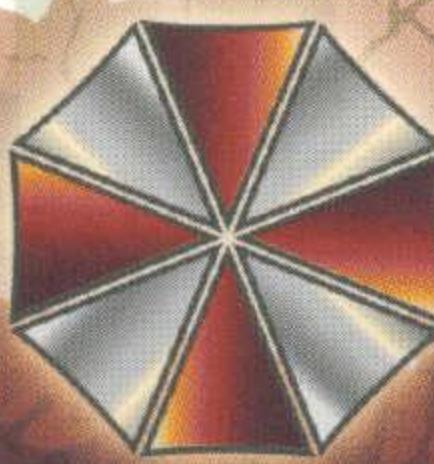


Biohazard Archives



Umbrella

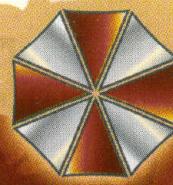
Resident Evil®

ARCHIVES

Umbrella's Virus Uncovered

1960~1998

Biohazard Archives



Umbrella

resident evil®

ARCHIVES

Umbrella's Virus Uncovered

Since 1960 ~ 1998

INTRODUCTION

Resident Evil 0	5
Resident Evil	6
Resident Evil 2	7
Resident Evil 3	8
Resident Evil: Code Veronica	9

CONTENTS

STORY

Resident Evil 0	11
Resident Evil	23
Resident Evil 2	39
Resident Evil 3	59
Resident Evil: Code Veronica	71

CHARACTERS

	106		109		111		112		115		117		119
Chris Redfield		Jill Valentine		Barry Burton		Rebecca Chambers		Albert Wesker		Claire Redfield		Leon S. Kennedy	
	121		122		123		125		127		128		129
Ada Wong		Carlos Oliveira		Steve Burnside		Billy Coen		William Birkin		Annette Birkin		Sherry Birkin	

James Marcus	130	Brian Irons	137
Ozwell E. Spencer	131	HUNK	137
Edward Ashford	131	Robert Kendo	138
Alexander Ashford	131	Nicholai Ginovaef	138
George Trevor	132	Mikhail Victor	139
Alexia Ashford	132	Tyrell Patrick	140
Alfred Ashford	133	Murphy Seeker	140
Enrico Marini	134	Jon	141
Kenneth J. Sullivan	134	Kevin Dooley	141
Richard Aiken	135	Marvin Branagh	141
Forest Speyer	135	Michael Warren	142
Edward Dewey	135	The Mayor's Daughter	142
Joseph Frost	135	Dario Rossi	142
Brad Vickers	136	Rodrigo Juan Raval	143
Ben Bertolucci	136	Veronica Ashford	143

CREATURES

Zombies.....	145
Zombie Variations.....	146
Crimson Head/Crimson Head Prototype 1.....	147
Eliminator.....	148
Cerberus/Zombie Dog.....	149
Infected Bat/Bat.....	151
Chimera.....	152
Lisa Trevor.....	152
Hunter (α , β , γ , Π , Sweeper).....	153
Hunter's Variation.....	154
Licker.....	155
Proto Tyrant.....	156
Tyrant/Super Tyrant.....	157
Tyrant Variations.....	158
Nemesis T-Type (The Pursuer).....	159
G.....	161
Bandersnatch.....	163
Nosferatu.....	163
Monster Steve.....	163
Alexia.....	164
Crow.....	165
Wasps.....	166
Large Roaches.....	166
Ants.....	166
Giant Moth/Moth.....	167

ITEMS

Event.....	186
Weapons.....	188
Keys.....	191
Tools.....	192
Recovery.....	194

KEY WORDS..... 245

COLUMN..... 260

DATABASE

Chronological Table.....	266
Files.....	269
Glossary.....	290
Chronological List.....	300

CREDITS..... 301

LEGEND

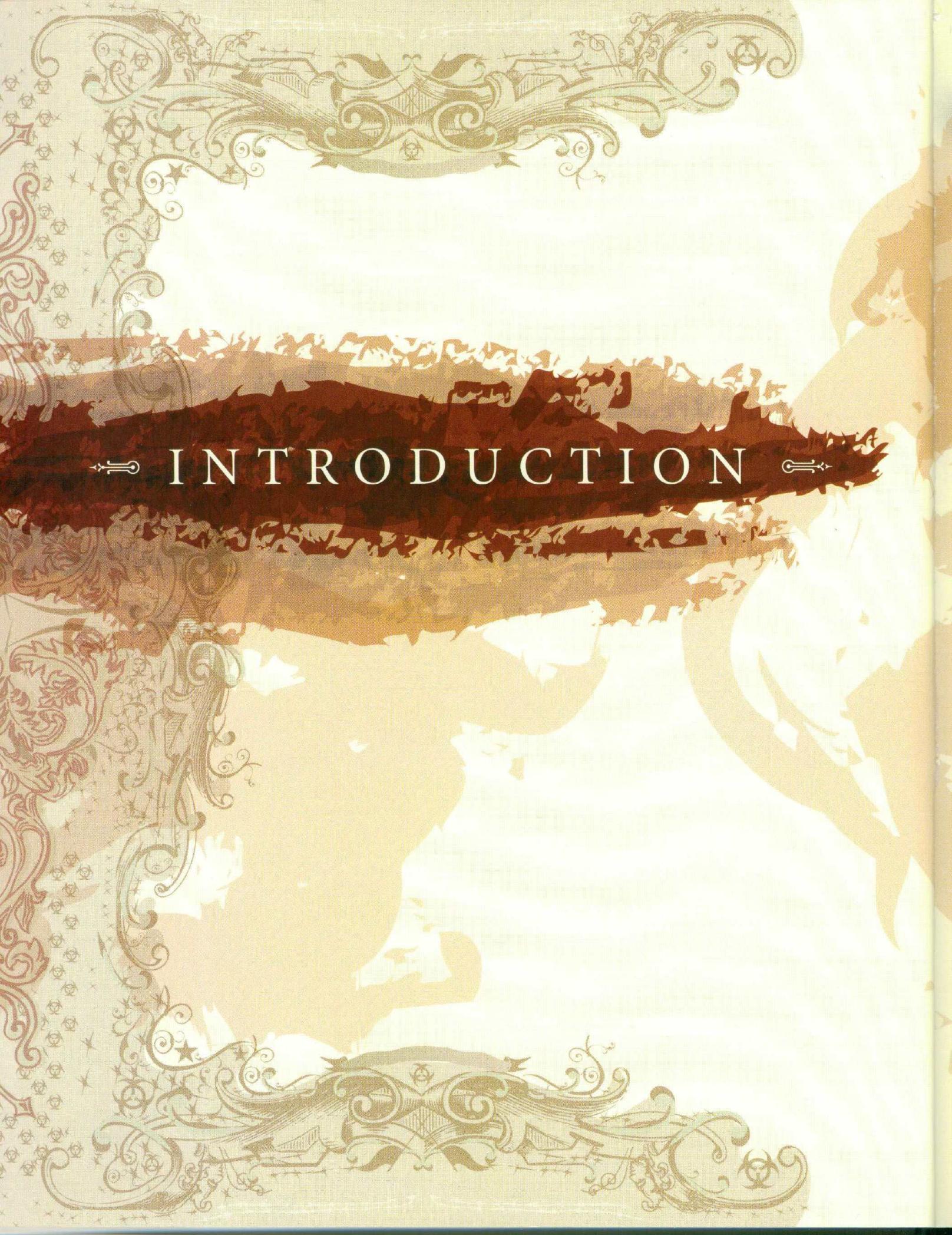
 = Resident Evil 0,  = Resident Evil,  = Resident Evil 2,
 = Resident Evil 3,  = Resident Evil: Code Veronica

Plague Crawler.....	168
Web Spinner/Black Tiger/Giant Spider/Black Widow/Giant Black Widow.....	169
Spider Variations.....	170
Drain Deimos.....	171
Brain Sucker.....	171
Stinger.....	172
Centurion.....	173
Grave Digger.....	174
Sliding Worm.....	174
Gulp Worm.....	175
Neptune.....	175
Lurker.....	176
Albinoid.....	177
Alligator.....	177
Yawn.....	178
Adder.....	178
Monster Plants.....	179
Plant 42.....	179
Ivy/Poison Ivy.....	180
Tentacle.....	180
Mimicry Marcus.....	181
Leech.....	182
Queen Leech.....	183

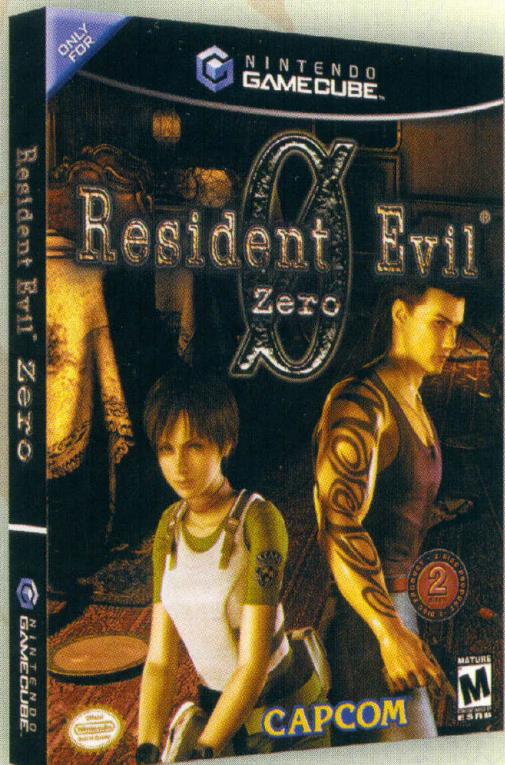
ART

Resident Evil 0.....	196
Resident Evil.....	205
Resident Evil 2.....	208
Resident Evil 1.5.....	218
Resident Evil 3.....	221
Resident Evil: Code Veronica.....	226
Wesker's Report II.....	241
Top Secret.....	243

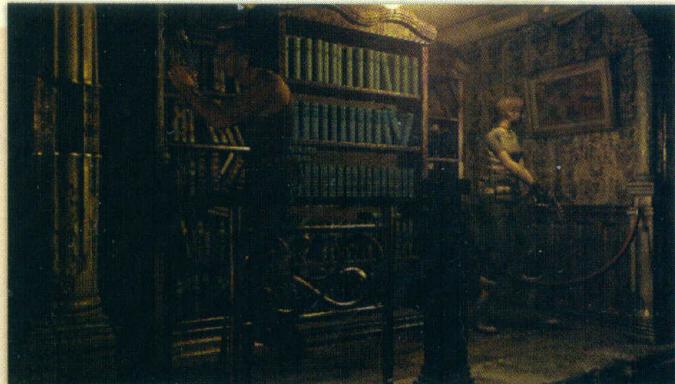




INTRODUCTION



PACKAGE ART



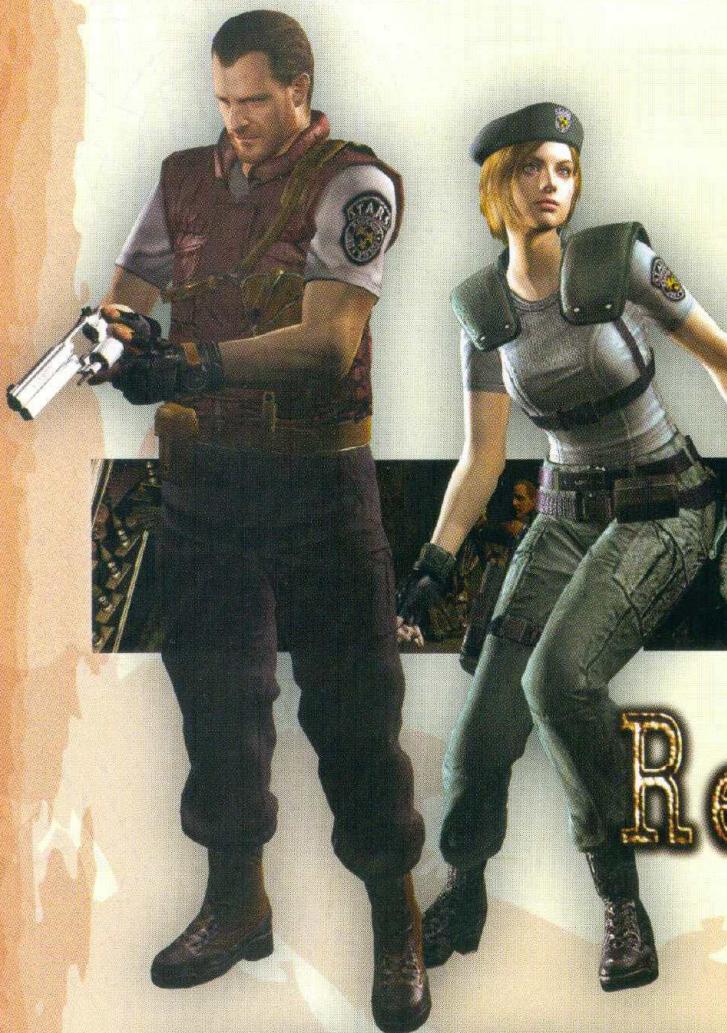
Resident Evil® Zero

SUMMARY

The industrial town of Raccoon City is located in America's Midwest. Beautiful forests and lakes spread across the Northern Arklay Mountain range. But, as if to assault the tranquil scenery, frequent reports of bizarre murder cases with people being eaten were reported in the surrounding areas. Raccoon City's elite Special Forces unit "S.T.A.R.S." sent their Bravo Team to the scene. However, due to a mysterious engine failure, the Bravo Team's helicopter crash-landed in the forest near the crime scene.

Bravo team survived, but lost all of their equipment. They stumbled onto a heavily damaged prison convoy and the brutally dismembered corpses of the Marines in charge. Enrico Marini, the Bravo Team commander, ordered that a search be made for Billy Coen, a former Marine who escaped from the convoy.

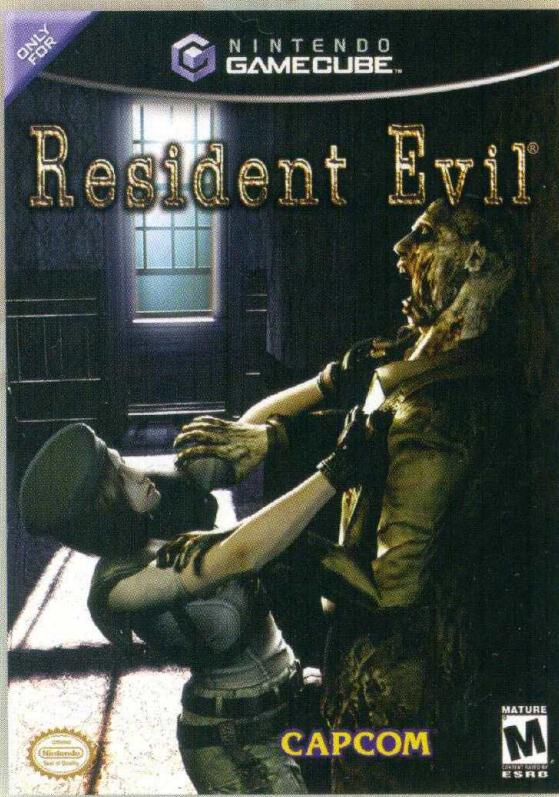
No one could have imagined the horrible disaster that would engulf all of Raccoon City...



Resident Evil

SUMMARY

Contact with the S.T.A.R.S. Bravo Team was lost. What could have happened to them? Realizing they were probably in trouble, the Raccoon City Police Department deployed the S.T.A.R.S. Alpha Team to search for the missing members. Those involved in the investigation were attacked by a group of large doglike creatures, and were forced to take refuge in a nearby mansion. However, it was actually a secret research facility that was directly responsible for the strange occurrences, and for the birth of all the grotesque creatures they had seen. S.T.A.R.S. members Chris Redfield and Jill Valentine would uncover the truth about the murders as they sought desperately for a way out.



PACKAGE ART



RESIDENT EVIL 2

SUMMARY

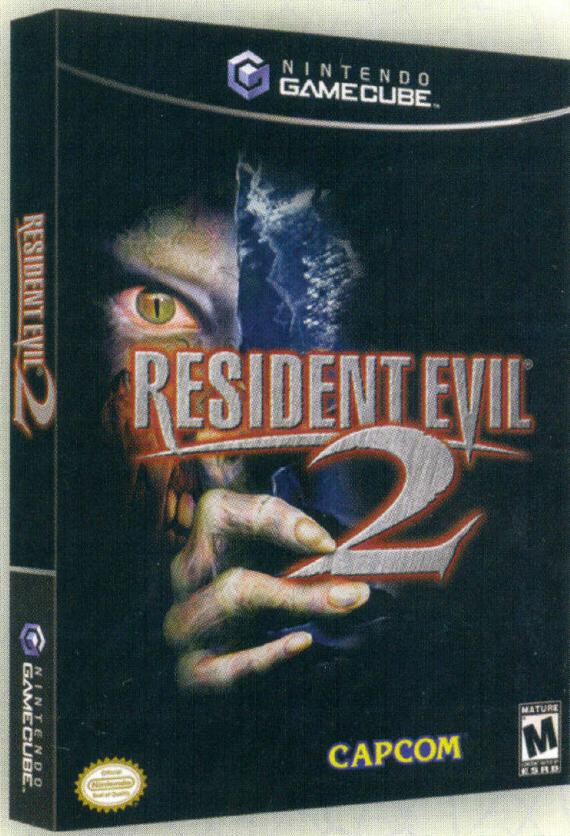
Thanks to the efforts of the S.T.A.R.S. Alpha Team, headed up by Chris and Jill, the case was considered closed. Two months passed in Raccoon City, a quaint Midwestern town surrounded by vast forests and supported by Umbrella, a huge pharmaceutical corporation. The foul deeds of Umbrella had been covered up, but Claire stubbornly continued to follow the trail of her missing brother. The last time she heard from him was at the Raccoon City Police Department headquarters two months ago...

What could have happened?

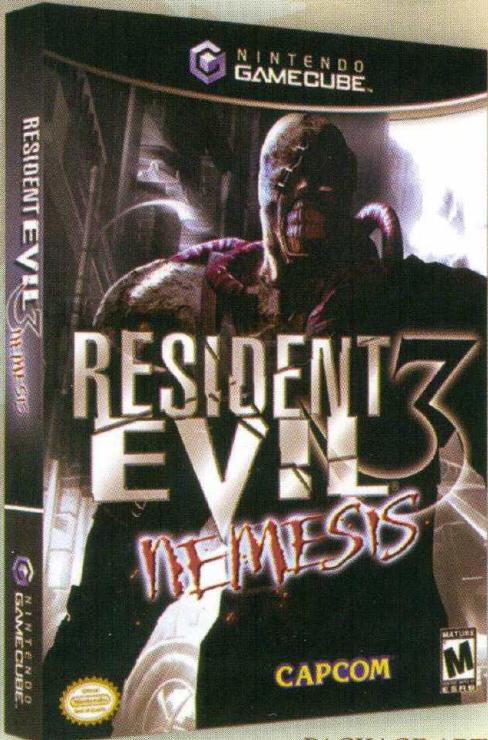
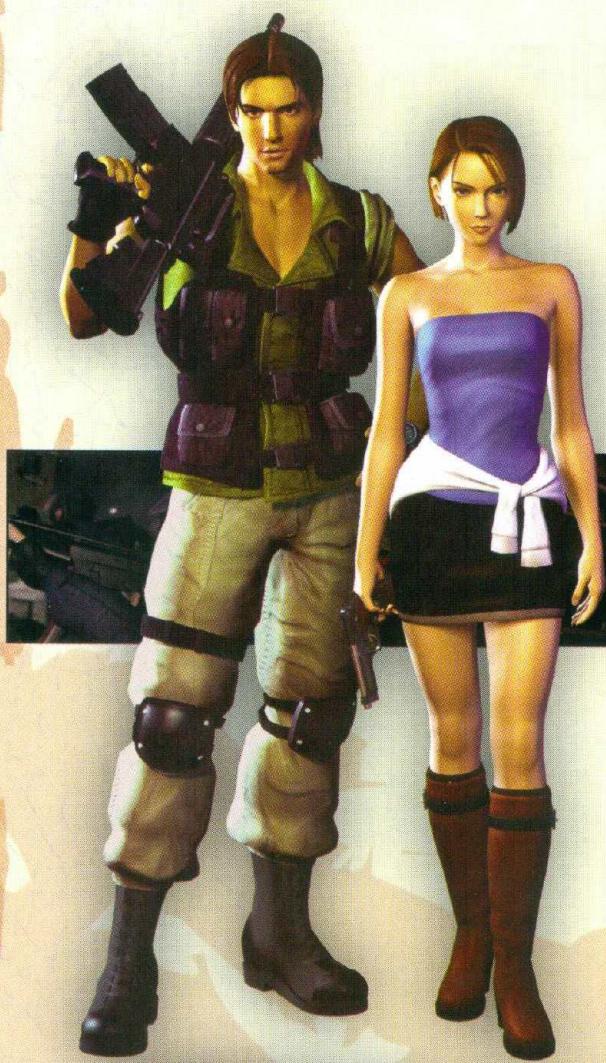
Could it have had something to do with that unsolved incident? With a vague feeling of apprehension, Claire set out on her motorcycle to Raccoon City.

