

In here, WALK down the Hall ready to kill, a Hunter will pop out and scare you when you get to that corner where the Lion Head is. Kill it, No more Hunters in this Hall. Don't you hate those annoying Hunters? Go down the Hall and go in that Door on her left to the Dark Hall.

5.3.16 The Dark Hall on the bottom of the Steps

When you get in here, WALK down the Hall and kill the Hunter around the first corner. Walk further down the steps and kill the Hunter under the steps. Go to that Door near the Stairs. It is the Storage Room.

5.3.17 The Left Mansion Storage Room

In here, put away the Bazooka because you will need the space for a much better weapon. Save it. Leave with the Shotgun w/ Shells, Helmet Key, and some Healings. Make sure to have at least 2 spaces left in Inventory. Go up the Stairs to the Hall up the Left Mansion Steps.

5.3.18 The Hall up the Left Mansion Steps

When you get in here, kill the Hunter running to you, with about 2 or 3 Shots from the Hall that you will go to. Go down that Hall and enter the first Door on her left, throw away the Helmet Key and make space for something special.

5.3.19 The Taxidermy Room (Magnum Rounds, Box of Shells, Red Jewel, Orders)

There is a lot of stuff in this room. Don't worry, there is nothing that is going to kill you in this room. Go to that Little Table in the middle and pick up Orders and read it. Go to the dresser and get the Magnum Rounds and Shells. See that Stool; push it towards that Fireplace where it is directly under that Deer Head. Go to the Door and flip that switch and go back to the Stool. Careful you don't accidentally push it in the dark and go up it, click on the Deer and get the Red Jewel from its eye socket. Go out the Door and down the steps. Go down the Hall and into the Blue Wallpapered Room. Go right then left around the corner and go into the Door to the Lion's Head.

5.3.20 The Lion Head Room (Colt Python)

When you get here, go to the Lion and use the Red Jewel and get the Colt Python. Read up to number 4.1.5 in this Faqs to know what this powerful weapon can be used for. Go out the Door and go right around the corner, go to the Door on her left to the Dark Hall. Go down the Hall and into the Storage Room. You will need plenty of space. Take with you Shotgun w/ Shells, 1 Healing and that's it. Save it. Leave and make sure you have at least 5 spaces in you Inventory when you get out. Go up the Stairs. Go down the Hall when you get to the top of the Stairs. Go to the Door at the end of the Hall. Go in. You will use the Passcode to get in.

5.3.21 A Marbled Walled Room

When you get in here, run down it and kill the Zombie that you see eating and the Zombie that is eating you if you are not careful. Go down further till you see another Zombie at the end. Kill it of course. If you have been hurt recently, use the Herb to heal if you need it, make sure you have at least 5 spaces. Go in the Door.

5.3.22 A Hall

In here, kill the Zombie you will come up to. Go around the corner and kill the Zombie near the Elevator. Go into the Door around the corner you past just a while ago.

5.3.23 A Closet (Explosive Rounds, Elevator Battery)

When you get in here, go into it and get the two Explosive Rounds and combine them. Get the Battery; it is to the elevator outside that has no Battery. Go out the Door with at least 3 spaces left. Go further down the Hall and kill the Zombie down near the Big Blue Doors. Go in them.

5.3.24 The 1st Library (Magnum Rounds)

When you get here, kill the Zombie about to eat you, then go right and go to that desk you see. Open it and get the Magnum Rounds. You should have at least 2 spaces left now. Go along the wall till you see a Bookcase. Push it out of

the way. Go into the Door that you just revealed.

5.3.25 Study Room (Ink Ribbons)

When you get in here, get the Ink Ribbons on the podium looking thing. Go to the window and see what you see. It is the Helicopter Pad that you will go much later into the game. You made it pretty far; you still have quite a while. I would say you are quite a bit further that halfway done. Go out the Study Room.

5.3.26 Back in the 1st Library (Scrapbook)

When you get out, go down that aisle directly out the Study Room and kill that Zombie when the view changes. Get the Scrapbook on the thing. Go further down the aisle, turn right, go into that Door.

5.3.27 The 2nd Library and Back to the Right Mansion Storage Room (MO Disk)

When you get in here, run till you see a Face on the wall with a button sticking out of him, push it. See the light. Now go to her left and find the Statue. Go in front of the state and push the button, you should be smart by now, so push it so the light you turns on. A room will open. Go in it and get the MO Disk. What is third, you will need it to save Chris, you can put it away. Now, go around the books and out the Door; go into the Big Blue Doors. Go down the Hall till you see the Elevator. Go down it. You will be back in the kitchen. Go into it, you should have killed the Zombie earlier, if you didn't you better find it before it finds you and grabs your foot and starts to chew it. Go out the Door into the Basement halls. You should be able to go through it with ease and up the Ladder, and up the Rope. Go out the room where you killed the Snake, and out the Fireplace Room. Go down the Hall and not to the end because you will meet a hunter, go down the Stairs on her right coming from the Fireplace Room. Go to that Door you see to the Right Mansion Storage Room.

5.3.28 Back in the Right Mansion Storage Room

In here, go to the Typewriter and save the game with the Ink Ribbons you got in the Library, put away the MO Disk and Explosive Rounds. Mix the Ink Ribbons and put them away. Leave with the Colt Python with Magnum Rounds, at least 3 healing for safety, but you only need at least 2, Battery, and Square Crank. Go down the Hall and into the Gray Door to the Back Room. Go to her right and take a right down the narrow Hall and into the Door to the Courtyard Entrance, say goodbye to the Mansion forever in this adventure. Kill the Hunter that you hear walking to you, with the Colt Python. Go up the Hall and into the Door to the Tool Shed. Go into the Courtyard.

5.3.29 The Courtyard

I hope you are pretty familiar with the Courtyard by now, it is not all that big. When you get in here, run down the way and go in the gate. Go down the Waterpass and across it. Go to the Elevator and down it. Run to the Elevator with no Battery and put the Battery in its right place in the hole near the elevator. Go up it. Go down the way and back into the gate you be in just before. Go use the Square Crank to the Waterway and stop the water. Go back to the gate and go in it. Go down the way and back to the Elevator; go down it. See what was behind to running water, it is a Ladder to the Underground. Don't go down it now. Go to the gate to her left facing the Ladder to the Underground. Go in the gate. Run down the Passage to the Guardhouse and go in the Guardhouse. Go around the corner and into the Storage Room on her right.

5.1.30 Back in the Guardhouse Storage Room

Save it and put away the Crank. Take the Colt Python with all of the Magnum Rounds that come with it, and no more than 1 Healings and leave. Equip with the Bazooka and go to her left out the Guardhouse. Go down the passage and into the gate. Go back to where the Underground Ladder is and go down it and welcome to Stage 4.

5.4 The Underground

This is a very good walkthrough for the Underground. This walkthrough should be much easier to use and get through the Underground without getting confused and lost.

5.4.1 Front Entry

There are no enemies or anything in here so don't worry. As soon as you get in here, run all the way down to the end of the Hall and check out what you have to do. See the hole click on it, it says it is a Hexagonal Hole. You need the Hexagonal Crank to get through. Go back to the Ladder and go into the Door near the Ladder.

5.4.2 T-Shaped Hall

In here, you will see Barry as soon as you walk in. You 2 will talk for a while, when he asks you questions, say yes to them all (or the game will be different then the Faqs, so say yes to all of his questions). He will then run. You will then gain control. Take a few steps and you will here a gunshot. Run quickly down the Hall to her left. You will come to a Door, go in it.

5.4.3 A Square-Shaped Room (Explosive Rounds, First-Aid Spray)

In here, a hunter will jump up and attack. Barry will kill the Hunter. After the Hunter is dead, you and Barry will start talking. When you all are finished talking, look down the screen; do you see that thing all the way down it, go to it. It is a Power Generator. Get the Explosive Rounds and the First-Aid Spray near the Power Generator. Walk out of the Little Room and go directly to her left, it is a Hall. Go down it and go in the first Door you see on her left in the corner.

5.4.4 Enrico's Hall (Hexagonal Crank)

When you get in here, run all the way to the end of the Hall. You will see Enrico. Then you will start to talk to him. You will then here gunfire. Enrico was shot. Then you will here a noise while Barry is checking him, what is it. Barry won't be with you anymore so run towards to the Door you came in and when you almost get there, you will see a shining thing, pick it up, it is the Hexagonal Crank. You should have at least one space in your Inventory. After you pick up the Hexagonal Crank. Run out the Door.

5.4.5 Back to the Hall of the Square Room

When you get in here, kill the first Hunter that you see. Then another hunter will start to walk towards you, you can hear it. Run further down the Hall and till you come up to the Door at the end of it. Go into it.

5.4.6 Back in the T-Shaped Hall

As soon as you get in here, walk to the corner and kill the Hunter. Make sure you have at least 1 space in Inventory, go into the Door around the corner.

5.4.7 Back in Front Entrance

When you get in here, run to her right and go to the end of the Hall. Find the Hexagonal Hole on her left and use the Hexagonal Crank. Go into the newly opened passage and go into that Door you see.

5.4.8 The First Boulder Room

When you get in here, you will try to make the Boulder fall. Lecture #13- This is how you make the Boulder fall without killing yourself. First, run to the Boulder. Turn around and quickly run back to the Door. Make sure to run as fast as possible. If you don't you may get smashed and die. If you do get smashed, you will have to go back to 5.4.1 and start all over. If you made it,

read on.

5.4.9 The Room after the Boulder Come through (Flame Rounds)

Run back up to where the Boulder was and when you get to the top, a Hunter will walk in. Kill it before it kills you. Get the Flame Rounds in the hole in the cement on top of the hill. Then run all the way where the Boulder smashed a hole in the wall and keep going till you see a double Door. Now here is what do should do, go into the Door.

5.4.10 Spider Room

When you get in here, you will become an unwelcomed guest to a big spider. Pause the game if want to and read 5.4.11.

5.4.11 Boss #4 The Big Spider

This boss should be pretty simple. Just follow what I am going to tell you and you should be allright in killing this disturbance. Here is what you do. First you simply get The Colt Python fully loaded and then you keep firing at it till it is dead, simple enough. It should take only 3 shots to kill it.

5.4.12 Victory (Combat Knife)

When the spider dies, quickly run out the Door and back in before its babies kill you. When you get back in, you should see a shining thing, get it. It is another Combat Knife. This is the only use you should have from the Combat Knife. Go to the Door that you see that is webbed (so you can't get in.) Equip with the Combat Knife and slice the webs till it is unwebbed. Equip back with the Colt Python. Go into the Door.

5.4.13 Three Doored Hall

When you get in this Hall, turn to her left. Go into the Door at the end of the Hall.