There was one other person on his way to Raccoon City. In the wake of the evening sun, in the only car on the highway to Raccoon City, was Leon S. Kennedy. The newly appointed officer of the Raccoon City Police Department was carefree and confident, driving his beloved car, despite having overslept on his first day on the job.

Neither Claire nor Leon knew of the world of intense fear and despair that awaited them.



PACKAGE ART



PACKAGE ART



RESIDENT EVIL 3 NEMESIS

SUMMARY

Early fall.

September arrived in Raccoon City.

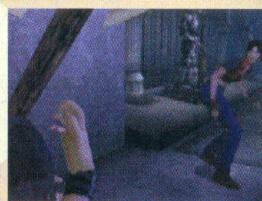
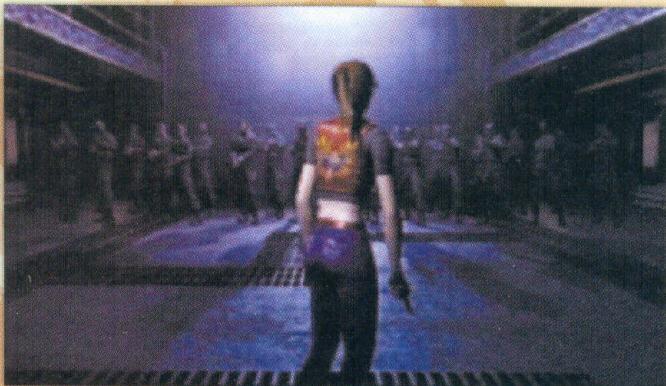
The people went on with their everyday lives and buried the memories of the bizarre incidents that took place in the Arklay Mountains, and the destruction of the S.T.A.R.S. Special Forces.

Nobody believed what the survivors had to say.

Nobody believed the truth about the biological weapon facilities hidden by Umbrella in the mansion, or about the horrible T-virus that turned humans and animals into horrifying monsters.

Chris, who had survived the mansion incident, traveled to Europe in order to expose the evil. This marked the beginning of another disaster in Raccoon City. Unusual murders occurred within the city, and the T-virus epidemic was spreading. Jill, who remained in the city to investigate, had to escape with her life.

However, a Stalker released by Umbrella incessantly pursued Jill...



RESIDENT EVIL CODE: Veronica

SUMMARY

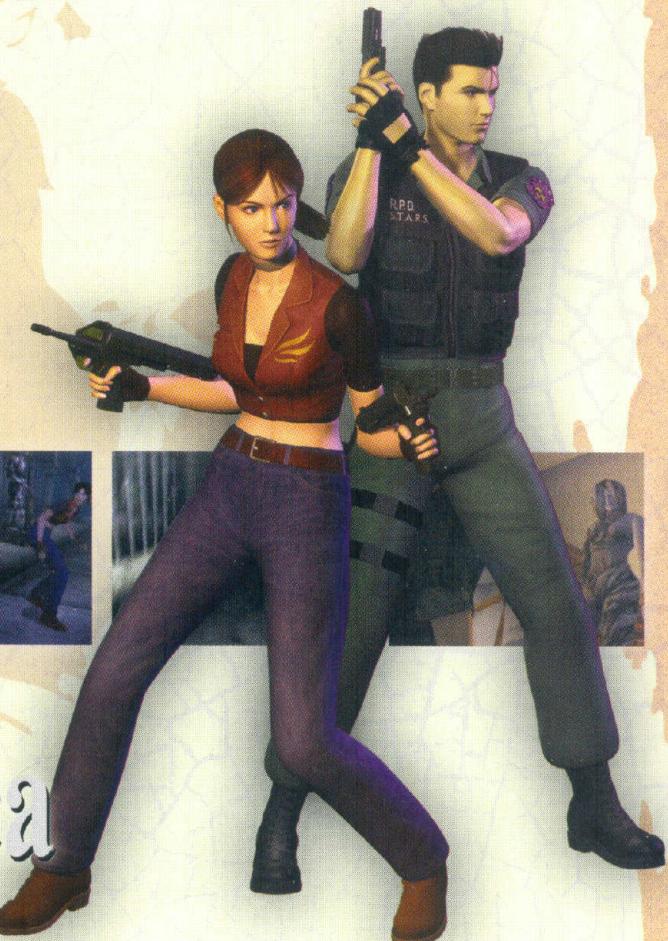
The mansion incident was just the beginning of the unexplained epidemic and bizarre murders. It spread throughout the city in the blink of an eye. The citizens of Raccoon City, now the living dead, transformed the world into Hell.

Just when the Special Forces were suppressed beyond their control, the U.S. Government reached a nightmarish decision—to launch missiles at its own soil. In a blazing flash of light, 100,000 people were instantly erased from existence.

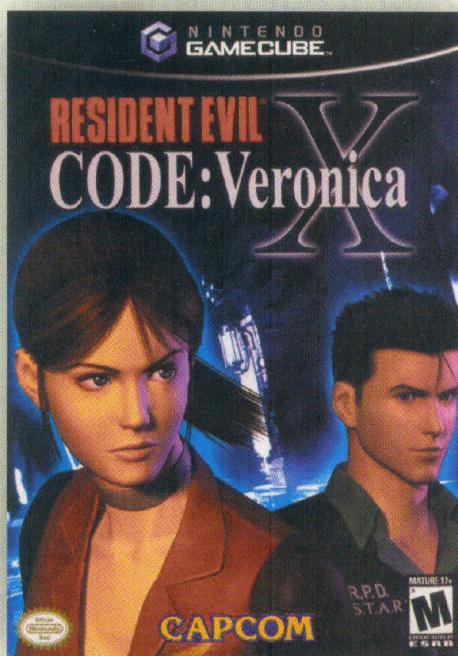
However, it was not over yet. Former S.T.A.R.S. member Chris, who believed the infection was caused by Umbrella's continued biological weapons development, pursued the truth about the incident alone.

On the other hand, his younger sister Claire's search for her brother led her to uncover the dark truth...

With the evil corporate enterprise controlling all information, the siblings resolved to tell the world the truth, even if it cost them their lives. Their fight took them to a new stage: a solitary island across the vast seas, where they would encounter a new and desperate situation. Claire, who failed



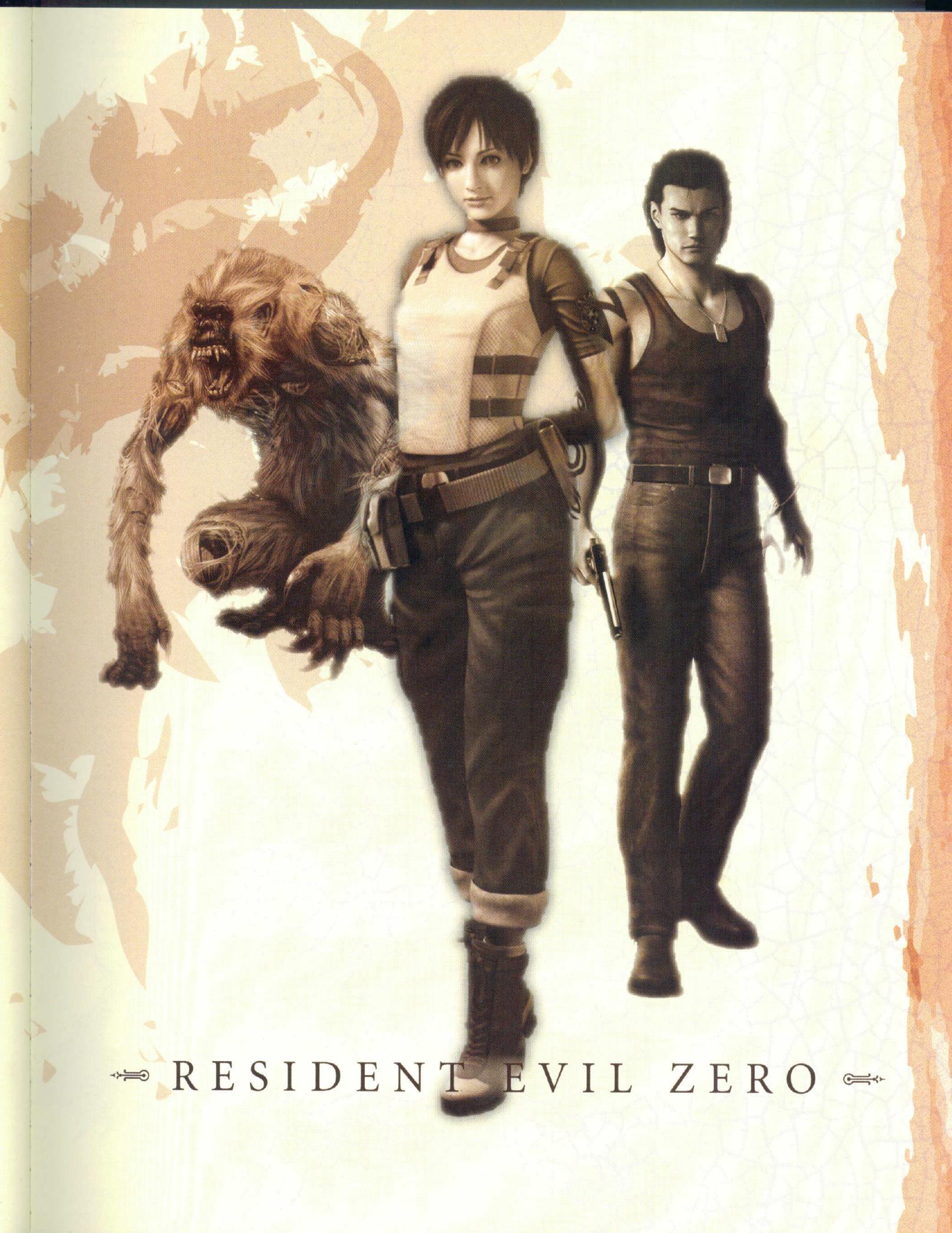
to infiltrate Umbrella's research facility in Paris, was captured. Her brother Chris followed, hoping to rescue her. Will justice prevail? Or will the truth be buried in darkness forever?



PACKAGE ART

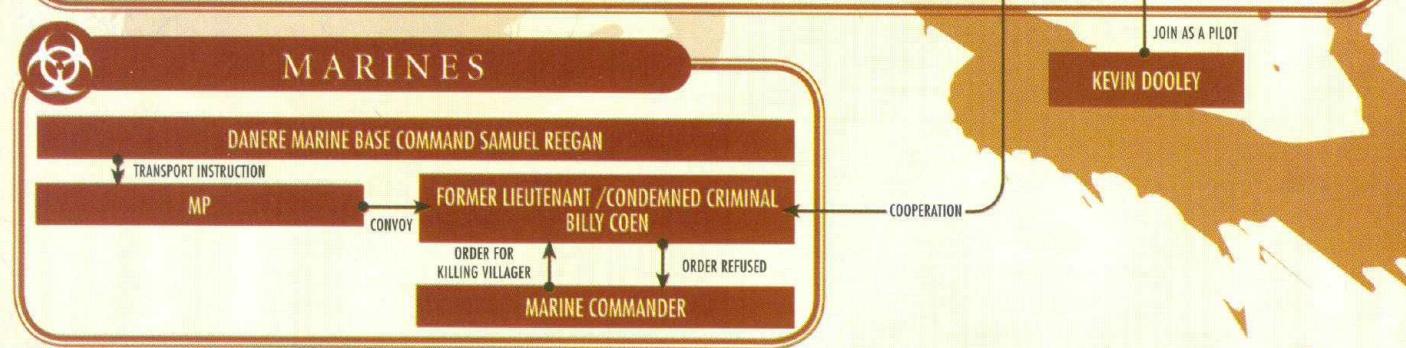
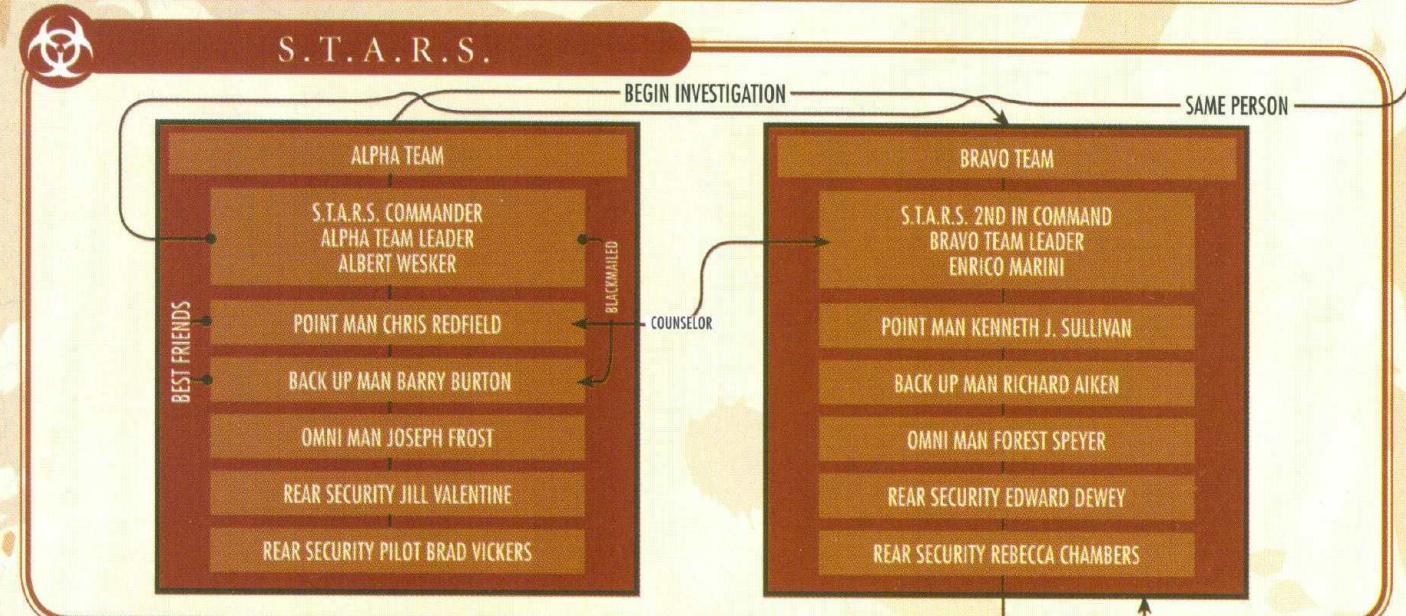
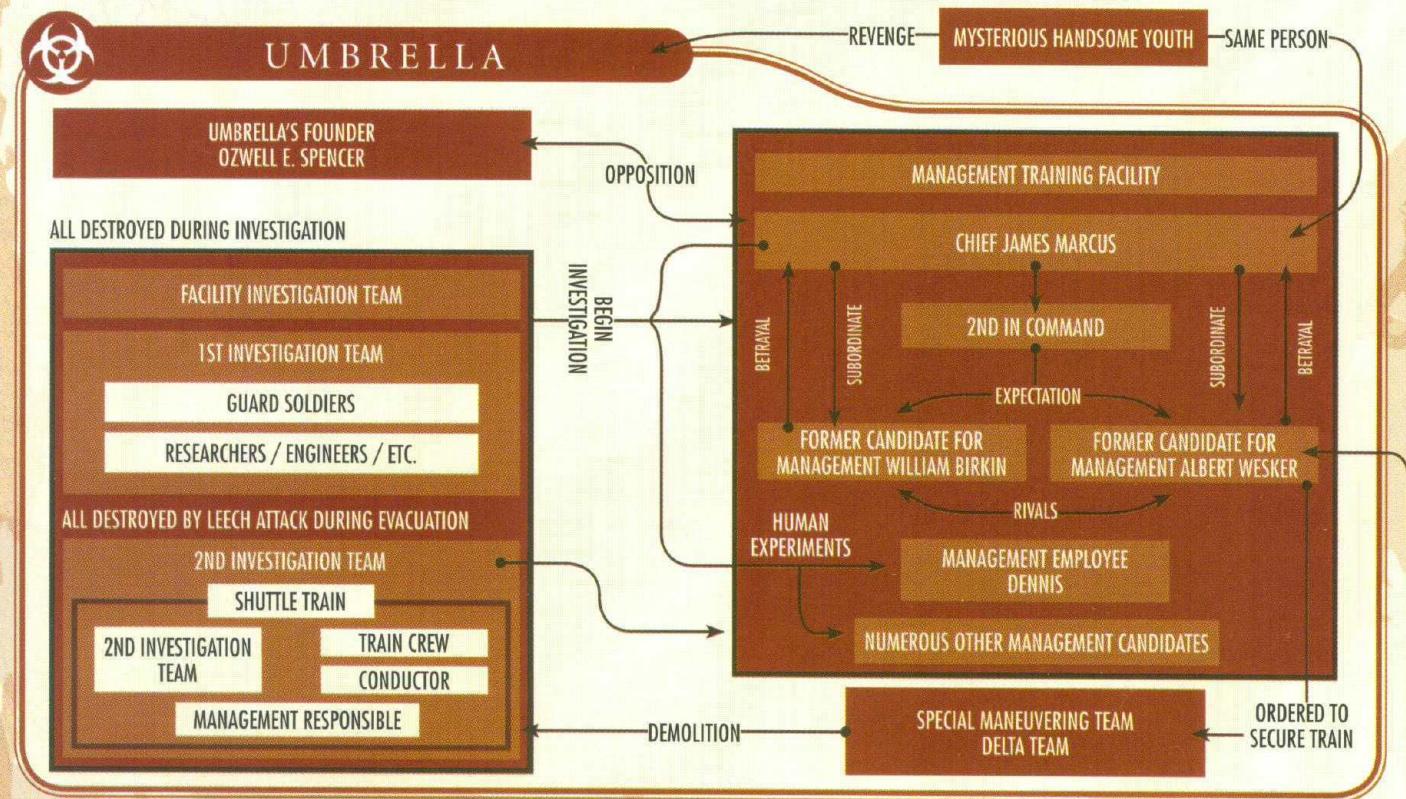
STORY

RESIDENT EVIL ZERO.....	11
RESIDENT EVIL.....	23
RESIDENT EVIL 2.....	39
RESIDENT EVIL 3.....	59
RESIDENT EVIL: CODE VERONICA	71



→ RESIDENT EVIL ZERO ←

INTERRELATIONSHIPS



STORY

All stories have a beginning. This American disaster began with a single experiment on a common but highly disliked life form, the leech. By adding leech DNA to an original virus, one researcher created a new strain called the T-virus. The leeches formed a symbiotic relationship with the virus, creating a parasite with incredible vitality. The mutated leeches multiplied over the many years since that experiment, and now a swarm of these frightening, mutated leeches have begun to writhe in the deep forest again.

(Taken from the diary of Rebecca Chambers, July 23, 1998.)

THE BEGINNING OF THE NIGHTMARE

When I think about it now, I can't help but think that we, the S.T.A.R.S. (Raccoon City Police Department Special Forces) Bravo Team were cursed from the beginning.

That night, our helicopter's engine suddenly malfunctioned and dropped us into the forest. The sound of trees being snapped, that horrible roaring, the attack... It feels like ages ago.

What's the meaning of it all? We were only supposed to be there to investigate the Arklay Mountains and Raccoon Forest area. Who would have thought that we would become victims ourselves?

There was one bright patch of sunshine amidst all the gloom: We had managed to survive the crash without a single member of Bravo Team being hurt. Then we discovered traces of an escaped traitor within the forest.

"Lieutenant Billy Coen, 26 years old. Convicted on a court martial. Prisoner to be transferred to the Ragathon base—for execution?"

In pursuit of the fugitive, I moved deeper into the forest and began to investigate a stopped train. That was the beginning of the nightmare. That train was headed to Hell.



LIVING-DEAD PASSENGERS

Inside the train, suit-wearing passengers sat quietly in the lavish splendor of passenger cars furnished with ornate, antique furniture. It was as if this mysterious world had been frozen in time. The passengers were silent. "I'm with the Raccoon City Police, S.T.A.R.S. Unit! Please respond!" There was no answer from anyone. I expected that. All the passengers were dead.