5.4.14 Underground Storage Room (Ink Ribbons, First Aid Spray, Blue Herb)

Don't you like that music; it is a Storage Room. If you were poisoned, go around the table and get the Blue Herb and heal. Go to the box; put away the Bazooka Rounds and the Combat Knife. Get the Ink Ribbons near the Typewriter and save it. Get the First Aid Spray on the table near the Typewriter. Leave with the Hexagonal Crank, Colt Python or Bazooka (depending on with one has good ammo) with its proper Ammo, and at the most 3 Healings. Leave with at least 2 spaces in Inventory. In the Hall, go to the other side real quick before the little Snakes give you damage. Go into that Door.

5.4.15 2nd Boulder Room and Elevator Room

When you walk in here, you won't see the Boulder yet. As soon as you get in turn to HER left and run down the Hall. Go and check out the Elevator (do don't go up, yet) This is the Elevator out of the Underground. Cool, you still have some stuff to do, so run back towards the Door and go down the other Hall you will see (On the right side of the Door). When you come up to the Boulder, slowly walk to it till you see a Hexagonal Hole on her left. You are going to use the Hexagonal Crank in the hole 3 times. When it is turned for the third time, run to the Boulder and then run to that newly formed hole real quick before the Boulder smashes you. If it does, then start over and go back to 5.4.14 if you saved it, if you didn't save it in 5.4.14, then you "screwed up big time." Always save when I tell you to. OK, continue. When the Boulder is done rolling read on.

5.4.16 The 2nd Room after the Boulder Came through (MO Disk, Underground Map)

Go up the hill to where the Boulder was and get the MO disk where the little hole is. Then get that piece of paper that you see that was directly behind the Boulder. It is the map of the Underground (little too late, now you have been in all the rooms except one. Look at your map for a while, you will

notice another room where the hole was where you hid from the tumbling Boulder). Go in that Door where you hid in the hole from the rolling Boulder.

5.4.17 A Small Room (Doom Book 2)

You have to get the Statue to the light up tile on the floor. Here is what you have to do. First, push the Statue towards the Door, and line it up with the light up tile and the wall. Go to the Hexagonal Hole on the wall (you should be able to find it with no problem. Use the Hexagonal Crank in the Hexagonal Hole 2 times moving the Statue. Now get behind the statue facing the light up tile and push that Statue to the light up tile. The hole in the wall will open up. Get the Doom Book 2 in it. Go out the Door, down the Boulder room and into the Door, go down the Hall real quick and down the Hall before the Snakes bite you.

5.4.18 Back in the Underground Storage Room

You are back in the Storage Room. When you get in here, put away the MO Disk only. Save it, you should have plenty of Ink Ribbons. Make space by putting away all Healings. Get the 2 Doom Books out of the Storage Box. Go to you item screen. Check the Doom Books (you know how to do that, click on the books and click CHECK) Move the book so that where the pages of the Doom Book are facing you, not the spine or the covers, face the pages to you. Now click on it and it will open. You will get a medal. Do that to both books and get the Wolf and Eagle Medal. You will use them to get in the Lab. Leave the Storage Room with the 2 Medals, Colt Python or Bazooka (whatever has good ammo) with proper Ammo, 2 and only 2 Healings. You should leave with at least 2 spaces. Go down the way with the Boulder and down that little Hall. Go down to where I showed you the Elevator earlier. Go up the Elevator.

5.4.19 The Fountain Area (Green Herbs (This is all you need in here))

When you get in here check out that Door that first draws your attention, that Door will never be used by you, so don't bother to try to open it. Go towards the pool and get those Green (and Green only) Herbs. Forget the Blue Herbs, you don't need them. Go towards the pool and check the walls of the pool that is sticking up, it is where you put the Eagle and Wolf Metals. Put them in the right area and watch as it opens. Go into the newly opened Door and down the Ladder to the Elevator. Go down the Elevator, and welcome to Stage 5.

5.5 The Laboratory

Welcome to the Laboratory. This is where most of those experiments are taking place. It is a main place in the game. It is the LABORATORY. Just follow my directions and you will be fine and dandy. This is also the scariest part.

5.5.1 B1, The Laboratory Entrance

When you get to the bottom of the Elevator, walk around the orange thing that says XD-R B1. Go around till you see double Doors, check it out. You will need these Doors at the end of the game. She says there's a plate on the right, go to it and read. "WILL NOT OPEN UNLESS 1ST CLASS EMERGENCY." What does that mean? You will find out later, when there is a First Class Emergency, if you don't already know what it is. Run away from the Emergency Exit and find the Ladder near the orange thing. Go down it.

5.5.2 A Storage Room with no Music or Typewriter

Welcome to the Storage Room with no Music or Typewriter. Go into the Storage Box and make sure you have the Shotgun with Ammo, and no more than 3 Healings. Leave with at least 2 spaces in Inventory. Run into the Door opposite of the Ladder.

5.5.3 B2 Hall (MO Disk)

As soon as you walk in, kill the Zombie that you see walking to eat you alive. Run down the Hall, walk around the corner and kill the other Zombie walking to you. Don't get those Herbs you see yet. Run down the Hall and go left around the corner. Go to the end of that Hall and get the MO Disk on the Desk. Go to the Door and check it out, you can't go in yet so you go back and go down the Stairs you past earlier.

5.5.4 The Main Laboratory Hall

As soon as you get in here, don't bother with the Lab Monsters, the more you kill them the more they come back when you get back in this Hall again. Go into that double Door near the bottom of the Stairs.

5.5.5 A Hall

When you get in here, go to the end of the Hall, this is where you need to get the Passcodes to enter to save Chris later. Run back to the Door that you got in here with and go to that Door right by it.

5.5.6 A Dark Room (Green Herb, Researcher's Letter)

When you get in here, go near the Door and flip the switch, go to the back of the room and get the Herb, read the Picture. Go back to the front of the room, see the Desk, and get the Researcher's Letter, read it. When you are done, find the Bookshelf and push it out of the way. Flip the Blue Switch and the room will turn to a Blue Shade, go back to the {Picture, then read it, by doing this you can compare the Secret Code on the Researchers Letter and the Picture Translation from the Blue Switch. I won't tell you yet, so can you figure it out? If you can then you are a smart player. If you can't, then you are not too bright, I guess. If you don't care, then ignore this and move on. Now to move on, go out the Door that you came in with. Turn to her right on go back out the Door that you came in with.

5.5.7 The Main Laboratory Hall

When you get in here, you should just kill those Lab Monsters when they get in your way. When you get in this Hall, go straight down the Hall, go straight until you see a Double Door on her left before you turn the corner. Go into it before those Lab Monsters begin to make you their next meal.

5.5.8 The Computer Room (Slides)

When you get in here, go to the computer and log on. Here is what you do-

When it says "Login:" Type "JOHN"

When it says "Password:" Type "ADA"

When it says "Select Floor" Click on B2

When it says "Password:" Type the word from the Researcher's Letter, "MOLE"

When it says "Select Floor" Click on B3

After that, click on "Cancel"

When it says "Quit?" Click on Yes

Doing all of this would have opened that electronically locked Door upstairs and the Door that you would have passed on your right going towards that Passcode Machine. When you are logged off, go more into the room. You will run into something on the floor, pick it up. It is the Slides. Go out the room. You will not have any business in this room anymore.

5.5.9 The Main Laboratory Hall (Ink Ribbons (If you have space to hold them))

If you have at least 1 space in nventory, then continue, if not, then ignore getting the Ink Ribbons. If you ahve space, then when you get back into this Hall, go straight in front of you and go down the Hall, kill the Lab Monsters that you will pass, go passed the room with the Power Symbol in front of it. Keep going, killing more Lab Monsters, till you come up to a hole in the wall, go to the hole and check it. You will get the Ink Ribbons. If you can't get it,

ignore it and get it when you got space. If you got bitten by a Lab Monster, use the one Green Herb you got from The Dark Room in 5.5.6 and get the Ink Ribbon, you are now going to use the MO Disk, so go down the Hall till you see that Double Door near the Stairs, go in it again and go down the Hall go into the Door that you opened with the Computer, you will see it on her right side.

5.5.10 A Book Room (Fax (A File), Passcode #1, Ink Ribbons))

When you get in here, kill all of those Lab Monsters. If you so happen as to run out of Ammo, run out the Door, turn left down the Hall, into the Door, turn left up the Stairs, turn left and go along where the Stairs are and into that Door at the end, go into the Storage Box and get some Ammo, or another Gun if you have to. Backtrack and go back into A Book Room. Kill those Monsters till they are gone. When they are gone, get the Fax that is in the hole in the wall, that you can't miss. Read it, it is interesting and is what all Resident Evil is about, the T-Virus. When you are finished reading it, go around the Bookcase and check out the Desk, when it asks you to, use the MO Disk in the Passcode Machine and get the Passcode #1. Find the Girl Bikini Poster that is hanging above some Crates. It should say "Excite, 1998" on the Poster. If you click her, you will get Ink Ribbons (you aren't actually clicking the Poster, just the Ink Ribbons on the Crates below the Poster). Go back out the Door. Turn right and go to the Passcode Puncher and she will punch in the Passcode. Run back down the Hall and go into the double Door you came in. Turn left and go up the Stairs. When you are up the steps, go down the Hall, not towards the Storage Box but towards the Door that you unlocked with the Computer. Go in it.

5.5.11 The Projector Room (Lab Key, Security Documents)

When you get in here, go to the Projector on the table and use the Slides that picked up in the Computer Room. Look at the Slides. These are where I got the names for certain animals. Did you know Cerberus was a dog owned by a Greek God, you learn something new. Look at the Shark, you remember it from the Basement in the Guardhouse, You remember those annoying Hunters, You notice one creature called, the Tyrant, this is your Final Boss. Look at the Slides with the people, doesn't that face all the way to the right look familiar. I think its Wesker, but prove me wrong. When you are finished, look at the left side of your screen, see that box looking thing, go to it. Push the Button and go to that wall that was pushed and get the Lab Key. Thanks to a wonderful fan of mine, I heard that there is a security document on a bookshelf in the room the states Wesker is on the R&D team as well as some other procedures. After that, Go out the Door. Go down the Stairs.

5.5.12 The Main Laboratory Hall (Ink Ribbons (If not already gotten it.))

When you get back in here, Go around the Hall again and you should come up to a Door with a Power Symbol on it. Use the Lab Key and throw it away. Go into the Door if you have already gotten the Ink Ribbons. If you have not, go around the Hall till you come up to the hole in the wall, look down in it and get the Ink Ribbons. Go back to that Door with the Power Symbol and go into it.

5.5.13 A T-Shaped Hall

When you walk in here, kill that Zombie you will come up to. Go dead ahead and into that Door straight from the Hall you came from.

5.5.14 The Laboratory Storage Room (Flame Rounds, a Green Herb)

When you get in here, go to the shelf and get the Flame Rounds. If you will look next to the Bed, you will see a Green Herb, get it. Go into the box. Get the Ink Ribbons out and save it. Go back into the box and get the MO Disk out. Leave the room with at least 3 spaces. Go back down the Hall where you first came in. Don't go into the Door you came in, but go into the Double Door on her right.