I started to feel faint, but it was no time to black out. Those deaths were the least of my troubles, because just then I heard the sound of something being dragged, and the dead passengers began to move! The living dead! Zombies! Images of the horror movies I had seen long ago ran through my mind. I pulled my pistol's trigger, shot down the living corpses, and ran into the next car.





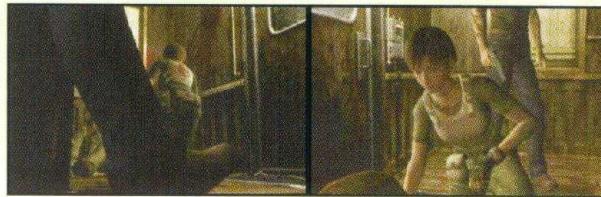
Had I opened the gate to hell? The train was filled with undead. All I could do was blast my way through them. Where was the rest of Bravo Team? Did these zombies eat my friends? As if I didn't have enough to worry about, I met the man I had feared the most. He had a look on his face I could only describe as carnivorous, and had a large tattoo etched into his arm. He had that scent of death about him—so characteristic of someone in the military.

“Lieutenant Billy Coen?”

“What a surprise. So you seem to know me.”

Those cold, calculating pupils. He was dangerous. I gathered all the strength I could muster and forced the words from my dry lips:

“Wait! You’re under arrest!”



“No thanks, dollface, I’ve already worn handcuffs.”

A pair of handcuffs hung from his forearm. Clear proof he was a fugitive. After looking toward me once more, he disappeared back into the zombie-swarmed train.



A TRUE CRIMINAL

“Rebecca! Do you read me? It’s Enrico.”

“Do you read me? Please respond!”

“Rebecca, I can read you. Now listen up. We’ve obtained detailed information on the fugitive from a document found in the wrecked wagon. Billy Coen has killed as many as 23 people.

Commander Enrico’s dry voice on the other end of the radio was enough to shake me from my despair. Before I could answer, the signal was cut. There was a terrible murderer and zombies inside

this train. But I had to keep moving. I had to apprehend the murderer. I had to investigate this train disaster.

Billy was waiting for me in the next car.

“It’s gonna be dangerous from here on in,” he said. “Why don’t we cooperate?” Billy’s cold, calculating gaze didn’t waver.

“Cooperate with you?”



"Listen, little girl. If you haven't noticed, there are some pretty freaked-out things on this train, and I for one want to get out of here. I don't think we stand a chance doing it alone."

"You might be in trouble, but I don't need your help. I can handle this on my own. And don't call me little girl!"

Cooperate with a murderer? I can't be off my guard against him. I left Billy and headed for the next car myself.



DECAYING OLD MAN

I opened the heavy door. The next car was the dining car. Candles lit up the room. It was filled with warm air. Tables were set for dining. The soup was warm; steam was rising off the food. Maybe someone was still alive. I spoke to a white-haired old man who sat at a table.

"Umm, excuse me, sir?"

The man turned around slowly. A survivor?

But then the old man began to fall apart in clumps, losing any resemblance to a human. He fell into small pieces, and the pieces came after me! They clearly had a will of their own. They crawled on the ground, moving like water. They had no single shape. Leeches? A mass of leeches? Again they formed a humanoid shape and came at me.

The leech creature started to engulf me. At that instant, a gunshot rang out. A bullet sank into the mass of leeches. And another. And another. And another. I turned around and saw Billy standing there. As I was about to speak to him, a mysterious melody from outside the train filled our ears. Looking out the train window, we could see a man in a gown looking down at the train. The man's voice rang out in song. As if on cue, the train started to move.



ESCAPE FROM THE FRIGHT TRAIN

The train started to move faster and faster. It was obviously speeding forward at an abnormal pace. The moving train had turned into a sealed tomb. We had to survive in a cage filled with zombies and leeches, and in order to get out, we had to stop the engine. Countless leeches crawled about inside the train, and large scorpion-like monsters broke through the ceiling in pursuit. Billy and I communicated by radio and searched for a way out of the train.

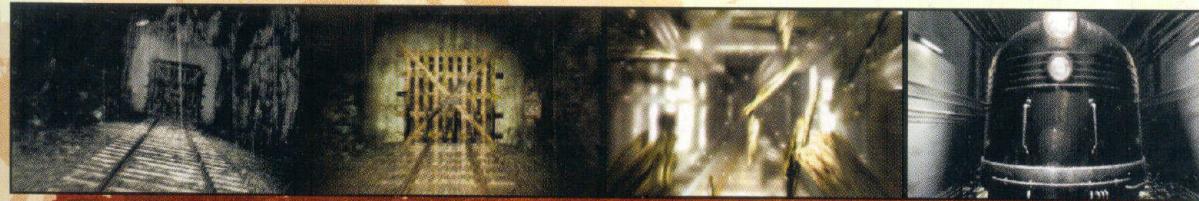
"At this rate, we'll derail and crash. We've got to stop the train!"

The control unit for the brakes was in the rear car, so we headed there. But after disengaging the control unit, we realized that someone had to step on the brakes in the front car. There was no time to lose. I left the front car to Billy and headed for the rear deck. However, when I got there, I couldn't believe what I saw.

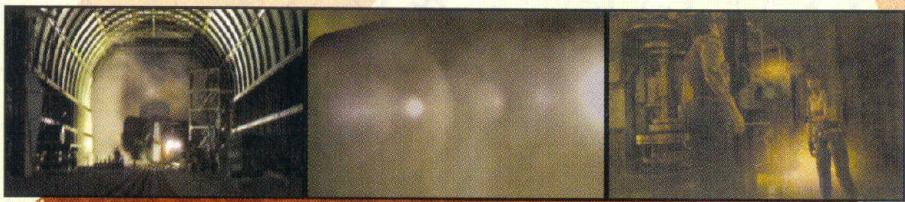
"Edward?! No!"

Bravo Team's Edward Dewey had turned into a zombie and was coming right for me.





The train finally stopped. When it derailed, sparks flew everywhere, but Billy and I narrowly managed to escape. Exiting the train, we found the gaping mouth of a tunnel leading to a building. It was a long time until dawn. There didn't seem to be any way of escaping the darkness.



TO UMBRELLA

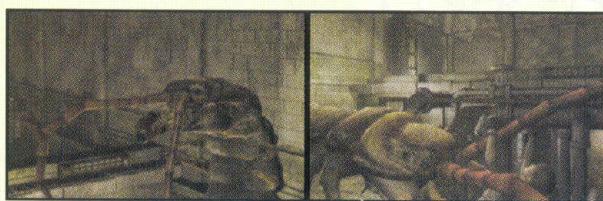
In the year 19XX, the famous European aristocrats Ozwell E. Spencer and Edward Ashcroft, along with their friend from their school days, Dr. James Marcus, discovered a new type of virus. This virus had the power to provoke sudden changes in the genetic code of different life forms. Under Marcus's skillful hand, this "progenitor virus" saw even further research and development.

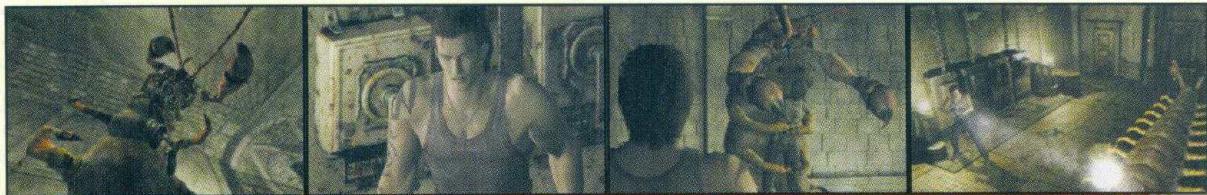
(Taken from the memoirs of Rebecca Chambers, recorded after the incident.)

The building we entered after escaping the train was Umbrella's executive training facility. Umbrella is an international pharmaceutical corporation. Why would they have a building here?



Furthermore, the training facility was crawling with hordes of zombies. They had lost all reason and would eat their fellow corpses. If the zombies noticed us, those large mutated insects would make that rustling noise with their feet, and they would try to sink their teeth into our flesh. Suddenly it was nice to have Billy around for the extra protection. In one room, when I was caught in the mandibles of a huge, 5-meter-tall centipede centurion, Billy fired a grenade launcher and saved my life.





"Are you alright?"

"Yes. Thank you."

What was I saying to this murderer? Why did Billy help me? My thoughts began to swim with confusion.



A MURDERER'S WORDS

In order to unlock a door, I climbed on Billy's shoulders and entered the ventilation shaft that led to a torture room. Maybe I was caught up in my own confused thoughts, but at any rate, I was assaulted by a ferocious eliminator and fell through a hole in the torture room floor.



"Rebecca!! Hang on, I'll pull you up!"



I grabbed Billy's outstretched hand, and somehow managed to escape without any serious injury.

"Don't mention it. Just keeping my word. We promised to cooperate with each other, remember?"



Could this man really be a murderer? Just as doubt seized my mind, Commander Enrico's voice came through on the radio.



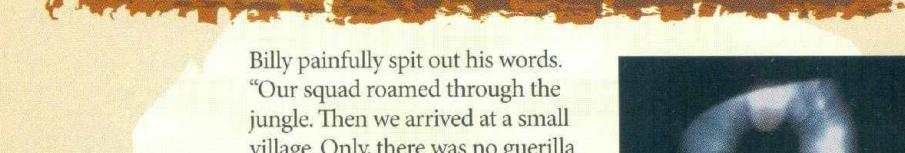
"Rebecca, this is Enrico. Have you managed to locate Coen yet? Over. Rebecca, answer me!"

"No sir, I have not found him yet. I'll continue to search for him, over."

Billy stared at me.

"Rebecca..."

"My first mission and I've already disobeyed orders. So much for my great law enforcement career; although I probably won't live long enough to worry about it anyway. Billy... I just need to know. I need to know the truth. Did you kill 23 people? I'm not going to judge you. I just want to know the truth."

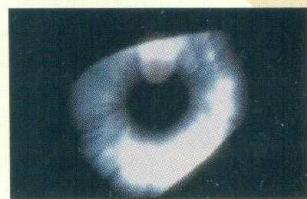


Billy chose his words gravely as he answered my question. The painful look in his eyes made it seem like he was staring into his own wounded soul.

"...It was around this time last year. Our unit was ordered to Africa to intervene in a civil war.

"Our mission was to raid a hideout of some guerrilla forces located deep inside the jungle, but the hideout was far from our entry point. Some died from the heat... others were killed by the enemy... in the end, only four of us survived."

Billy painfully spit out his words. "Our squad roamed through the jungle. Then we arrived at a small village. Only, there was no guerilla hideout. The idiots in charge had us operating based on wrong information. But we couldn't just go back home empty-handed, oh no. Our leader ordered us to attack an innocent village."



Did Billy reject his commander's orders? Who shot first? When he came to, Billy found himself surrounded by the villagers' corpses.

Billy didn't tell me anything more than that. Was he the one who slaughtered those people? Had he spoken the truth? I don't know. But he'd answered me. That was enough.

We left the training facility behind us and discovered a church. It seemed as if all of the zombified creatures came from there. In order to pass through Hell, in order to live, we charged into the church.

THE DEPTHS OF HELL

January 13, 19XX

At last, they are ready. My wonderful leeches! Being of low intelligence, they will never have the privilege of tasting this sense of joy and satisfaction! Now, finally, I can move against Spencer. Soon I will control everything...

January 31

The devices I set to protect my work have been disturbed. It appears someone came looking for "t" and the leeches. Fool. No doubt the work of Spencer's group.

February 11

Today, I again found evidence of tampering around the entrance to the labs. If that is what they're after, I must find a suitable way to deal with them.



Perhaps I should have William and Albert smoke out the pests. Those two are the only ones I trust—apart from my beloved leeches, of course.

(Taken from Marcus' discovered diary.)

The church was adorned with countless leech-like decorations. The leeches that attacked us back on the train were still in pursuit. We discovered a cable car and split up in order to restore power to it. However, just as we were about to get on board, Billy was assaulted by an eliminator and was carried away by the underground waterway.

"Billy!"

All alone, I rode the cable car and headed in the direction of a large factory. What sort of factory could this be? The monitors displayed images of capsules containing humanoid biological weapons. Gripping my gun tightly, I did the only thing I could and headed deeper into the factory.

Deep within this factory that was infested with zombies and even stronger biological weapons, I met up once again with Enrico, Bravo Team's commander. Somehow, some of Bravo Team had managed to survive. On the other side of the factory was a mansion. That's where they were headed. I'm saved, I thought. With Commander Enrico there, I felt secure. But I couldn't bring myself to go. Billy had been

carried away by the waterway—I had to find him. He might still be alive. I made my way even deeper into the factory.

Ravenous beasts inhabited the bowels of the factory. They were sickeningly mutated biological weapons created from animals. These B.O.W. appeared humanoid, but possessed nothing but the instinct to destroy. I continued to run, searching for Billy.

Down, down, and down further still. How far underground had I gone? After arriving at the disposal plant, I discovered Billy lying unconscious in the water storage room. He was breathing! He was alive. I was going to get out of this factory, together with Billy.

However, there waiting for us, singing his song, was the handsome youth who controlled those monstrous leeches, the master of the training facility and the research laboratory: Marcus.

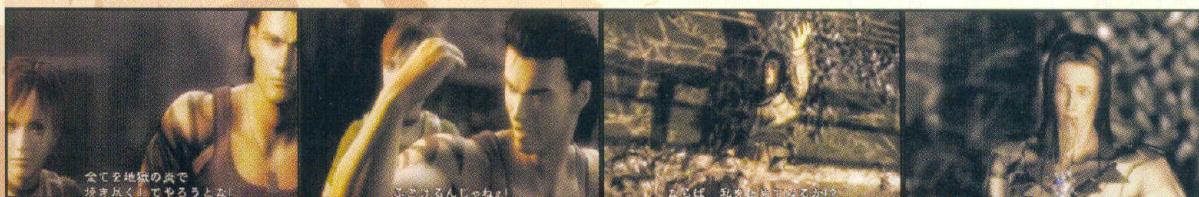
"Playtime is over. You and your friends no longer amuse me. Good riddance. Now nothing will stop me from getting my revenge..."

Revenge? What was Marcus scheming?!

"10 years ago... Spencer had me assassinated. However, something wondrous happened. It took years for the T-virus inside of my queen to create my new life. I live. Now I will have my revenge on Umbrella. And the world will turn into an inferno of hate!"



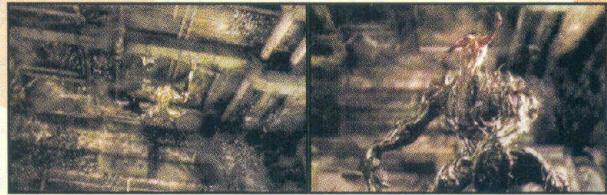




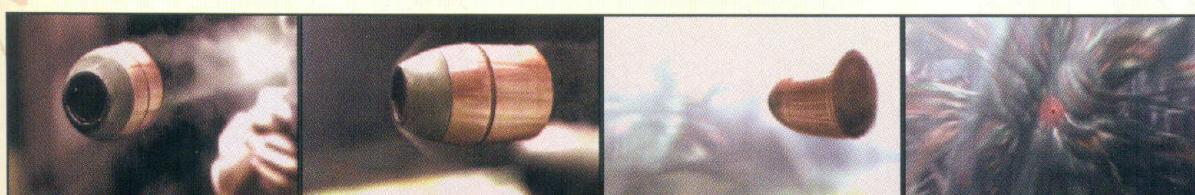
After muttering these words, the queen leech that had inherited Marcus' life transformed him, writhing, into an enormous disfigured monster. Billy and I fired everything we had at it, but the more we attacked it, the more it came at us. We had no choice but to run for the surface.

The queen leech didn't remain in humanoid form. Once above ground, she transfigured herself into something resembling a dinosaur. It was terrifying and brutal, attacking relentlessly and destroying everything in its path.

We never could have imagined that we would be saved by the glaring sunlight. Bathed in the intense light, the queen leech was suddenly paralyzed. Without a moment's hesitation, Billy fired a single, final shot.



Explosion. The fire spread as explosions erupted throughout the factory. Then, Billy and I were all that remained. We had survived.





"That must be the mansion Enrico was talking about," I said to Billy.

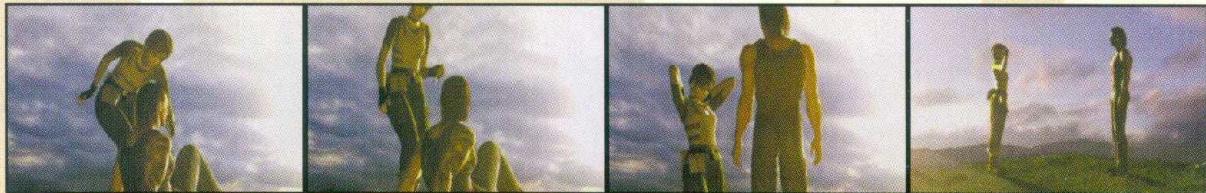
Here above ground, Billy was once again a fugitive and I was an officer of the law. We couldn't stay together.

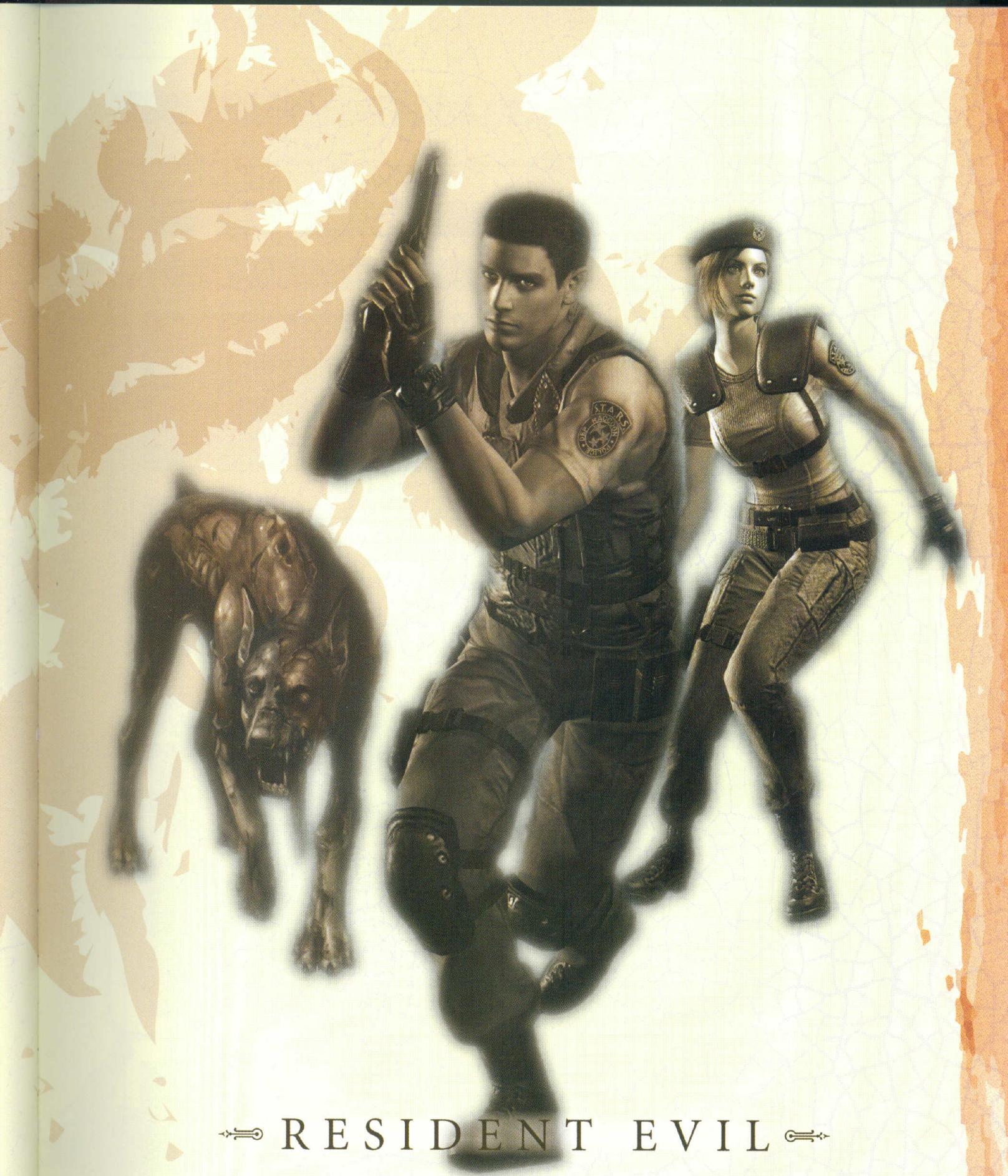
"Officially Lieutenant Billy Coen is dead," I said.