5.5.15 The Operating Room (Red Herb, Shells)

When you get in here, get the Red Herb in the sink. Go to the Operating Table and get the Shells off it. Your goal is to move the Stool to the Body Disposing Vent without it pushing the Button and letting the Gas out and harm you. Here is what you do; first, you go around the Operating Table and push that Crate farthest away from the Door over the Vent. Then see the Stool; push it away from the Door towards the wall, but enough space to push it back towards the Door. Push the Stool so that it is against the Crate that is already over the Vent. See the Crate that is left; push it away from the Door. When it is a little past the Operating Table, go around the Operating Table and push that Crate against the Stool. Then go around the Crate and push it towards the Monitor or what ever that thing is, stop when it is close, but not touching the thing. Then push the Crate over the other Vent. Go to the Stool on the far end of the Door. Push it towards the other Door and line it up with the space in-between the Crates, then push it towards the Button, if it doesn't fit, or Gas comes out from a Vent, or you messed up, go out the Door, and try again. Go up Stool and into the Vent.

5.5.16 A Dead Body Disposal Room (Magnum Rounds, Passcode #2)

When you get in here, go into that Shelf behind her, and get the Magnum Rounds. Go to the back of the room and use the MO Disk in the Passcode Machine and get Passcode #2. Leave the room, go out the Door to her right from the Vent you came in with, and unlocking the Door. Turn left and go into that Door with the Power Symbol. Go straight ahead and go into the Laboratory Storage Room.

5.5.17 The Laboratory Storage Room

When you get back in here, go to the box and get the Ink Ribbons, I recommend you saving it. Mix your Magnum Rounds and take them, putting the Bazooka away. Leave with Colt, w/ Rounds, at the most, 4 Healings (because you might need them for the Power Room Creatures, (see 3.8)), and the last MO Disk, if you don't have anymore MO Disks, you messed up the game. There are 3 (1 in the Secret Room in the Library see (5.3.27) in the Second Floor of the Mansion, 1 in behind the Second Boulder in the Underground see (5.4.14), and one in B2 Hall of the Laboratory see 5.5.3). If you haven't got them all, and want to save Chris, go back to the right place and get them, if you can care less, then expect this Faqs to be a little different than you expect. When you get out the Door, turn to her left going towards the Power Room. (Make sure you have the MO Disk if you are going to use it.) Go into that Door.

5.5.18 The First Generator Room

When you get in here, kill the Power Room Creature that is running to you on the ceiling, aim your gun up. They are annoying, heal when necessary. I will tell you when you are coming up to a Power Room Creature. Turn right from the Door you came in. Turn the next left corner and kill the Power Room Creature running to you. Keep going till you see a Power Panel, use it to turn on blacked out areas. Go back towards the Door and pass it a little bit and turn to her right and go down that Hall just across the Door you came in. Keep going till you find another, single, Door and go in it.

5.5.19 The Second Generator Room (Passcode #3)

When you get in here kill that Power Room Creature that you see on the ceiling running to you. Go dead ahead from the Door down the Hall. You will come up to a Passcode Machine, use the last MO Disk and get Passcode #3. You should now have all three Passcodes, if you don't look up the Faqs and get them if you want. Go back towards the Door and go down that Hall to her left. Kill that Power Room Creature as soon as you make the turn. Go down it all the way. Turn the corner and turn the other corner, kill the Power Room Creature when the screen changes, you will come up to a Door. Go in it.

5.5.20 The Main Generator Room

You are lucky your in Beginner Mode (if you are) because there are is no Power Room Creatures. In Arrange, this room is loaded with them. Run around the Square Hall till you find the Machine with the Power to the Elevator. Turn it on. That is all you need from the Power Room so backtrack and find your way out. If you missed a Power Room Creature, which you shouldn't have, forget it a keep running till you are out. Go down the Hall and turn to her left, away from the Storage Room, go into the Main Laboratory Hall.

5.5.21 The Main Laboratory Hall Again

When you get in here, go around the Hall till you find the Double Doors near the Stairs, go into them. Kill the Lab Monsters on the way. Go down the Hall to the end and use the Passcodes in the Machine and the Door will unlock. Go into it.

5.5.22 Chris's Dungeon

This is where Chris is. Go down the Hall and click on his Cell Door. You will talk and find out that his Door is locked. You can't get in till the Triggering System is activated, you are not going to be the one to do it, so forget the Triggering System till you beat the Tyrant and the Triggering System will be activated by someone. Go out the Door, down the Hall, back into the Door with the Power Symbol, down the Hall to the Laboratory Storage Room.

5.5.23 Lecture #14- Umbrella

Do you have any idea what this Resident Evil Series is about. This will explain. A Company named Umbrella did it all. It is a company that specializes in Pharmacy products. They were doing projects and experiments on biological weapons, monsters. This is one of their places they did there experiments at, The Mansion. The Mansion is also called Spencer Estate. They are Headquartered in Europe. They have another major Laboratory in Raccoon City. You will find more of this out in Resident Evil 2 and 3.