Billy laughed and answered, "Yeah... I'm just a zombie now."

That farewell was the last I ever heard of Billy Coen. Goodbye, Billy.

"Thank you. Rebecca..."



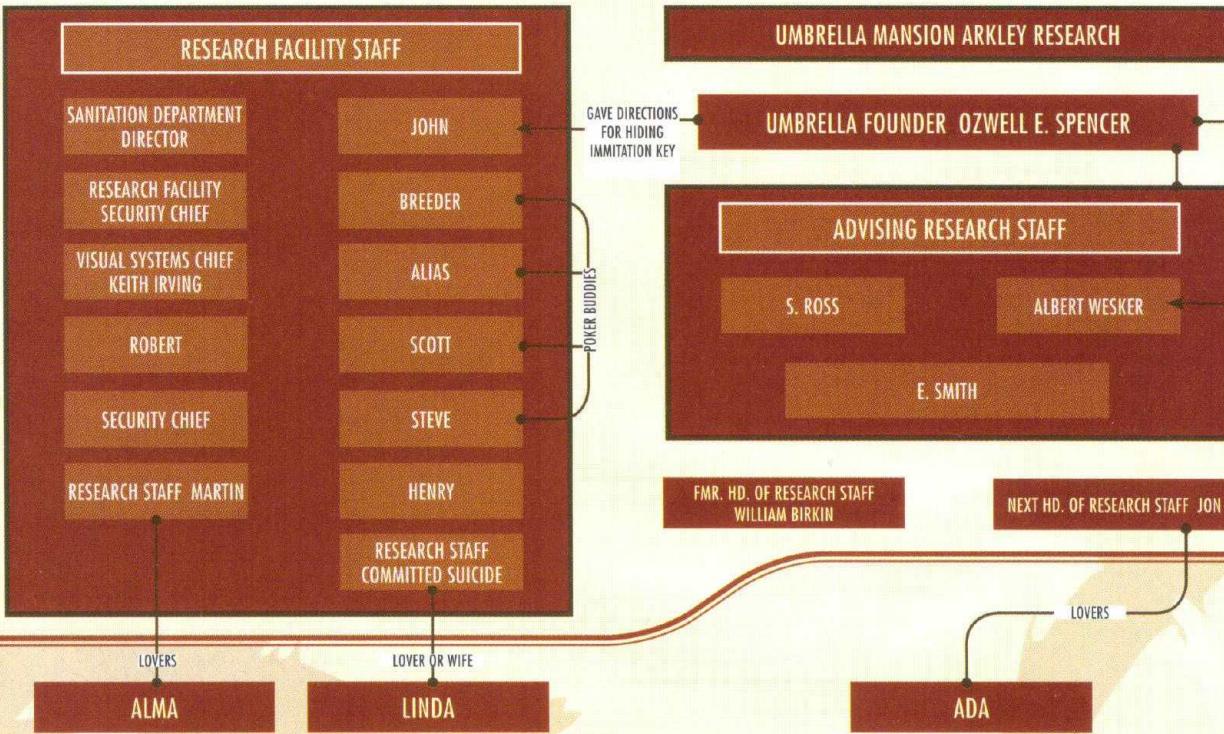


→ RESIDENT EVIL ←

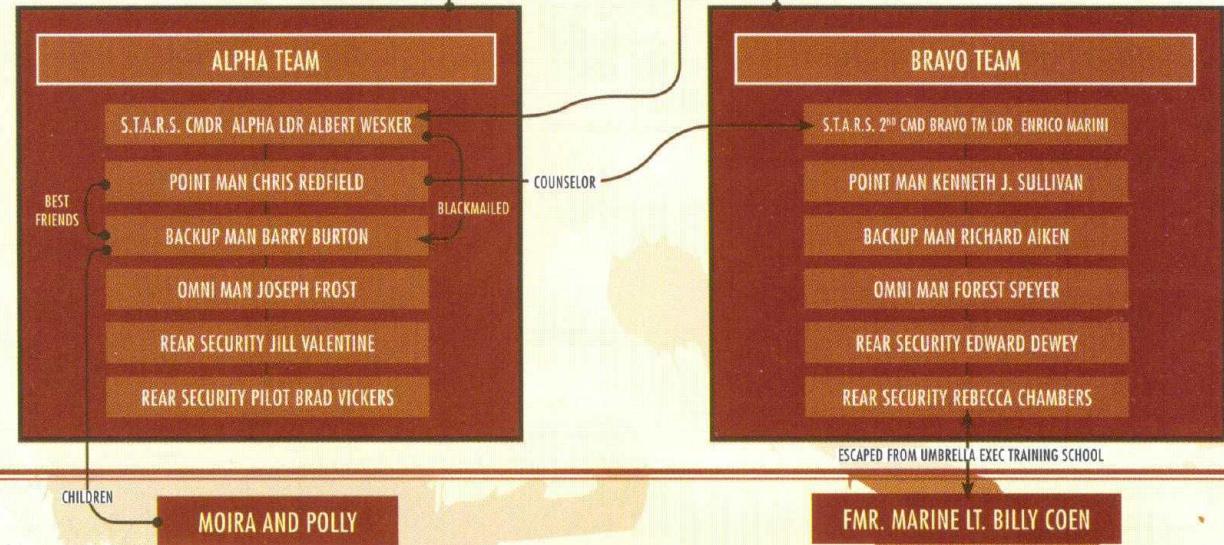
INTERRELATIONSHIPS



UMBRELLA



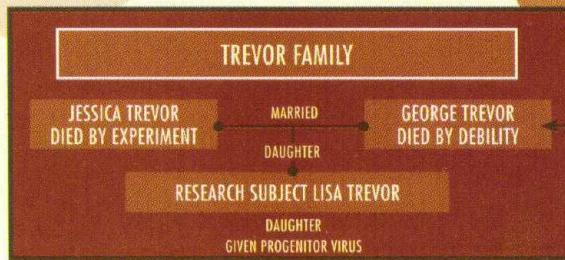
S.T.A.R.S.



CHILDREN

MOIRA AND POLLY

FMR. MARINE LT. BILLY COEN



CHRIS REDFIELD'S REPORT #1

THE SIGN OF MADNESS

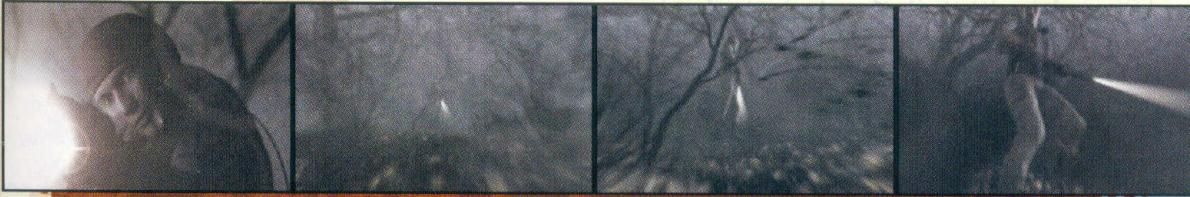
It's been several days since I escaped that horrible research facility. But so many shocking and horrible images remain burned into the back of my mind...

July, 1998. We, the S.T.A.R.S. Alpha Team, circled the Raccoon Forest by air in search of the missing Bravo Team. Before our team took action, we knew there had been many reports of bizarre murders in the area. At that time, nobody could have imagined what we would soon be caught up in. We thought it was ridiculous. Nobody could even believe what they were hearing on the news reports. However, we would soon learn the truth about those series of murders firsthand.

RUNNING INTO DESPAIR

"Look, Chris!" Jill, who was sitting next to me, yelled over the roar of the helicopter. With the searchlight, we could see the twisted metal derelict that once was the Bravo Team's helicopter. However, what awaited us below was not a welcome from our friends in need of rescue, but rather, an unimaginable foe.

The first to fall victim to these creatures was our equipment specialist, Joseph Frost. Even with his excellent performance during training, he was no match for those crazy dogs. We had no time to mourn his death as we immediately fled from the scene and escaped into a nearby mansion. Of course, nobody knew that this would become the location of the terrible mansion incident. When I think about it now, to "that man" we were nothing more than pawns in his twisted game of death.





JILL VALENTINE'S REPORT #1

THE BLOOD-STAINED MANSION



That's right. I entered that nightmarish research facility under the direction of Captain Albert Wesker. Joseph was taken by a pack of crazy dogs... It was too much, too fast. But I vividly remember my feet being frozen to the ground for a moment. Everyone fell into a panic and I was separated from Chris in the mad dash for the mansion. And then...

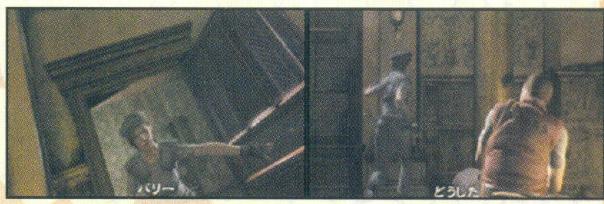
A shot rang out in the dark. I headed toward the source of the sound along with Barry Burton. I still can't believe the sight that awaited me. It was right there in front of me, this creature hunched over a human body, chewing ravenously on its flesh. Its trophy was none other than Bravo Team's Kenneth J. Sullivan. When I came to my senses I fired all the shots I had at the monster. However, even firing at close range had no effect. If I stayed there, I'd be killed!



THE BATTLE WITH FEAR

I ran back into the dining hall and was saved by Barry's fast reflexes. Even though we were shaken up at the sight of this unimaginable creature, Barry and I returned to the rendezvous point in the main hall. However, there was no sign of Wesker. We had to act on our own judgment.

The inside of the mansion, built over many acres, was locked with emblem-engraved keys. And with deliberate traps at seemingly every turn, the mansion had been turned into a giant labyrinth. In the beginning, I had only the map I found in the exhibition room and the lockpick given to me by Barry to rely on in my investigation. As I widened my search area from the first floor to the graveyard and then the second, my fear of these "living dead" began to dissipate within me. Perhaps it was the desire to help my friends that kept me free from succumbing to my fear.



CHRIS REDFIELD'S REPORT #2

A FINAL FAREWELL

What the hell were they? These things barely even flinched when showered with bullets. Even my blood ran cold. On top of that, there were so many traps and locked doors, it would have been so much easier if Jill had been there with her lock picking skills. It would have been so much easier if Jill had been there with her lockpicking skills.

Eventually I managed to gradually expand my search area by finding old keys. Then, I finally figured out one of the big puzzles and succeeded in obtaining a key with an etched emblem, and was able to make my way to the terrace. But my good fortune was short-lived, as I found one of my closest friends, Forest Speyer, seeming changed completely. He had no memory at all of being a member of S.T.A.R.S., and driven by pure instinct, he was madly searching for flesh to devour. I pulled the trigger without hesitation. I knew it was my duty as his friend to let him rest in peace...

MY FIRST MEETING WITH REBECCA

While fighting off the grief from my friend's death, I continued the search for my other comrades. In the middle of my search of the second floor, I spotted two human forms. Were these more victims?

For their sake, luckily my guess proved wrong. It was Richard Aiken and a medical specialist nursing him. This was the first time I had seen this medical specialist. Her name was Rebecca Chambers, a rookie recently recruited to Bravo Team, so it wasn't strange that I hadn't met her.

I learned that Richard was in need of a serum, so I headed full-speed for the storage room. I didn't want to lose any more of my friends. This thought gave me courage. I was absorbed in my own thoughts at the time, so my memory is vague at best, but I do remember the relief we all expressed when I brought the serum in time. Rebecca's smile, especially, looked like that of an angel.





JILL VALENTINE'S REPORT #2

HINTS OF A CONSPIRACY

My Beretta wasn't enough to deal with so many enemies, so I soon made use of the shotgun I'd found. (I thought I was dead when I found this gun in the parlor.) If Barry hadn't been there, I definitely would have been flattened by the collapsing ceiling. Armed with a more powerful weapon, I continued my search, conserving ammunition as best I could. I had to survive and get my friends out of this real-life haunted mansion...

I remember chills running down my spine when I read a journal left behind by one of the breeders. It talked about how men had gradually lost their humanity and turned into something monstrous. Now I understood that these zombies were actually mutated humans. That vicious plant from the greenhouse seemed to have been the result of some sort of experiment as well. Once I knew this, I felt that it was my duty to uncover what caused all of this as fast as possible. It was my duty as a member of S.T.A.R.S.... no, even more so, as a human being.





THE GIANT SNAKE'S SNEER

Noticing the score for Beethoven's "Moonlight Sonata" scattered, I realized that the piano keys right there held a secret. I played the piano, and sure enough, a hidden room appeared from a wall in the corner that held a clue as to what was going on. Who made all of these ridiculous devices, and what was their purpose? I found a note in the room, telling the tragic story of a man who was imprisoned by someone referred to as Sir Spencer. I had the feeling that he never made it out of the mansion.

Sensing a horrific conspiracy, I used the emblem I found with the note, and came upon another key. Then, just when I started to get further along in my search, I encountered an even greater threat in the attic. It was an venomous snake, big enough to swallow a human whole. Normally I would have shrieked, but I was able to put away my fear and face the serpent.

CHRIS REDFIELD'S REPORT #3

THE NIGHTMARE IN THE CELLAR

I was annoyed at the neverending games. As I descended the stairway to a cellar I discovered underneath a tombstone, I attempted to wrap my head around the madness. In the cellar, I uncovered a text titled *The Book of Curse*. It contained a riddle involving 4 masks. I couldn't help but feel like I was playing a children's game, but nonetheless, I placed the masks on the statues as the book instructed.

What did that accomplish? The casket suspended from the ceiling snapped from its rusted chains and came crashing down! That instant, a gate came crashing down to block the exit. My opponent was an ugly, crimson-colored zombie, much more animated than the others I had encountered. I didn't have a plan, but I wasn't about to go without a fight. I just kept firing round after round as I did my best to stay out of this guy's reach.



SOMETHING STRANGE IN THE FOREST

I used the object I found beneath the graveyard to enter the middle courtyard through a shed. It was a gloomy trail, but it kept me more on-guard than I needed to be. Relying on the faint moonlight, I proceeded forward. Richard's radio broke the lonely silence. It was Captain Wesker.



"Monster in chains... Stay away from the forest." There was a lot of static, so I couldn't catch it all, but I could tell it was a warning of some kind. As if in response to the radio, strange moaning sounds reached my ears. They were coming from the forest. As if being led by the noises, my feet carried me to a rotting hut. It was clear from the interior that someone lived there. But the hut's resident was not human. It was a grotesque creature. Its obese



form was hung with patches of human skin. This was Wesker's "monster in chains."



JILL VALENTINE'S REPORT #3

THE T-VIRUS MENACE

After I passed through the courtyard, I found myself at a dormitory behind the mansion. This was where the researchers working at the mansion resided. However, those researchers who stained their hands with the evil research perished by their own hands. The T-virus they experimented with here was somehow released, and it spread instantly throughout the area surrounding the mansion. The ecosystem broke down. It was like the natural food chain was reversed, with all creatures becoming predators of mankind. The virus spread with far greater speed and was far more powerful than even the scientists had predicted.

If you ask me, the scientists got what they asked for. After all, they were the ones who caused of all this trouble...

I walked down the hallway, my anger now directed at the scientists. Then, from Room 002, I heard a voice. "What about my family?" The voice belonged to Barry, who was continuing his investigation separately.

SUSPICIONS OF BARRY

"Destroy S.T.A.R.S." I burst into the room in shock at these words. But Barry was the only one there. When I asked him what was wrong, he only blew me off with suspicious-sounding answers. Something was going on. He was desperately trying to hide something. Making a mental note of my suspicions about him, I let my investigation carry me to an underground facility.

I managed to obtain yet another key, despite being attacked by a huge shark in the tank. I was now able to make the V-Jolt drug. According to the experiment file, this would fend off the creature called Plant 42 that had its roots spreading throughout the dormitory. However, the plant that I thought would be weakened by the chemical was still more than alive enough to attack me. Would I die here...?

I had given up hope, and as my voice rang out, the creature was engulfed in a blast of fire from a flamethrower. It was Barry. I was saved once again, thanks to him.





CHRIS REDFIELD'S REPORT #4

THE STARVING HUNTERS

I returned to the shed and found backup supplies waiting for me. Wesker must have put them there. I restocked my equipment and set out to investigate the mansion a second time. There was still much I had to do. I felt a burning sense of duty as I set out into the gloomy corridor.

But then, something terrifying suddenly leapt at me from behind. I spun around to see a humanoid monster with skin that looked like a lizard's, sharp claws, and fearsome jumping range. I repeatedly fired the assault shotgun I found in the dormitory at the creature. My unknown foe fell to the floor with a thud and let out a final agonizing shriek.

The creatures that awaited my return from the garden were far stronger than anything I had faced before. Furthermore, the zombies I thought I had killed were back, and they closed in with amazing speed.

PLAYING GOD

By manipulating genes and using the T-virus, the researchers finally went where mankind was never meant to go. Then the second outbreak... Gigantic spiders that spat poisonous venom, and plants that used their vines to attack their victims. Nothing like it had ever been known in biology or botany. As I showered the large snake with bullets, I realized that I had to make the truth public as quickly as possible.

Finally, there was only one room left to explore in the mansion. But when I started to investigate the study of the master of the mansion, Sir Spencer, something stopped me cold. It was Rebecca's scream. I was such a stupid fool for leaving a rookie to fend for herself! I cursed myself as I ran full-speed to her rescue, relying on the map in my head.



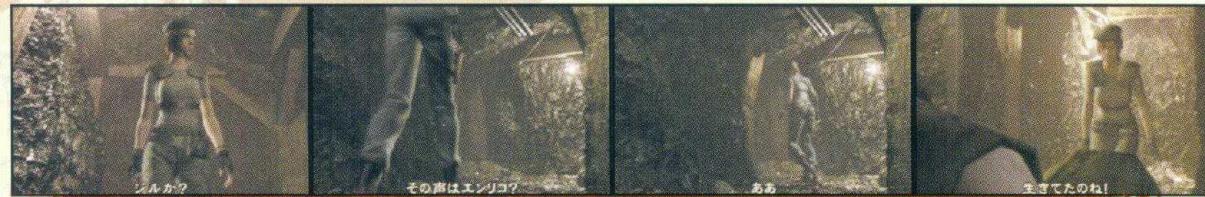


JILL VALENTINE'S REPORT #4

THE SILENCING BULLET

I shut the floodgate and proceeded to go behind the waterfall to a tunnel-like cave. The inside of the cave was furnished with new lighting fixtures. This meant that someone had passed through here recently. I knew many secrets must have been hidden there too. My wits, sharpened by the investigation of the mansion thus far, led me deep into the cave. That's when I ran into someone unexpected.

"Jill, are you alone?" It was the voice of Bravo Team's Captain Enrico Marini. As soon as I saw him, he started to tell me the shocking truth. However, just as he was about to get to the heart of the matter, a bullet passed through his vital organs. The shooter had been watching behind me, waiting for his chance. If only I had noticed... I was filled with grief, but Enrico's final words broke through my despair. "There's a traitor in S.T.A.R.S."



WELL-LAID TRAP

Enrico told me just before he died that Umbrella was involved in this incident. There was a spy in S.T.A.R.S. that let Umbrella pull the strings behind the scenes. I had to reevaluate the situation I was in.

When I thought about it, it was all too perfect. Deep inside this huge Raccoon Forrest, we were led so conveniently right into the mansion. These monsters that keep getting stronger are like assassins being sent by someone to do us in. And then there was the T-virus. The only group that had the financial means to build a research facility of this scale was the Umbrella



Corporation. Behind the scenes, the corporation did their research here and developed B.O.W. Then, for a final touch, they used a spy and led us here. They had to put their creations up against battle-hardened pros to obtain expansive combat data...



CHRIS REDFIELD'S REPORT #5

A NOT SO FRIENDLY REUNION

The cave I discovered in the garden brought me underground and engulfed me in damp air. The B.O.W. surprise attack and goddess statue mechanism were easy to deal with, compared to the trials the mansion had held for me. Having acquired skills that surprised even myself, I made a W cylinder shaft and activated the cargo elevator.

The elevator arrived at a waste disposal and treatment plant. Being so deep underground, the air was damp and chilly. I started forward along the maze-like tunnels with my assault shotgun ready at my hip. And then...

At the other end of the tunnel, accompanied by the sound of dragging chains, a familiar silhouette came into view. It was Lisa Trevor, the tragic girl who had been used for the T-virus experiments. I learned my lesson the first time, so I avoided a fight with her and made it my priority to search the basement's containment area.

LISA TREVOR'S LAST HOUR

I climbed the ladder in the basement's containment area to find the hut where I'd first encountered Lisa. I returned to the mansion from the garden and headed directly for the basement underneath the main hall. There was still a door that wouldn't budge. My efforts were not for nothing. I used the two objects I had found, and solved the door's puzzle. Finally, I could move onward.

I headed down a long stairway and was greeted by the sound of a gunshot. Was someone fighting? I headed to the other side of the altar and found Wesker in the heat of battle. His opponent was none other than Lisa Trevor. The undead woman was unfazed by bullets. I assisted Wesker and collapsed the four stones in the corners. The sarcophagus opened and caught Lisa's attention. This was our chance to escape. But just as the thought crossed my mind, Lisa did the unthinkable. She walked up to the edge and threw herself off of the cliff.





JILL VALENTINE'S REPORT #5

THE CUNNING FOX

Below the old mansion was a laboratory: the Arklay Research Facility. The underground facility, disguised as a mansion, was the forefront of Umbrella's viral research. I was easily able to piece together the whole story of their research from the data left behind. Then I came across a clue that finally swept away all of my suspicions.

Albert Wesker. Behind his guise as the S.T.A.R.S. leader, Wesker was really a former research consultant for Umbrella. He lured us into the mansion and planned to use us as part of the experiments himself!

Filled with blinding rage, I focused first on collecting proof. After scuffles with powerful security measures, fighting with mutated creatures, and transporting a nitro compound, it all finally came together. It was all part of finding the truth. I would pull off Wesker's mask, so that my friends won't have died in vain. I set my mind to tracking down the double-crosser.

ESCAPE FROM DESPAIR

I was held at gunpoint by Barry inside the cultivation chamber containing carefully arranged capsules. In order to keep his family alive, Barry was being forced to cooperate. Right in front of my eyes, Wesker, the despicable puppet-master, smiled triumphantly. "Let me show you something." He used the computer terminal to awaken the abominable ultimate fighting machine: Code number T-002 Tyrant. But something was wrong! The giant, disobeying orders, sunk its sharp claws into Wesker...





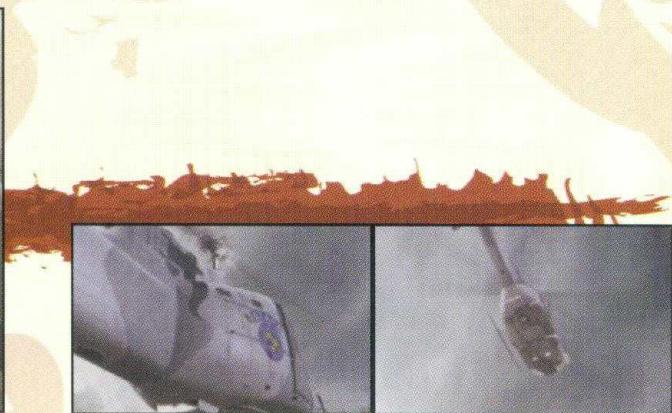




Brad Vickers called an end to the battle when he dropped a rocket launcher from the helicopter. With the single rocket, the monster's body was blown to pieces. With the destruction of the rampaging tyrant who had killed the man who created it, the long investigation had finally come to an end.

I regret not being able to bring Wesker to trial for his crimes, but at least I was able to save my friends, including Chris. There were four of us left. While we watched the research facility go up in a huge explosion set by the self-destruct device, we rejoiced the end of our long nightmare.

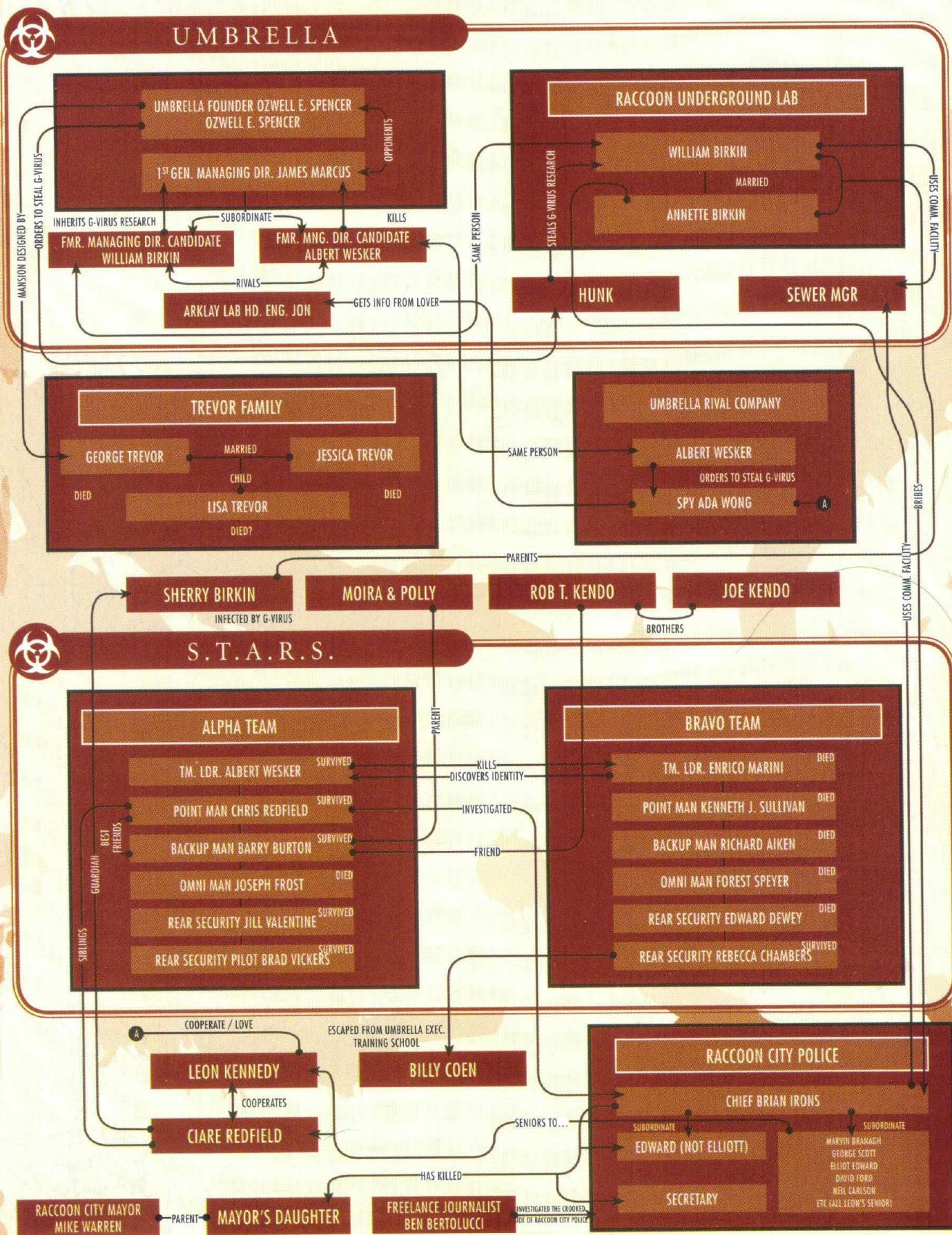






→ RESIDENT EVIL 2 ←

INTERRELATIONSHIPS



20:31

Knocking down billboards and plowing through cars, the tanker filled the rearview mirror in an instant. The man and the woman jumped out of the police car they had been riding. Immediately after, the tanker smashed into the car, causing an explosion, with the flames ascending up into the heavens. Looking over the black smoke, Leon S. Kennedy and Claire Redfield were cut off from each other. "Head for the police station! I'll meet up with you there!", Leon shouted to Claire.



20:40

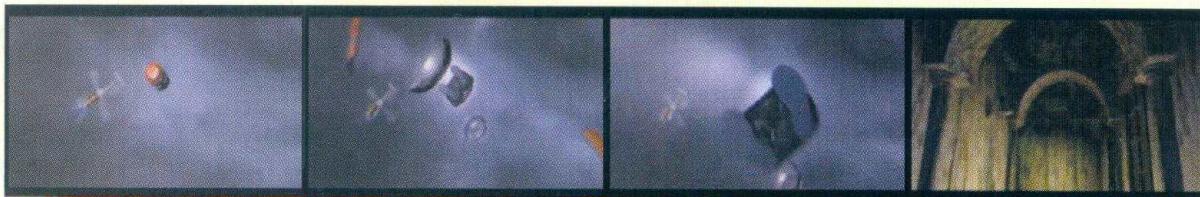
Raccoon City, which once flourished thanks to the wealth of the Umbrella Corporation, now lay ruined beyond recognition. Before, the streets were alive with the sights and sounds of happy people, but now the only things still moving were horrible imitations of life. With their skin falling off and their eyes a dull white, these abominations were tearing into anyone they could find with what remained of their teeth. What in the world was going on...

His name was Leon, and he had just graduated from the Police Academy. Concerned about the strange goings-on in the outskirts of Raccoon City, he volunteered to join the Raccoon City force. But no sooner had he arrived, ready to begin his first day as an officer, than all Hell broke loose. Running toward the police station, it had never occurred to him that he'd be entering his new workplace from

the rear entrance like a common criminal. And as he entered, there to greet him was a giant creature, known only as Tyrant. Wearing a dark-green military coat, there was no trace of life in those eyes that stared, unblinking, down at him. Its entire purpose for existence seemed to be to kill. The only choice was to run away as quickly as possible...

The truth behind those strange goings-on was clearly far stranger than anything Leon had ever dreamed.





20:53

It had been two months since Claire had last heard from her older brother, Chris, who was a member of Raccoon City's special force, S.T.A.R.S. (Special Tactics And Rescue Squad). She had come to Raccoon City all by herself in order to search for him.

Managing to escape from the ruined city, she arrived at the place that would serve as her meeting point with Leon: the police station. Opening the front door, she found an entranceway with an unusually

wide stairwell and a pure-white statue facing her. In front of the statue lay the Raccoon City Police emblem.

Even without Leon's direction, Claire had been planning to come here. She had to see if there might be some clues here as to her brother's whereabouts.

That is what Claire was thinking when the eerie, unnatural silence pervading the station snapped her back to reality. A sense of unease caused her heart to start pounding inside her chest. *Where is the S.T.A.R.S. office?!*, she shouted inside her head.

While searching for that office, Claire encountered a seriously wounded policeman by the name of Marvin. After doing what she could for his injuries, Claire asked him about her brother.

He told her that roughly two months before, there had been some rumors of man-eating zombies at a mansion on the outskirts of the city. Chris and his fellow S.T.A.R.S. members risked their lives looking into it, only to discover that not only was it true, but the Umbrella Corporation was behind it all. But no one, including the police chief, would believe them. Then they stopped reporting in.

"Please help the other survivors!"

Claire nodded at Marvin's final plea and left the room.





21:25

S.T.A.R.S. The letters that Claire had been searching for at last lay before her. Maybe there was someone still in the office...

However, when she entered the office, the same eerie quiet that pervaded the rest of the station quickly laid her faint hopes to rest. Sighing, Claire looked over the room and found Chris's old desk sitting empty. On the desk was Chris's diary, which she picked up and began to read.

"The virus experiments carried out by Umbrella... The horrible fact that they were to infect humans with the T-Virus... I've talked to the chief, but can't get him to believe me... In order to continue my secret investigation of Umbrella, I've decided to head to Europe to see what I can find..."

Claire closed the diary and thought, "My brother is no longer in this town..." Shaking off the loneliness that descended upon her from that realization, the final words of the diary burned themselves forever into her soul...

"Forgive me, Claire."

22:06

The zombies had begun to spread throughout the station, spelling the end of the last bastion of safety for the citizens of Raccoon City. While fending off the various zombies that attacked him, Leon continued to search for Claire. He tried to forget that these creatures were once his fellow police officers...

For one second, what appeared to be a young girl flashed before his eyes. Leon ran after her, only to find that her footsteps soon faded into parts unknown. Shortly afterward, a door opened and Claire appeared before him. *So she's safe*, he thought... Leon allowed himself to relax just a little bit.

"Did you see a young girl around here?"

Claire said that she had.

"I'll go and look for her. You work on finding an escape route for us."

Before parting, Leon gave Claire one of his walkie-talkies so that they'd be able to communicate whenever they needed.





22:45

In a corner of the westside office, Marvin was facing his final moments of life. Because he'd fulfilled his duty as a police officer, he was now in the process of becoming a living corpse. As his consciousness began to fade away, so did the throbbing pain in his stomach wound, received from a zombie bite. And then...

Upon encountering Claire again, he stood up from the floor, almost as if he was responding to her call. But it was no longer Marvin that looked at Claire, but an undead, bloodthirsty thing that merely resembled him. Baring his teeth and rushing at Claire, his head was shattered in a fountain of blood, blown to bits by the bullets Claire had reluctantly fired from her handgun. In his dying act, he had shown Claire exactly why the zombies had spread so quickly throughout the city.

22:56

The mysterious woman who had suddenly appeared before Leon continued to stare at him. Her name was Ada Wong. According to her, a reporter who knew the truth behind the tragedy of the city was being detained nearby. As Ada hurried off to find the detainment center, Leon followed her.

They found him in the person of one Ben Bertolucci, a reporter detained for some as yet unknown reason. Leon and Ada both tried to get him to talk, but he refused to explain anything. The only thing he would say was that there was a monster far more terrifying than the zombies wandering the city, and that it was in the very building they were in. In response to Ben, who declared that he would ride out the danger by staying in his cell, Leon asked:

"What do you have to gain by staying here? We're the only ones still alive."

Nodding reluctantly in response to those words, Ben told them to look for an escape path down in the sewers...





00:03

All of a sudden the room became bright. The monster must have followed me here... The small body shaking in the dark took off running with all the strength she possessed.

"Calm down, I'm not a zombie."

The small body calmed down at the sound of Claire's words. The young girl's name was Sherry. She said how she had been told by her mother, who worked at the Raccoon City Umbrella factory, to come to the police station. However, along the way a creature far larger than a zombie began following her. At that moment, an unearthly cry resounded around the station from somewhere outside.

"That's him! He's coming!"

Sherry sped off like a bullet. Claire called to her and tried to stop her, but the small body had soon disappeared into the darkness.



00:34

Leon and Ada headed for the sewers, but found that the entranceway had been sealed off. Ada, however, managed to find the one accessible air vent and went off ahead on her own. Once she had crawled through the wall and jumped down to the ground on the other side, she found Sherry there as well. But no sooner did Sherry catch sight of Ada than she ran away yet again, perhaps having mistaken Ada for a zombie or some other dangerous creature.

"That girl must have dropped this. I'd better hang onto it for her."

Ada picked up the locket pendant Sherry had dropped, and opened it as if it were her own. She gazed at the contents and suddenly felt herself growing short of breath. Hidden in the locket was a sample of the G-Virus! Ada told Leon that she would try to find another escape route, and once again went ahead on her own.

"What was that? Ada, wait!"

But there was no reply.

01:08

"Umbrella, you bastards. How could you do this to my city? Is this the thanks I get for everything I did for you over these years?!"

Police Chief Brian Irons was furious. In exchange for a sizeable reward, he had kept quiet all of Umbrella's secret research involving viruses and biological warfare from the citizens of Raccoon City. This was also the exact reason why he refused to accept the findings of Chris's investigation of the mansion incident. But now, Brian had almost found himself becoming food for the zombies.

"I won't let a single person escape alive from this city. I'll kill them all! Every last one of them!"

Brian pointed his gun at Claire. Before Claire had come here, she had already seen the files concerning the new G-Virus.

"You know about the G-Virus too, don't you?"

"Of course I do. It's a new viral weapon that artificially stimulates the evolutionary process. The T-Virus pales in comparison to it! It's William Birkin's masterpiece."

William Birkin...

"Come to think of it, he had a daughter around here too. Sherry or something..."

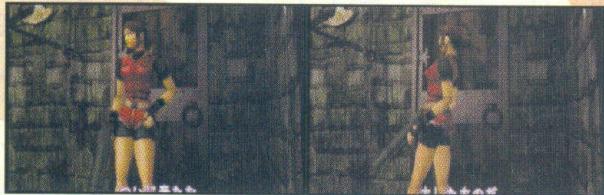
Claire's heart skipped a beat. Claire had met up with Sherry before coming to this room, and told her to wait for her in the police chief's office. Brian continued speaking. He mentioned that G

was already somewhere inside the station. It was at that moment, something appeared from inside his body, literally bursting him at the seams. Claire stood stunned as the thing vanished, leaving behind an emptied-out husk of what was once Chief Brian Irons.

Even after returning to the police chief's office and escorting Sherry out, Claire was unable to shake Brian's last words from her head. This girl's father was the one who created the G-Virus? Claire pushed those thoughts out of her mind and reassured Sherry:

"There's nothing to worry about. I'll protect you. I promise"

"Leon, can you hear me? We're leaving the station." Using the walkie-talkie, Claire informed Leon that she would try to escape via the sewers.



01:56

Claire and Sherry continued to make their way through the sewers. A fine mist rose up from the water around their feet and began to rob them of their body heat. At that moment, Claire heard a small scream behind her back. She turned around, but Sherry was no longer anywhere to be seen. Panicking, she quickly scanned the surrounding area and came across a drainage hole that she hadn't seen before. Without a second thought, Claire plunged in after Sherry.

Sherry had been swept along the drainage pipe to a nearby garbage dump. Seeing her father William there, she let out a cry of joy which soon turned into a scream of pure terror. From her father's shoulder, a giant eyeball appeared and stared coldly at its host body's daughter. This thing that stood before her, once her father, had lost all trace of anything remotely human. But instinctively it knew. The creature knew that Sherry herself was the perfect host for it. G slowly drew closer to the small girl before it...

02:11

A scream suddenly pierced the silence in the station. *Oh crap...* When Leon arrived on the scene, he found Ben collapsed in his cell. Barely alive, Ben lay there with a fatal wound gaping in his chest, clearly the work of some gigantic claw.

"You won't believe your eyes. I've got the real identity of the police chief written right here..."

With these words, Ben handed Leon a copy of an e-mail sent to the chief before his death. The file contained irrefutable proof that Brian Irons had been consorting with the Umbrella Corporation for some time. By the time Leon had inwardly resolved to carry on Ben's wishes, Ada appeared. Announcing she was going to get to the bottom of things, she promptly disappeared yet again. Just when Claire and the girl had escaped the station on their own... how were they supposed to survive if they were all broken up like this?

"Women..."

Even as he silently cursed Ada, Leon set off to follow her once again. But no sooner had he started than the sound of heavy footsteps began to follow him. More zombies? But what appeared before him was far worse than simple rotting-flesh zombies. On the thing's upper body, which is where the virus must have infected him, millions of new cells had begun to grow. Furthermore, on his right shoulder sat an enormous, inhuman eyeball. This was clearly no ordinary monster. It was G!

The sharp claws on the beastlike hand that clutched the lead pipe glistened with a sickening sheen. Leon no longer had any doubts. This had to be the thing that had attacked and killed Ben. G approached Leon and began swinging its lead pipe at him. Leon ran and dodged, and after a long and arduous battle, managed to fight off G before once again heading off to look for Ada.





02:47

"Ada! How could you do that?! It's too reckless to go running around here on your own!"

Leon shouted at Ada after finally tracking her down. Unable to retaliate, Ada resigned herself to sticking together with Leon. Then, out of nowhere, a rain of bullets was fired upon the two. Leon threw himself in front of Ada to shield her. The final bullet scored a direct hit on Leon's shoulder. A quick glance upward revealed what appeared to be a woman, who disappeared soon after, prompting Ada to give chase.

Stupid Leon... Why'd he have to do that for me... Ada was unable to conceal the effect of his bravery on her emotions. On the other

hand, Leon, after returning to consciousness, cursed his inability to fully protect her and keep himself from getting hit. *Ada...* Raising himself off the ground, Leon once again set off to find her.

Whoever that woman was, she was no longer there. Leon had just managed to catch up to Ada when he became unable to support himself and collapsed to the ground. Hiding out in the garbage dump, the two managed to avoid detection for a while. While Ada attended to Leon's wounds, her surprisingly feminine profile gave his heart some brief but welcome peace. *I must protect her... at all costs...* And thus the two passed the time together, quietly.