5.5.24 The Laboratory Storage Room

When you get in here, go to the Box and get the Ink Ribbons, save it if you have more than 2, if you only have 1 or none, than you better be a good player by now. Go back into the Box, put away the Ink Ribbons, and get the Colt Python (if have more than 5 bullets, give or take) or get the Bazooka if it has good bullets. Fill the rest of your Inventory with Healings. You don't need any space in your Inventory yet so fill it up with Ammo and Healings. If you want take both guns. Go out the Door and go to her right. Kill the Zombie you will come up to. Go till you see an Elevator. Turn on the Button near the Elevator. It will turn on and Barry will come through the Door. You 2 will talk and decide to go down the Elevator.

5.5.25 B4 Hall

When you get in here, you won't have any control of Jill till you get into the other Room. So watch what will happen. Then you and Barry will go into the other Door. If Barry does not hurt Wesker and Wesker escorts you into Tyrant's Lab, then you did not follow this Faqs very well, you are going to get a different Ending. Barry should be the one going into Tyrant's Lab with you, not Wesker.

5.5.26 Tyrant's Lab

When you 2 get in here, you 2 will see that massive Tyrant. Barry will play with its Controls and it will come to life. Barry will be hurt and its up to you to hurt it. Here is what you do.

5.5.27 Boss #5 The Tyrant

When it starts to come to you, this is how you hurt it, run around the room

and turn and shoot. When it gets close to you, run away before it attacks you. Keep doing this till it falls. Heal when necessary. When it falls, go to Barry and help him, you 2 will then go up out the Door and the Triggering System will be activated. And welcome to Stage 6

5.6 Leaving the Laboratory

This Stage will tell you what to do on your way out and where to go.

5.6.1 B4 Hall

When the Triggering System has been activated, you must leave the Whole Place before you are blown to smithereens. Go up the Elevator.

5.6.2 The T-Shaped Hall

When you get in here, Barry will nod his head and leave. Go down the Hall and take a left into the Storage Room.

5.6.3 The Laboratory Storage Room

When you get in here, go to the Storage Box, get the Ink Ribbons and definitely save it, this is the Last time you will get the chance to save it. Take with you, the Colt Python or Bazooka, and lots of Healings. Leave with at least 1 space in Inventory. Go out the Storage Room, and go straight ahead and go into that Door to the Main Laboratory Hall.

5.6.4 The Main Laboratory Hall

When you get in here, ignore those Power Room Monsters, unless they are in your way. Go around till you find the Double Door near the steps. Go in it.

5.6.5 Hall to Chris

When you get in here, go to the end and go into that Door near the Passcode Machine.

5.6.6 Chris's Dungeon

When you get in here, go to Chris's cell and open it. You two will talk and leave, go out the Dungeon and down the Hall; Chris will run ahead and out the Door. Go to the Stairs and go up them.

5.6.7 B2 Hall

When you get up the Stairs, you will see two Zombies, kill them. Run down the Hall along the Stairs and turn the corner. Kill the Zombie around the corner. Go into the Door.

5.6.8 The Storage Room with no Music or Typewriter

When you get in here, you will come up to Chris. Go to the Box and make sure you have at least one space left in Inventory. Go to the Ladder and up it.

5.6.9 B1, The Laboratory Entrance

When you get in here, you will catch up with Barry. Go into the Door that had that Emergency Plate on it. It will now open.

5.6.10 The Hall to the Helicopter Landing (Another Elevator Battery)

When you get in here, go all the way down the Hall. Brad will call on the Com. Radio, you can't answer back, so continue on, and you will run into an Elevator Battery. Keep going and put the Battery into the Hole. You all will then here a noise. Chris will then say, "Ladies First". You will then go up the Elevator.

5.6.11 The Helicopter Landing

This is the last place you will be in. When you get out the Elevator Door go

to that Crate near the Door and check it. Get the Flare. It doesn't matter where you use it, but just use it. The Helicopter will then try to land. When you get your hopes up, then SURPRISE. The Tyrant will break through the ground.

5.6.12 Boss #6 The Tyrant AGAIN (Rocket Launcher)

This is your Final Boss. This is going to be tough. You can't shot it. All you have to do is run from it. When your Time Clock reaches about 30 seconds, Brad will then throw the Rocket Launcher down. Pick it up, and then equip it. Then shoot it towards the Tyrant, then KABOOM, it will blow up and you are finished. Put down your controller and watch the Ending.

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6.0 The Endings

Resident Evil has 7 different endings. If you beat the game like I told you, you should get the best ending for Jill, which is 3 of you leaving in the helicopter. I will explain the rest of the ending and tell you how to achieve them.

6.1 Jill's Endings

6.1.1 Best Ending

This is the ending in which you save Chris by getting the 3 Mo Disks and rescuing him from the jail cell in the Laboratory. Also to get this ending, you have to make sure you wait for Barry to come back after dropping the rope in the 2nd visit to teh Mansion, right after the snake battle.

In this ending, Jill, Chris, and Barry take off in the helicopter.

6.1.2 Alright Ending

This one is if you save Chris from the jail cell using the Mo Disks. Also, Barry must die to achieve this ending.

In this ending, Jill and Chris take off in the helicopter and Barry gets blown to pieces by the explosion of the Mansion.

6.1.3 Not So Alright Ending

This one is when you have Chris die. Don't get the Mo Disks, but wait for Barry after he drops the rope.

In this ending, Jill and Barry take off in the helicopter and Chris gets blown to pieces by the explosion of the Mansion. Jill and Barry talks to each other more than any other movie.

6.1.4 Bad Ending

This one is when both Barry and Chris Die. Don't get the MO Disks, and don't wait for Barry after he drops the rope.

In this ending, Jill flies alone in the helicopter. Chris and Barry gets blown to pieces by the Mansion Explosion. Jill looks puzzled, I mean, if you had a mission like what she went through, wouldn't you be a little puzzled.