03:15

It was up to Annette Birkin to protect what her husband had utterly devoted himself to these last few months: his research. Right now she couldn't trust anybody at all. Pointing the barrel of her gun at Claire, she demanded, "You're after my husband's G-Virus, aren't you?"

Annette's words reminded Claire of what Brian Irons had told her. *This must be Sherry's mother...* Claire immediately informed her of the horrible truth: Sherry had gone missing. Annette began to panic.

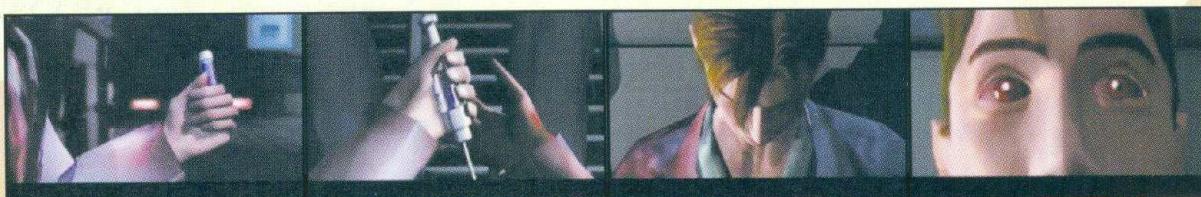
"It's William! He's after her!"

It turned out that Annette's husband, William, was none other than the creator of the greatest invention of the century, the G-Virus. However, one day Umbrella's private soldiers had invaded his laboratory to steal the virus, shooting William in the process. Realizing that he now had only a few moments to live, he swore that he would never hand over the G-Virus to anybody, and injected it into himself before he died. With the G-Virus sustaining his lifeless flesh, William awoke and exacted terrible revenge upon the soldiers who drove him to it. With most of his human mind gone now, he was able to act on instinct alone. Not stopping there, he searched out the best possible host body from which to spread the seeds of his creation.

"The one who dragged this city to Hell is, without a doubt, my husband..."

Annette was telling Claire everything that had happened up to that day when suddenly, Sherry's scream resounded from somewhere not far away. Immediately, the two women rushed to her aid.







03:49

After finding Sherry at the garbage dump, Claire escorted her to the nearby electrical locomotive, which they then boarded. But all of a sudden, Sherry began experiencing extremely sharp pains in her stomach and collapsed. Annette's words to Claire came racing back in her mind. The closer the host body is to the DNA information, the more advanced offspring it can produce...

Had Sherry already fallen prey to the G-Virus? Cradling Sherry in her arms, Claire rushed her to the train's security room, where she laid her down on the bed and covered her with her vest. Sherry stirred to consciousness and noticed the vest gently wrapped about her.

"It's yours. Something to help protect you."

Sherry's face filled with joy, and she began to talk. She told Claire how her parents never had time for her because they were so busy with work, and how she had always been alone, without any siblings or friends.

"But now that you're with me, I'm not lonesome anymore."

Sherry once again passed out, but this time with a smile as Claire gently stroked her hair. I won't let anything happen to you. I promise... Claire hurried off to search for a G-Virus vaccine.

04:16

No sooner had Claire and Sherry gotten off the locomotive than Leon and Ada had boarded it. But before they knew what was happening, a window shattered and a giant claw descended on them. In the confusion, Ada was wounded.

"Ada! Are you okay? Ada!"

Grabbing his gun, Leon raced off after the claw, only to encounter the creature he was sure he had defeated: G. And not only that, but right before his eyes, G was evolving into an even more frightening creature. All Leon could do was stare numbly at the scene before him. But his will quickly

reasserted itself as he recalled his promise to save this woman's life. The sound of Leon's gun reverberated around the room as G collapsed to the ground.

Ada's injury was an unexpected turn of events that she was not prepared for. When Leon returned, she urged him to escape on his own and leave her behind. Leon stubbornly replied: "Women, always trying to do things their own way... I told you I'd protect you, didn't I?"

Ada found this side of Leon to be incredibly sweet. However, she still had a sworn duty to perform. At that moment, the locomotive began to overheat.

"Be sure to get out of here alive. Wait for me."

Ada watched Leon as he went off to find an electrical source for the locomotive. Soon after, Ada skillfully managed to get the locomotive started and running again, leaving a stunned Leon staring blankly after her as the locomotive left without him...

04:47

Ada had long since stolen Leon's heart. Unable to forget about her, he ran off after the locomotive, but was stopped in his tracks by a chilling voice.

"How could you kill my husband? I know. You're just after the G-Virus, aren't you? Well I won't let you have his legacy that easily!"

The instant Annette's finger squeezed her gun's trigger, Leon felt an explosion of pain in his shoulder. This woman...

"By the way... what happened to that woman who was with you? Off doing her job, I suppose?"

Leon leaned forward. How did she know about Ada? Annette told him all about how Ada was really a spy sent there only to steal the G-Virus from Annette's husband. Leon shook his head. *Ada's not that kind of woman!*

At that moment, Tyrant appeared in front of both of them. Annette spared no time

in making a quick exit. Leon also made an attempt to run, but Tyrant had him cornered. *There's no way to escape...*

At that instant, a gunshot thundered around the room. Leon saw Ada standing behind Tyrant. Wounded and near death, she had come back to give her life for him! Her bullet had scored a direct hit on Tyrant's face. Tyrant reached out to smack her away, but instead fell directly down into the fiery temperature-treatment pool.

"Please... run..."

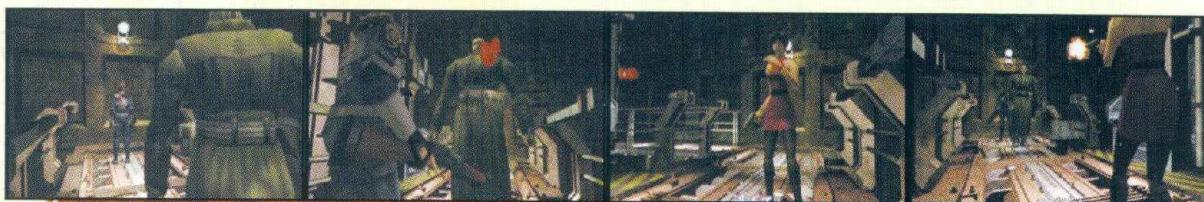
Leon rushed to Ada's side, but she warned him not to come closer. In a hushed voice and with the last of her strength, she confessed how she had been employed as a spy by one of Umbrella's rival corporations. But Leon didn't care. After all, she had come back for him...

"We're a team. Let's go on together."

At these words, Ada allowed herself to smile. Gradually her expression became more relaxed. Without thinking, Leon called her name, but Ada just lay unmoving on Leon's left arm...

Ada had set off the facility's self-destruct mechanism, and the cold machine voice of the evacuation warning rang coldly in his wounded heart. In the midst of this darkness, Ada herself was the only one able to give him the strength to go on. Her words came back to life in his mind: "I don't want you to die, Leon..." Leon kissed Ada gently before slowly standing up. *I'll never forget you, Ada...*





05:13

As Claire was running around searching for the vaccine, again Annette appeared and stood in her way.

"This is a sample of G that I made. I won't let anyone get their hands on it. From now on, I will be the one to carry on the great research that my husband started!"

The G-Virus had already affected her and had clearly driven her half-mad.

"Please stop! Sherry is in danger! She's been made the host of the G-Virus."

At these words, Annette's face returned to that of a loving parent, and she quickly ran off to look for her daughter. But at that moment, the creature who had once been her husband, G, appeared before her.

"William... it's you. You're alive!"

Annette had to choke back her happiness at seeing her husband alive. But the thing in front of her was no longer her husband, but a monster who had lost any form of reason or intelligence. William's instincts screamed out only one thing: attack those who possess the G-Virus. Without a second thought, he raised his gigantic arm and fatally wounded Annette, causing the G-Virus sample she had protected with her life to smash open on the floor. G quickly vanished without a trace, as if nothing had happened. Having heard Annette's scream, Claire rushed to her side.

"Here. Take these files... They have the instructions on how to make the antibodies for the G-Virus... Please, help my daughter. And tell her... I know I wasn't a good mother, but... I still loved her..."

Annette drew a final, painful breath. The moment Claire grasped the files, the self-destruct announcement mechanism resounded around the complex. Claire found Leon in the Monitor Room.

"Take Sherry and get her out of here. I left her in the Security Room."

Claire ran off to begin making the vaccine.

05:21

Help Sherry... With Ada now lost, this was the new duty weighing heavily on Leon's mind. After receiving Claire's communication, he found Sherry in the Security Room and carried her out. Arriving at the train platform, he laid her down inside the locomotive and began to think. *I need to get this train moving again...*

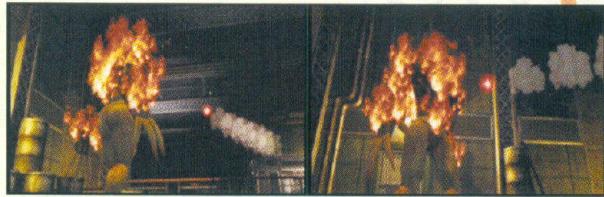
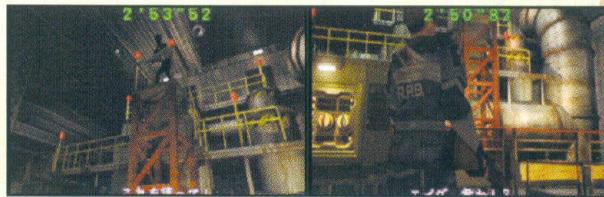
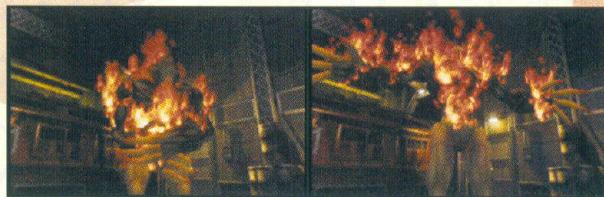
"5 minutes until self-destruct."

Just as the cold machine voice declared this, the creature thought to have died in the burning pool reappeared before him. This time it was even more mutated and grotesque than before. *Tyrant! You killed Ada, you bastard!* Overcome with anger, Leon quickly raised his gun and emptied it into Tyrant's unfeeling body. The creature shrugged it off and continued to draw closer. But then, someone from the upper floor threw down a rocket launcher to Leon.

"Here. Use this."

All he could see was a dark silhouette. Leon couldn't believe his ears. He knew that voice, but it couldn't be! Without thinking, Leon raised his voice and yelled, "Ada! Is that you?!"

With no time to even doubt his eyes, Tyrant appeared right in front of them. Leon raced to pick up the rocket launcher. Grabbing ahold of it, he raised it in front of him, aimed his sights at his formidable opponent, and pulled the trigger. Tyrant exploded in a shower of bloody chunks. Having ended the fight, he set off again to chase after the shadow he had seen earlier, but there was no one to be found. Who was that anyway... Completing the emergency power restoration to the train, Leon once again hurried off to the emergency car.



05:42

Leon waited to start the train, expecting the explosion to come at any time, but Claire had not yet come back. Still, a tiny life was on the line... Leon decided to go ahead and start the train without her. Slowly, it began to pick up speed. Just when Leon had begun to give up all hope, Claire appeared on the platform and rushed to get on the train. She had just barely made it when the train pulled out of the station.

Even though they had escaped, Sherry was still unconscious, with no sign of improvement. Claire wasted no time in giving her the vaccine she had just made. *Please wake up, Sherry.* Asking a nervous Leon to step aside, Claire waited and trusted in Sherry's eventual recovery. And then, at long last Sherry opened her eyes and began to stir. *Thank God, she's alright...*

But they had no sooner begun to rejoice when suddenly, a loud shock rattled the train. Leon ran off to the rear car to check on it. What greeted him was a creature

whose new appearance was far more grotesque than ever: G. *Time to settle this...*

Leon opened fire with everything he had. G simply responded by quieting down in order to prepare for yet another spurt of evolution. Soon after, a new announcement alerted them to the presence of a Resident Evil beginning to infect the area.

"Warning. A Resident Evil has been detected on this train, causing us to switch over to Disposal Mode. This train will now self-destruct."

Leon made a decision. If he didn't stop G here, it was certain to return, even larger and stronger... but there was no choice. They had to escape from the train. Leon urged Claire to hurry and stop the train. But the door to the driver's seat couldn't be opened. When Leon turned back around, G had already resumed his path toward them. *At this rate, Claire and Sherry will be doomed*, he thought. Heading out to the

deck, Leon began to head for the driver's seat by climbing over the moving train.

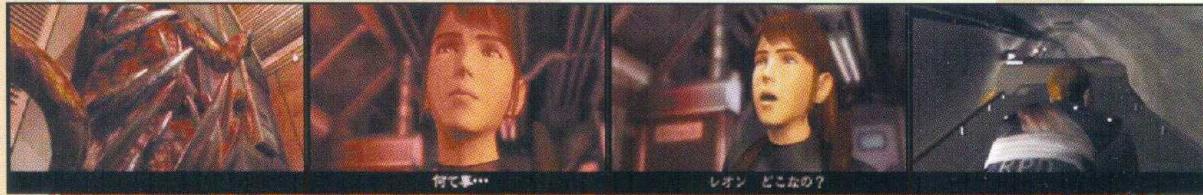
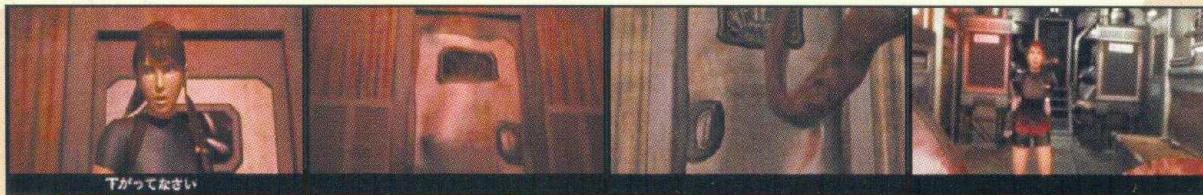
At that time, Sherry had come to a decision without Claire's knowledge. *This time, it's my turn to save Claire.* Her small body crawled through the ventilation duct and made its way toward the driver's seat. But with all the buttons and switches, Sherry wasn't sure which one to push. At that moment, Leon opened the port in the ceiling and surveyed the situation. There was no time left!

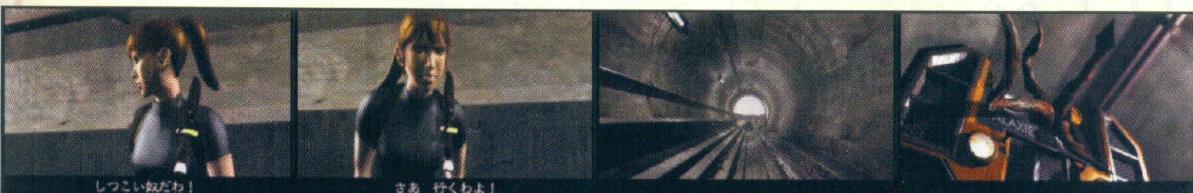
"Sherry, hit that switch over there! Quickly!"

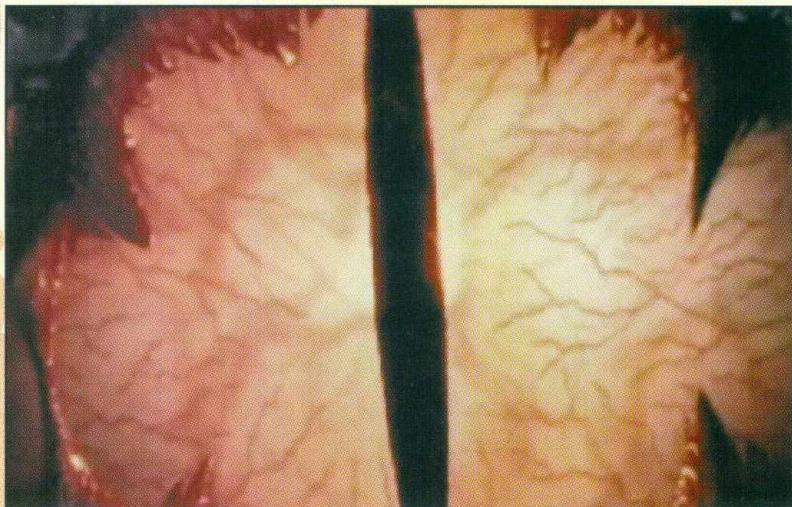
Sherry pressed the button for all she was worth. The sound of screeching brakes began to sound throughout the tunnel. The three soon got off the train and began to head for the exit. And as soon as they managed to get outside, the train carrying G exploded, enveloping the tunnel in fire and smoke behind them.











05:56



Dawn was just beginning to break in the outside world. The sunrise fell upon the three survivors. Claire breathed a huge sigh of relief at having saved Sherry. At their side, Leon stared off in the direction of Raccoon City. *This isn't the end. Only the beginning...*

The sunlight highlighted his profile, which grew more grave as he considered the seriousness of the situation. When Claire asked him where he was going next, he replied: "To crush Umbrella once and for all!"