6.2 Chris's Endings

6.2.1 Good Ending

This is the Ending in which you let Rebecca live, and you get the Mo Disks and save Jill from the jail cell.

In this ending, Chris, Jill, and Rebecca all fly away in the helicopter. they probably are talking about the mission.

6.2.2 Alright Ending

This is the Ending in which you get all the MO Disks and save Jill from the jail cell, but you end up having Rebecca die.

In this ending, Chris and Jill fly away and Jill is on Chris's shoulder. Barry gets blown to pieces by the Mansion Explosion. This is the same movie played in the Alright Ending from Jill's Game.

6.2.3 Not So Alright Ending

This is the Ending in which you don't get the MO Disk and never save Jill, and you have Rebecca live.

In this ending, Chris and Rebecca flies away in the helicopter and Jill gets blown to pieces by the Mansion Explosion.

6.2.4 Bad Ending

This is the Ending in which you don't get the MO Disks and not save Jill, and you have Rebecca die.

In this ending, Chris gets away in the helicopter by himself and Jill and Rebecca gets blown to pieces by the Mansion Explosion.

6.3 The Truth

The truth is that all of these ending are wrong. The true ending, which you can figure out by playing the sequels to the Games is (updated v19.1)

6.3.1 The Super Ending

Jill, Chris, Barry, and Rebecca escapes in the helicopter. They may be a little tired, but they want their investigations on this matter to continue. Wesker still somehow manages to live, this can be found in the Resident Evil Code Veronica 2nd Edition. This has Wesker as a character. He injects himself with the T-Virus before going out on this mission. So when he was killed, the T-Virus inside of him brought him back to life. Resident Evil Director's Cut, Dual Shock Edition is a little old, so I can use the sequels to still help figure out this game.

Also about the endings, if you beat the game within 3 hours, then you get the Infinite Rocket Launcher. But that is nearly impossible with this Faqs, I take you into every single room, except the Closet Room in the Mansion, which you have to beat and have saved Chris inside the Laboratory.

7.0 Resident Evil Sequels

7.1 Resident Evil 2

Here is a little thing of Resident Evil 2. I got that game for my computer and Playstation. It is awesome, but I still like Resident Evil Director's Cut. It is a good sequel to Resident Evil.

7.1.1 The Characters

Leon Kennedy (New Raccoon PD Recruit)

Ada Wong (someone Leon meets)

Claire Redfield (Chris's Sister)

Sherry Birkin (William Birkin's daughter, roams around the RPD)

Annette Birkin (Sherry's Mom)

William Birkin (Annette's Husband, infects himself with the G-Virus, becomes Supermonster)

Chief Iron's (Cheif of Police RPD)

Mr. X (Big Guy Wearing Grey Suit, very Powerful)

7.1.2 A Really Quick Walkthrough

You first start off outside, you make your way to the Police Department, find all the Stones and go Underground, beat a boss where is eyeball is in his arm en you will find your way into the Large Umbrella Lab. You will then beat have to find an antidote to Sherry because she catches the newly formed socket. Make your way through the Underground Sewers, flooded with water. Then you go into the Labs and blow it up. It is where the G-Virus is. You have to beat a powerful boss, a then the game is over, pretty neat.

7.1.3 More about the Sequel to Resident Evil 1

This game is an all right Sequel to Resident Evil 1. I have the Platinum Version, which can be only found on the PC. In this game, you play new characters, Claire and Leon. Claire is Chris Redfield's sister. She came to Raccoon City looking for her brother. Leon is a Rookie Cop at the Raccoon Police Department and he is on his first day at the job. Leon and Claire bump into each other at a restaurant. Leon saves Claire from an attacking Zombie. They escape into a Police Car and drive away. They drive down one street to the end and stop at an intersection. The whole town is infested with the T-Virus. They see behind them a speeding Truck out of control and run out their doors. The Truck slams into the Police Car and it blows up. Then the Game begins.

7.2 Resident Evil 3 Nemesis

Here is another little thing on Resident Evil 3

7.2.1 The Characters

Jill Valentine (Main Character)
Carlos Oliveira (A new guy who is an Umbrella Mercenary)
Nicholai (Another Mercenary)
Mikhial (Another Mercenary)
Nemesis (Big Big Bad Guy)

7.2.2 A Really Quick Walkthrough

You first start off being blown from a window. Then you are chased into a door into a warehouse. You run through it and run through the city till you make your way to the Raccoon Police Department, the same as in Resident Evil 2. Then you get what you need and run out. You meet a man named Carlos and you escape the city in a Trolley. You crash and make your way into The Clock Tower. You make your way out and is infected with the T-Virus. Carlos takes over and gets the Vaccine in the Hospital and saves you. You make your way out and into the Park into the Graveyard. You get a Key and leave the Park and make your way into an Old Factory, which is actually another (small) Laboratory. The Laboratory in Resident Evil is the largest. You kill a big Monster there and escape the City. I am not going to tell you what happens from there on, you will have to find out yourself. By the way, a big Monster named Nemesis follows you the whole way and pops out of nowhere and fights you. He is after STARS Members and wants you all dead. He is like a boss and comes out about 10 times, maybe more, maybe lees. There are other bosses like the huge Worm. Well that's all about this game.

7.2.3 More about the Sequel to Resident Evil 2

All this time, a little after Resident Evil 2 happened, Jill was hiding out in Raccoon City. There is an explosion and she comes flying out a window. Zombies are chasing her. So runs into a Warehouse and hangs out there for a while with a person named Dario. She decides to leave and the game begins. Meanwhile, Umbrella dispatches Mercenaries to help and save surviving victims. On Mercenary named Carlos is the one you will bump into in the game.

7.3 Resident Evil Code Veronica

Here is another little thing on Resident Evil Code Veronica.

7.3.1 The Characters

Claire Redfield (Chris's sister)

Chris Redfield (You play him later)

Steve Burnside (Young Umbrella prisoner, that sorta teams up with you)

Alfred Ashford (Bad News)

Alexia Ashford (Real bad news)

7.3.2 A Really Quick Walkthrough

You first start off on Rockford Island in a prison. The guy who captures you releases you and you wonder off in to the island. You make your way out of the prison and into The Palace. There you meet Alfred Ashford, owner of Umbrella, and a very naughty guy who wants you to die. When you find nothing else to do in The Palace, you make your way out, and into the Military Facility. While there, you get a key component, and you go back to the Palace into a secret room which leads you to the Private Resident. You finish that getting a key component and you go to the airport, board a plane, and leave the island, only to find out it isn't as easy as you think. When your plane is being taken over, it crashes in another Umbrella Facility in Antarctica. While there you discover new stuff, and try to leave the Lab there. You beat another boss, and you take off in a snowmobile only to get caught again and taken back to the Lab. Then Chris's adventure starts, he rows a boat into Rockford Island. He searches only the Military Facility and makes his way on board a huge jet. He finds out where Claire is and flies the jet all the way to Antarctica. He searches all throughout the Lab, and then finds Claire. He releases her, and they both find out a new beast, Alexia. Both of you end up fighting her, and hope to win. When you beat her, then you run and find a jet, and leave the Lab before it blows up. The End.

7.3.3 More About the Sequel to Resident Evil 3

This game starts out showing Claire what she did in the Paris Lab of Umbrella. She destroys the place, and all the Umbrella workers go after her. Then one guy catches her, and sends her off to Rockford Island, where she stays as a prisoner. Rockford Island is then attacked, and the guy who captures her, lets her go. Alfred Ashford thinks Claire wanted to be caught on purpose, to lead her people to attack the island. Claire denies it, but Alfred doesn't believe her, and he makes her visit torturous. In the special version, the complete version, you actually meet Wesker, he is a mutant human, and very dangerous. He is after the T-Veronica Virus, which is only found in Alexia. He confronts Claire and gets ready to kill her. He is then disturbed, and so he decides to leave her alone, for now!

7.4 Resident Evil 0

Here is a little thing on Resident Evil 0

7.4.1 The Characters

Rebecca Chambers (from Resident Evil 1)

Billy Coen (Umbrella Co. prisoner)

Dr. James Marcus (Leech Man)

William Birkin (you find more out about this guy)

Albert Wesker (same here)

7.4.2 A Really Quick Walkthrough

You first start off in a helicopter. It blows up and crashes and you are stranded. All you team members get lost and you find this guy, Billy. You both take off in this train which then moves and speeds away. I work your way out of the train and it crashes into this building close to the Lab in Resident Evil 2. You even go into it. You make your way through all these weird halls and places, then you end up in the basement. You go through the torture rooms. You go back to the Lab. You make your way to the observatory and to a church. You see places like a library and a surgery room. After that, you go back to a Lab. Then you beat a final boss, its over.

7.4.3 More About the Prequel to Resident Evil 1

Its starts off when Bravo Team takes off in their helicopter responded to the misteries in Raccoon Forest. You meet Billy Coen. Rebecca and Billy you can switch to any one of them you want to play. There are a lot of puzzles you need them both to do. Especially ones you need to have one person in one place and another at the other place. Another thing, there are no item boxes in this game. You can leave anything anywhere and it will stay there till one of you come pick it up. These making the game a lot more realistic. In true life, you do you not have an item box you can leave stuff in and pick it up some other time in the game. Also you meet that wierd leech guy. He later becomes a boss, but he is definitely a pain in the ass throughout the game. You uncover a lot of secrets of Umbrella Company, and also find more out about Albert Wesker and William Birkin.

8.0 Goodbye

Well this is the last of these Faqs. I hope you enjoy them. It took me several weeks, because I needed another TV to make the walkthrough. I enjoyed making it. I more than likely will mail you back. I did not steal anything from anyone's site or any other place. If these Faqs matches some stuff from your Faqs, then we must have researched the same thing. If you still think that, E-Mail me and I will discuss it with you. I am not a thief, I would not steal any work from anyone, just E-Mail me if you think I did and I will give you the information on how I got it, In the future, I will put many more stuff in my Faqs, remember, this is my first Faqs, it is probably going to be my only Faqs, so I will put more stuff in it, and tell what it is. So keep on logging on to this server and look for my updates. There will probably be a lot of Faqs released for this game later, but always remember, this was the first. Thanks for reading this :O)

8.1 Thanks to

I would like to think you for reading this and using it

I would like to think Playstation Company for making a system that can play games like Resident Evil Directors Cut.

I would like to think whoever posts these Faqs on their site with my permission first!!!

I would like to thank the 346 people E-Mailing me to say those things on the Guardhouse floor is bees.

I would like to thanks anyone else who contributes to my faqs, to keep me updating them.

8.2 The Final Good-byes

You all who read these Faqs, this is it, have a good time using it and thanks for reading it. E-Mail me if you have any questions or comments, or criticisms.

Thank-You,

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