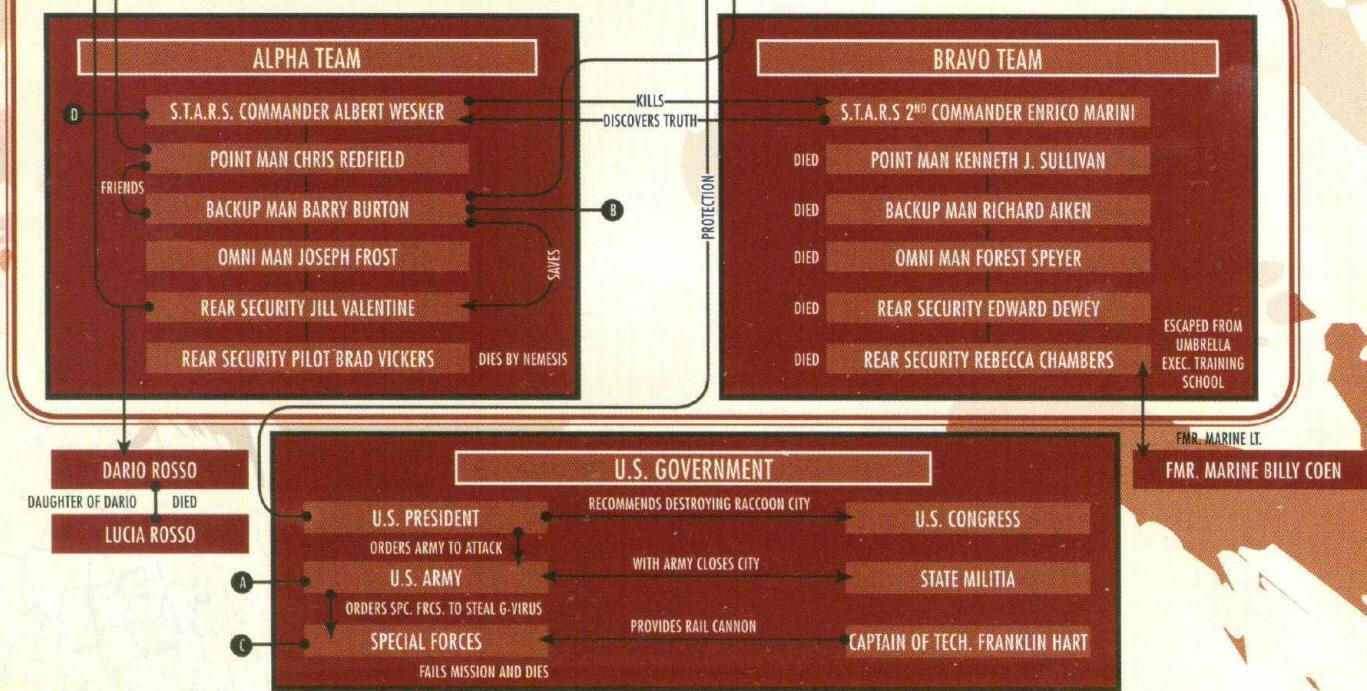
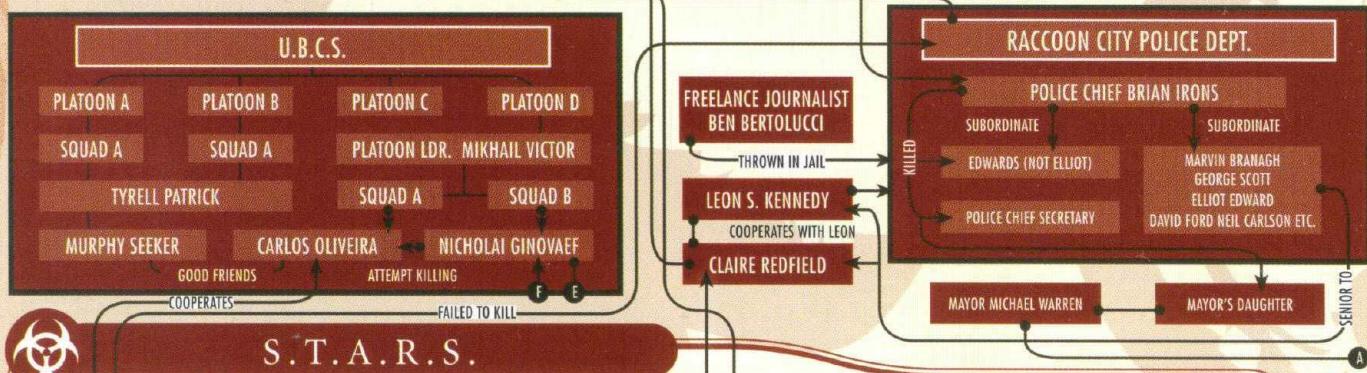
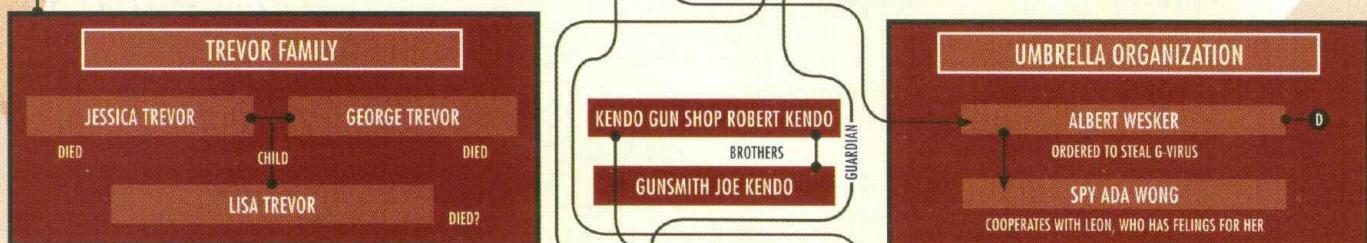
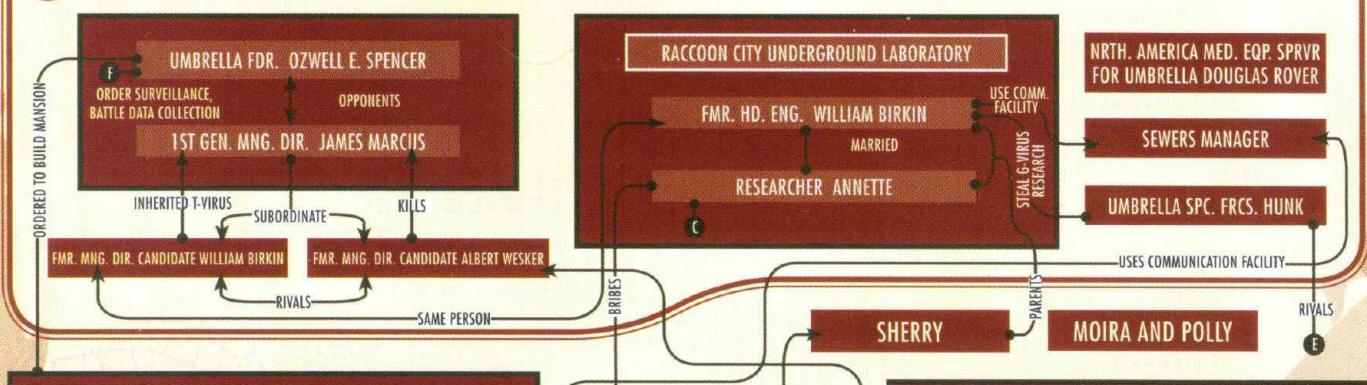




→ RESIDENT EVIL 3 ←

INTERRELATIONSHIPS

UMBRELLA



THE BEGINNING OF THE DEMISE

It was all too late. The former citizens of the city were now mindlessly wandering its streets, searching for blood and flesh, not even knowing why they were doing so. Raccoon City, which had now become just another piece of property in Umbrella's pocket, was awaiting a destiny from which there was no escape. Jill Valentine found herself filled with regret. The virus now sweeping through Raccoon City must have come from Umbrella's secret underground research complex, where Jill had been conducting a private investigation on her own for some time now.

ONCE HER SAVIOR

At long last, the night of screams and chaos gave way to daylight. The sporadic gunfire alerted her to the presence of other survivors.

Upon finding an uptown warehouse and running inside to use it for temporary shelter, Jill came across another survivor with the same idea, by the name of Dario Rosso. Jill urged him to hurry and leave the city, but he was overcome with hysterics and couldn't move. He'd witnessed his own daughter being eaten alive by zombies. But even if the two of them did hole up here, they'd only be wasting precious time. Leaving Rosso to hide there, Jill headed outside. *If I head for the police station, she thought, I*

Now that it had come to this, there was no choice but to leave the city as quickly as possible and head for Europe to meet up with Chris Redfield and the other S.T.A.R.S. members. Armed with her gun, the S.T.A.R.S. special issue Samurai Edge, she headed for the outskirts of town.

She hated to admit it, but now the only hope she had was to get out of there alive.

should be able to find some decent weaponry. Maybe I can even find some survivors from the police force who know how to use them.

Along the way, she had an impromptu reunion with another S.T.A.R.S. member, Brad Vickers, at a bar called Jack. Not quite as strong of heart as Chris, nevertheless he did help save them from the hell at Arklay. No matter how you sliced it, Jill owed him her life. But something had Brad so frightened that he ended up dashing out of the bar without even listening to what Jill had to say.

"I never should have joined S.T.A.R.S.!"



THE BLACK-CLAD PURSUER

Entering the police station via its front gate, Jill was taken aback at how eerily quiet it was. *It might be better to just give up hope of finding any other survivors here...*

At that moment, Brad came running through the front gate after her.

"Jill... Jill, help me!"

Behind Brad, a giant monster wearing a long black overcoat appeared. The giant picked up Brad with one hand and plunged an incredibly sharp tentacle into his face. The creature reminded her of the disgusting humanoid weapon she and Chris had seen two months earlier during the Mansion Incident: Tyrant. And in

addition to the usual groans, the thing also growled out the name "S.T.A.R.S."

Seeing Brad's corpse, which had been flung aside like a small doll, Jill was filled with anger. But her small remaining sliver of calm informed her that this was not an opponent she could defeat with the weapons she currently had. For now, Jill had to escape disaster by running into the police station and slamming the door behind her... but the strange creature's stubborn pursuit of her had only just begun.





THE POLICE STATION

There was no one inside the station, other than the flesh-eating zombies who had once been her friends and colleagues...

Picking up her faithful lockpick from the second floor S.T.A.R.S. office, she used it to find a grenade launcher in one of the lockers. Just when she was about to leave the office, she heard a police radio on a nearby desk. The voice on the other end belonged to a man named Carlos who was seeking backup. So there were still survivors somewhere in the city... Jill inwardly cursed her broken radio and her inability to fulfill his request.

As soon as she went back downstairs, something broke through a window and invaded the station. It was the black-clad pursuer, wielding a large rocket launcher. *So he even has the knowledge to handle weaponry... I can't let myself die yet.* Jill quickly left the station behind her.

CONTACT WITH A SURVIVOR

Upon arriving in downtown, she heard the bang of a small automatic pistol nearby. No doubt another survivor fending for his life. She tracked the sounds to a nearby restaurant, but upon entering, she found no trace of anyone living. On one of the tables lay a pamphlet containing comments written by the mayor of Raccoon City. Not even a baby would trust the words of a lowlife politician who sold his very soul to a corporation like Umbrella.

She heard a noise behind her. Turning around, she saw a young soldier clothed in military gear she didn't recognize. Just as the soldier began talking to Jill, they both heard an unsettling groaning noise drawing near. As persistent as ever, the black-clad pursuer once again appeared before Jill.

Jill and the soldier escaped underground, but immediately the drains began to flow and water began to fill the basement. At this rate, they'd both drown. Spotting a ventilation shaft in the wall, Jill and the soldier cooperated and were both able to escape a watery death.



U.B.C.S.

The soldier's name was Carlos Oliveira. He explained that he was a mercenary, hired to be part of the Umbrella Resident Evil Countermeasure Service. He told Jill that his duty was to help rescue the citizens of Raccoon City, but Jill, who had seen Umbrella's true, horrific identity revealed during the Mansion Incident two months previously, thought it sounded too convenient to be believable.

But then, Carlos made an unexpected suggestion. "If we want to leave this city alive," he said, "we should cooperate on our escape. If you agree, come to the streetcar by City Hall." After saying that, he left without another word.



THE MERCENARIES

Inside the streetcar lay a man with a large, painful-looking wound in his stomach. It was the leader of the U.B.C.S., Mikhail Victor. He clearly had fought many hard-won battles to make it to that point. The wound was deep, however, and there was no way to administer first aid with the materials they had at hand. But despite that, it appeared that Victor's greatest source of pain was not the wound, but the fact that he had been unable to protect his squad.

Carlos and another U.B.C.S. squad member, Nicholai Ginovalf, were in the front car. Upon hearing that Jill was a S.T.A.R.S. member, Nicholai immediately expressed reluctance at cooperating with her. But eventually, he agreed to help carry out a plan to escape from the city in that streetcar.

Jill still wasn't sure how much she could trust this mercenary or his suggestion. But after some brief consideration, she felt that it might not be such a bad idea to gamble on him, considering she was able to escape the flooded basement with his help.

NICHOLAI'S FINAL MOMENTS

Jill headed to a nearby gas station to procure some necessary materials to get the streetcar moving. She tried to use a rusty crank as a handle to open a window, but it broke before she could get the window open. Fortunately, she was able to use a wrench to pry open the window's shutter at its base and make her way inside. Nicholai, who came in after her, headed for the back garage.

Upon finding some machine oil behind the register, Jill heard an explosion coming from the garage. She tried to go help Nicholai, but the flames were too much for her. It was all she could do to escape from the station. There was no way anyone could survive those flames...



BURYING A FRIEND

After acquiring a fuse they could use in the transformer substation, they headed for the main office of an uptown pharmaceutical manufacturer. Upon entering, Carlos soon stopped dead in his tracks. Following his line of sight, they saw a young soldier clearly infected with the virus that had turned the city into Hell. The soldier begged Carlos to shoot and kill him before he became a zombie. Carlos shook his head and answered, "Stop it, Murphy! There's no way I can shoot you!"

All of a sudden, the pleas emerging from Murphy's mouth came to a halt, and he emitted a low, guttural groan. Carlos, turning his eyes away from the slowly approaching former soldier, fired his M4 repeatedly into its face.

Jill tried to say something to him, but a visibly shaken Carlos simply ran out of the building before she could utter a single word.

NO MORE HOLING UP

At long last, the streetcar was fixed. Now they just needed to round up all the other survivors and leave the city as quickly as they could. Jill went back to see Dario Rosso, who had holed himself up in the warehouse. *This time I'll be sure to take him back*, she thought, *even if I have to drag him there...*

But once she set foot inside the warehouse, she found out that there was no longer a need to do so. At the feet of the zombies who had already infiltrated the warehouse lay the body of what used to be Dario Rosso.

THE SUBTERRANEAN MONSTER

On the way back to the streetcar, that monster who looked just like Tyrant appeared before her yet again. *There's no way I can beat it in a fair fight*. She quickly dodged underneath its arm and hurried along her path, but a sudden earthquake shook her off her footing and plunged her down into an underground tunnel. While she searched for a ladder to climb back up to the surface, a gigantic monster came crashing through a nearby wall to attack her. Evading the poisonous liquid it coughed up, Jill somehow managed to crawl her way back to the surface. Catching her breath, Jill tried to contain her fright and anger at the creature. *I have to get out of here. No matter what, I have to get out of this city...*

A SUPREME DEATH

Meeting back up with Carlos in the streetcar, it was clear that while he hadn't completely recovered from his shock, he had now gotten his act together and was able to assess the situation calmly. Upon hearing that Nicholai had died in the gas station fire, he wasted no time in starting up the streetcar and moving them along their way.

But then, they suddenly heard Mikhail's loud screams from the rear car. Looking back, they saw that the pursuing monster had followed them inside the car. Jill aimed and fired, but saw that it was having no effect whatsoever. Mikhail ordered Jill and Carlos to run, and then fired his entire M4 magazine at the monster, temporarily halting it in its tracks. But soon he ran out of bullets and was knocked down to the floor by the creature's gigantic arm. It extended its tentacle to deliver the finishing blow. But instead of cowering, Mikhail only smiled boldly and produced a hand grenade. With the last of his strength, he pulled out the pin.

Hearing the explosion from the front car, Jill and Carlos quickly figured out what had happened. Mikhail had bravely sacrificed himself in order to protect them. But then, without even a moment to absorb the situation, they realized the streetcar they were driving had stopped responding to their commands. Jill threw the emergency brake in an attempt to stop it from going out of control, but it was too late. The car continued along its main street path and ended up slamming into the side of the city clock tower.

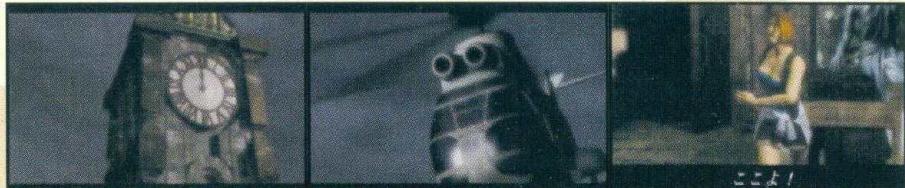




FIGHT TO THE DEATH AT THE CLOCK TOWER

The clock tower's bell, which Jill and Carlos had previously agreed to use as the signal for the remaining members of the U.B.C.S. to escape, rang out in the dark. And right on schedule, the U.B.C.S. helicopter's blades could now be heard whirring away above them.

We're saved... But just when Jill had begun to breathe a sigh of relief, the helicopter suddenly burst into flames. The black-clad monstrous pursuer had shot it down with the rocket launcher it was carrying. It then turned its sights toward Jill and aimed the launcher. At that moment, Carlos came running up behind the creature. He managed to drive it back temporarily, but not before the creature had attacked Jill with its tentacle, causing her to collapse on the street. As her consciousness began to fade away, Jill began quivering with fear. There was no mistake. She was now infected with the T-Virus...



SEEKING THE VACCINE

Carlos was in the hospital to the rear of the clock tower. *There must be a vaccine here that can help save Jill. I can't allow myself to give up without a fight.* The sight of both Murphy, who he had been unable to help, and Mikhail, who bravely fought so that he and Jill could survive, had been firmly burned into Carlos's brain. *I can't let anyone else die*, he thought.

Entering the underground laboratory, he came across another U.B.C.S. member, Tyrell Patrick. Turning his back on Carlos, Tyrell worked on opening the wall safe in front of him, all the while telling Carlos about an "observer" who had been collecting information on both Raccoon City's infection and the U.B.C.S.'s battle data. He told Carlos about the presence of a silver-haired man who would go to such great lengths to keep that information for himself that he would attack his fellow soldiers for the purpose of collecting it.

Tyrell opened the safe, which then began to flash dangerously. Carlos's reflexes enabled him to leap to safety in time to avoid the explosion, but Tyrell was not so lucky. It was a fitting booby trap for any soldiers who wanted to take advantage of the confusion to line their own pockets. Was this also the work of Nicholai, the silver-haired man Tyrell had spoken of? Searching the room once again, Carlos discovered some documents that had been left there by the lab workers. As he read through them, his eyes began to regain some of their old glimmer. They had been working on a vaccine for the virus in this hospital!

THE OBSERVER

Thanks to Carlos, Jill's life had been spared. Now she was searching for an escape route by investigating the small shack near the park graveyard. No sooner had she discovered a secret room when she came across several documents scattered around it. One in particular looked more valuable than the others.

The black-clad creature was known as Nemesis, and it was a biological life-form weapon sent for one purpose and one purpose only: to wipe out every remaining member of S.T.A.R.S. At long last, Jill understood what Nicholai had meant when he told her it was dangerous. As one of the participants in the Mansion Incident, Jill had unwittingly been turned into a guinea pig for the purpose of trying out Nemesis's capabilities.

She left the room and found Nicholai standing outside, waiting for her. He had survived after all. He told her how he had a different mission from all the other soldiers. As an Observer, his true purpose there was to report to the Umbrella Corporation the extent of the damage that unleashing the virus had done to Raccoon City. He had never had any intention of cooperating with Jill and the others in their escape.

At that moment, they heard a loud rumbling outside, and Nicholai rushed out to see what it was. Jill followed him out, only to find that the giant monster from underground had made its way to the surface and was now attacking them. While fending the creature off with grenades, Jill managed to give it a huge electrical shock from a fallen street light, sending it back where it came from.



JUST WHEN SHE THOUGHT SHE'D ESCAPED...

After escaping the park, Jill was crossing a suspension bridge when she once again came across the appropriately named Nemesis. Not only was there no way to win, there was no place to run either. Having no other choice, she gritted her teeth and jumped off the bridge into the river, which then swept her along to an abandoned factory on the outskirts of the city. Fortunately, Carlos had made his way there. Unfortunately, no sooner had they been reunited than Jill learned that missiles would be fired on the city at dawn to prevent the virus from spreading any further.

This factory also had to be the property of Umbrella. In which case, there might also be another escape route here just



waiting to be found. She and Carlos decided to split up and look for it separately. Jill's first step was to deactivate the security measures that prevented them from freely exploring the factory.



WASTE DISPOSAL

Jill made her way into the waste disposal room, but the room's system activated and she found herself trapped inside. From behind her, Nemesis appeared once more. It had been waiting here to ambush her.

Using the gas from the pipes and all the ammunition she could spare, Jill somehow managed to stop Nemesis in its tracks. With a card key she found on the body of one of the dead lab workers, she escaped the room by the skin of her teeth. Even if Nemesis was still alive, he was sure to be dissolved by all the chemicals in that room. It was a fitting way to dispose of that living waste matter.

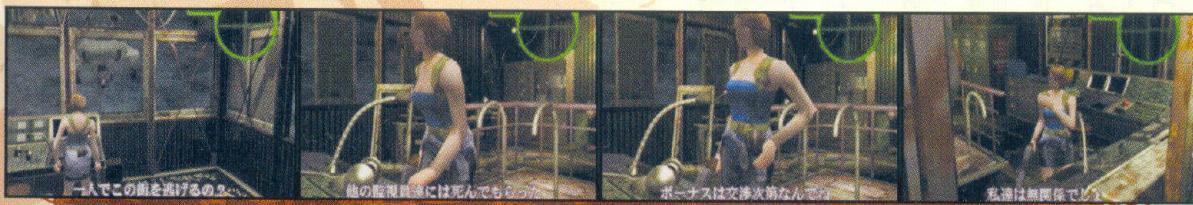
Suddenly, a warning rang out around the factory. The missiles were drawing near. Jill headed for the disposal center. Along the way, she discovered an old friend in an open locker: the 4-round portable rocket launcher. This was the same kind of weapon that allowed her and Chris to bury Tyrant at the end of the Mansion Incident.

NOWHERE LEFT TO RUN

Jill entered the factory control room, and from the window she saw a military helicopter. In the pilot's seat was Nicholai. It was clear he was trying to escape on his own. Jill called him on the radio and demanded that he cooperate with them, but Nicholai still had no intention of doing so. In fact, he revealed to her that he had been assassinating his teammates for a special reward, and that there was even a small price on Jill's head. And so, to collect on those rewards, he aimed the helicopter's machine guns at the room Jill was standing in.

But then, Nicholai realized that high-powered missiles were approaching the city, and he stopped his attack and proceeded with his selfish plan to escape. When Carlos came running in to see what had been happening, Jill informed him that their one means of escape, the helicopter, had now been stolen by Nicholai. Once the missiles detonated, the factory, as well as the whole city, would be gone without a trace. The end was clearly drawing near.

Even so, Carlos refused to give up. "There must be another way. I'm sure as hell not giving up the ghost just yet." His refusal to back down reminded Jill of her time at the mansion. She knew she could never give up hope until the very end.



THE BIO-WEAPON'S TENACITY

While listening to the factory's emotionless warnings, Jill tried to exit via its back entrance and arrived at the incinerator room. There was a machine in there that Jill had never seen before. Checking over the files she had picked up during her journey, she learned that it was a new type of rail gun developed by the U.S. military called Paracelsus' Sword. And in the corner of this room lay the body of another Tyrant.

At that moment, a huge creature came crashing through the ceiling. Upon devouring the Tyrant's corpse, the grotesquely swelling creature began another drastic transformation. There was no mistake. This was Nemesis, transformed into what had to be its final form.

Jill readied her rocket launcher, but kept retreating. If she could insert the slots in the battery on the wall, it would activate the

electromagnetic weapon in the room. While holding Nemesis back with the rocket launcher, Jill kept charging the battery. Groaning to life, the electromagnetic weapon let loose a mighty flash that devastated the mountain of garbage in front of it and blew the final mutation of Nemesis into hundreds of bloody chunks.

Jill finally discovered an elevator leading to the outside, but then heard something moving behind her. It was a piece of the exploded Nemesis, still crawling toward her, determined to fulfill its mission. Picking up the nearby Magnum Revolver, Jill delivered the final blow.

She would never stop until she had done the same to all of Umbrella's creations.



LAST ESCAPE

Having escaped the factory, Jill surveyed her surroundings, but saw only scrap and garbage. There was no car here, and no helicopter. There was nothing she could use to escape. She quietly resigned herself to her fate.

Then she heard Carlos calling her. He said that after requesting aid on the radio, someone who said he had been searching for Jill agreed to come to their rescue. Before she could grasp the new, happy situation, another helicopter appeared overhead and began its descent toward her. She boarded it with Carlos, and the helicopter rushed outside the city limits. When she thanked the

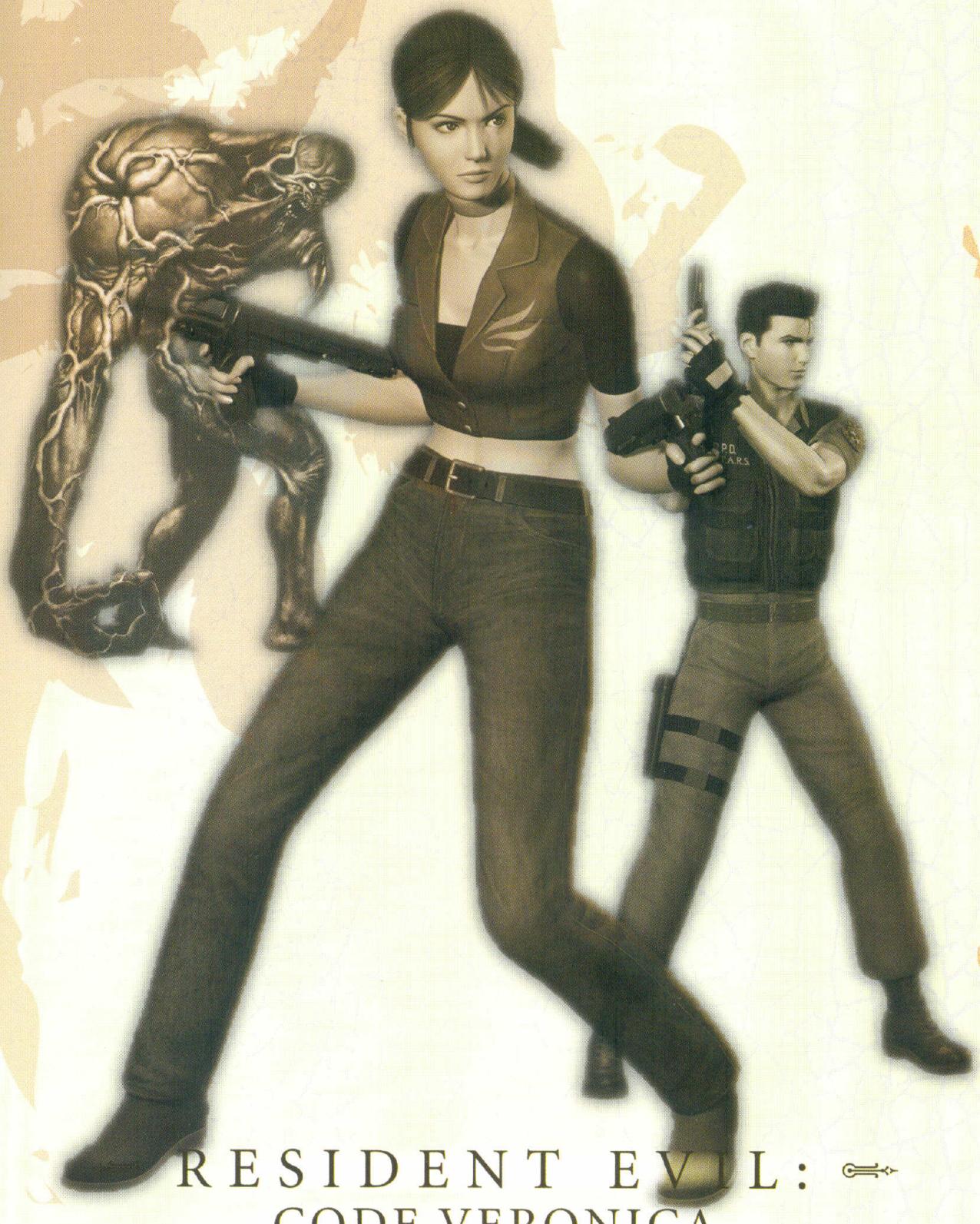
man in the pilot seat, a familiar bearded face turned toward her. At just that moment, a large shock hit the helicopter, and the city below them disappeared with a flash and a blast.

Raccoon City had officially been wiped clear off the map. All the innocent civilians, her old colleagues... all of them were now gone. Having been fortunate enough to escape, Jill was now filled with regret and anger.

I'm through running away. From now on, Umbrella will be the ones doing the running.

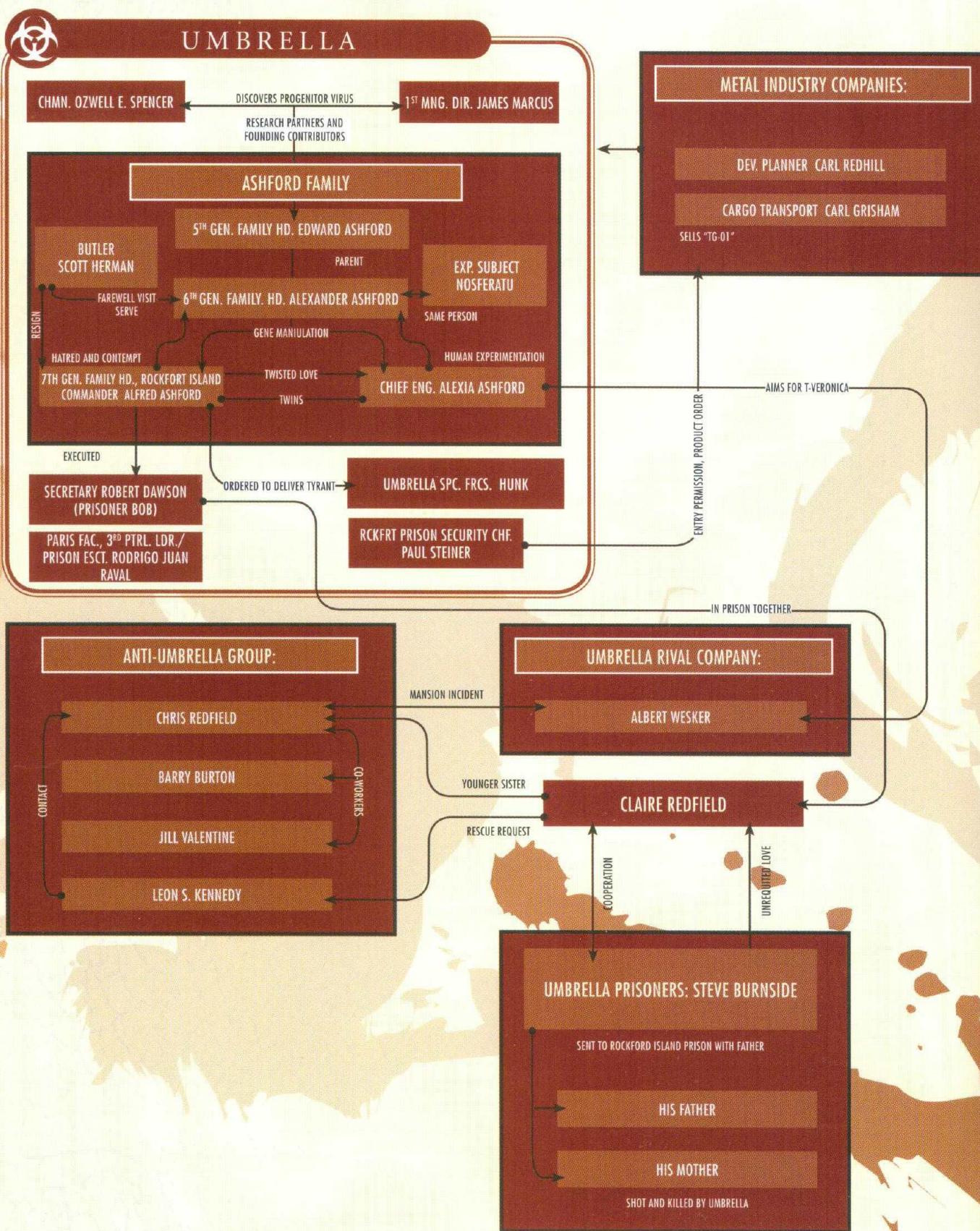


Depending on different choices made throughout the game, there will be major changes throughout this story.



RESIDENT EVIL: 
CODE VERONICA

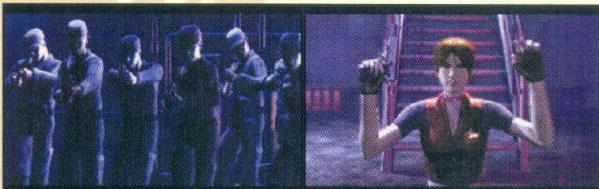
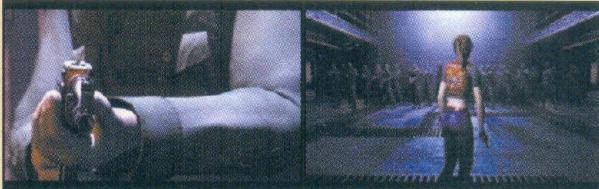
INTERRELATIONSHIPS



FLIGHT

I know I can get away from them. Even with several guards nipping at her heels, Claire Redfield's mind was as cool and calm as ever. As Claire ran, she could hear the sounds of gunfire and breaking glass behind her. Just when it seemed like those sounds were about to catch up to her, she came across a large room, which she threw herself into without a moment's hesitation.

After making sure she could no longer hear the gunshots, Claire slowly picked herself off the ground and noticed the dull pain in her body. But there waiting for her were another squad with their guns pointing straight at her. Claire slowly raised up both hands, and then dropped the gun she was carrying. At that instant, the word "Flammable" flashed across her eyes. Instantly dropping to the ground, she grabbed her gun again right before it hit the ground, aimed, and fired at the explosive barrels behind her would-be captors. All of whom were knocked over by the ensuing explosion.



Claire now heard footsteps drawing close to her. With unshakeable concentration, she lifted her gun and moved to point it at her pursuer, but the barrel of his rifle was already pointed square at her face.

ESCAPE

Claire was captured in one of Umbrella's Paris laboratories and sent to Rockfort Prison, from which no prisoner had ever escaped. In her cell, with its iron bars and dimly flickering light bulb, Claire pondered how her destiny had led her here.

Suddenly, she felt the presence of another human close by in the darkness. Casting the light from her lighter in the direction of the footsteps she heard, she saw the same man who had captured her. His name was Rodrigo Juan Raval. He was the leader of the 3rd Patrol, whose last duty had been to escort prisoners from Europe here to Rockfort. As Claire stared silently at him, not sure why he was there, he curtly shuffled over to her cell, unlocked it, and advised her to get out while she still could.

"This place is done for. I don't know who it was, but this place was just attacked by some group that wiped out the whole installation."

Remembering the loud rumbling that had occurred earlier, and looking at the wound Rodrigo had suffered on his stomach, she could tell that something unusual was going on. She made sure Rodrigo was as comfortable as she could make him, and then she headed out into the darkness.

SURVIVORS

Once she ran outside, she was greeted by heavy, bone-chilling raindrops, thick fog, black, muddy ground, and an odd smell. *I have to get off this island as fast as possible...* But then, seemingly out of nowhere, a huge swarm of zombies came walking out of the nearby graveyard and headed straight toward her.





She'd had her first encounter with zombies three months before, in the infamous Raccoon City incident, but what were they doing here? Swallowing her shock, she somehow managed to escape from immediate danger. But soon after, a searchlight switched on from somewhere overhead and cast its blinding light right on top of her, and then a machine gun fired in her direction. Claire returned fire with a handgun she had picked up earlier. The shooter yelled for her to wait and came out from behind the searchlight.

Judging from his appearance, he looked to be about the same age as Claire. The young man's name was Steve Burnside. He said he had been captured and taken to this island as a prisoner. He also said that somewhere on the island, there was an airport they could use to escape. But before Claire could arrange for them to work together on their escape, Steve hurried off into the darkness as if he couldn't wait to be the first one there.



SUSPICIONS

Were there no clues? While investigating the prison, Claire again found herself running into Steve. Pulling up the information he had found on one of the prison's computers, Steve showed her how her brother Chris had been under Umbrella surveillance for the last several months. Claire sent an e-mail to her friend, Leon S. Kennedy, informing him of these facts and requesting rescue. *Once Leon reads it, Chris will be sure to come to our aid.* But Steve responded to Claire's hopes with a cold, distant retort.

"Only an idiot would be so foolish as to rely on their family for help!"



After saying this, he once again vanished from Claire's sight. She wondered what had happened to Steve to make him act like that, but at that point she was more relieved that she had been able to communicate with Leon.

Her next encounter was accompanied by sudden bursts of gunfire. Claire immediately dove for cover, and then peeked around to get a look at her opponent. It was a blonde man, who then shouted: "My name is Alfred Ashford. I'm the commanding officer of this cemetery. My Ashford estate is one of the few famous families left in the world. And my grandfather was one of the founding members of the Umbrella Corporation."

Claire was unable to contain her surprise. He went on.

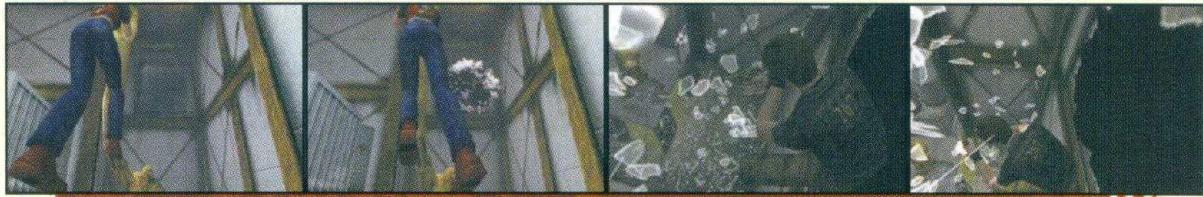
"Why did you attack my cemetery and spread the T-Virus around my property? Now it's full of zombies and monsters!"

So those zombies currently wandering the complex weren't the work of Umbrella, like they were in Raccoon City? Then who *had* unleashed the virus here?



THE PAST

This island was being poisoned. Zombies ravaged by the virus... monsters produced by experiments conducted on living beings... They move purely on instinct and attack humans on sight. And once again, one of those monsters came within a hair's breadth of snuffing out Claire's life once and for all. If Steve hadn't come along when he had...



When Claire looked up, she saw Steve standing over the new monster's dead body. Claire traded her machine guns for Steve's twin Lugers. Steve's face lit up like a child in a candy store, and he went off to hunt down all the zombies he could find.

"I knew it. These things are way more trustworthy than any human."

Claire couldn't conceal her confusion. She asked Steve questions about his family, and why he was brought to the island. But Steve refused to answer, except by scowling and firing his machine guns off into the darkness. *I wonder what happened in his past...* Claire followed along behind a forlorn-looking Steve.

There were still plenty of dangers waiting for them. All of a sudden, the floor they had been walking on gave way, plunging them down to a lower floor. Neither of them were injured, but Claire's leg was trapped beneath the rubble. Steve went to help her, but another zombie began to slowly sneak up behind him.



"Steve, behind you!"

Steve quickly followed her instructions, raising his guns behind him. But he was unable to move.

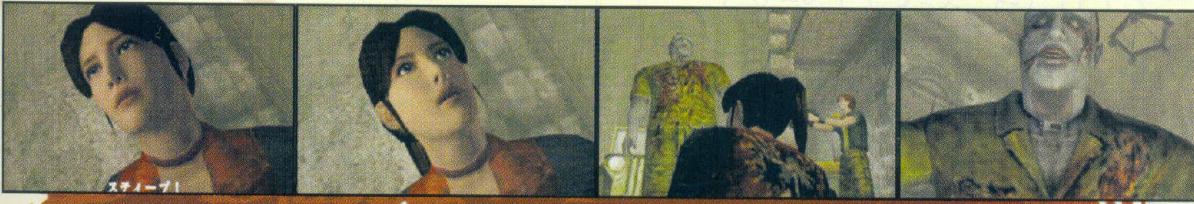
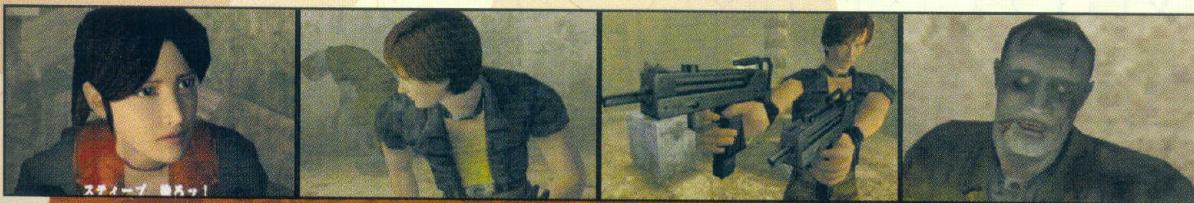
"What's wrong, Steve? Hurry! Shoot him!"

The zombie, noticing Claire's presence, began to shuffle toward her. And yet, there was still no gunfire. Steve couldn't shoot. For him, this was no ordinary zombie. True, it had the same glassy eyes of a dead fish, just like any other zombie. But this zombie used to be Steve's father...



Claire's screams brought Steve back to his senses, and he fired his machine guns at the zombie until there were no more bullets left. He then collapsed and repeatedly screamed out "Father!" while tears streamed down his cheeks...

"My father used to work for Umbrella."



After a long silence, Steve began to tell Claire about his past. He talked about how his dad tried to sell Umbrella's secrets, and how his mother was killed for it. He then told her how both he and his dad were captured and brought to this island as Umbrella's prisoners... Claire finally understood the motive behind all of Steve's actions. She gently placed a reassuring hand on his shoulder. To Steve, it felt as warm and loving as the hand of his own mother...

GHOST

Claire and Steve split up to investigate on their own. Soon an old mansion, lit up only by the occasional flash of lighting, loomed before Claire. Inside the mansion, she overheard a conversation between Alfred and someone appearing to be his sister. Her name seemed to be... Alexia Ashford? They were talking about the revival of the Ashford family and the elimination of anyone who got in their way. *I can't get off this island soon enough...* Claire's nervousness at her situation began to get the best of her.

Along the way, Claire found some stypic, and remembered Rodrigo, the man who had both captured her and set her free. She went to see him, and thanked him for opening her cell by giving him some stypic and her lighter. She then hurried off to further explore the island, unaware that she was being followed by a ghost from her brother's past...

Just as Claire was about to reenter the mansion, she felt an unnatural, deadly presence behind her, unlike any she had felt before. She quickly turned around.

"Who are you?"

"A ghost. Killed by your brother Chris, and returned from the depths of Hell for revenge."

Claire couldn't believe her eyes. But there was no mistake. Standing before her was the tall, imposing figure of the traitor who was supposed to have died during the Mansion Incident: Albert Wesker. Fueled by the hatred he felt toward Chris, he picked Claire up and slammed her to the ground, and then began to grind her shoulder with the heel of his boot. A sharp, unnaturally strong pain shot throughout Claire's body.

Fortunately, at that moment, Wesker received a call on his radio and disappeared back into the darkness. He moved like something out of a superhero comic. Chris's face came floating into Claire's mind. *I have to warn him about this...* An unspeakable dread gripped Claire's heart like a vice.





LIFTOFF

Reentering the mansion, Claire was taken by surprise by someone with a familiar voice.

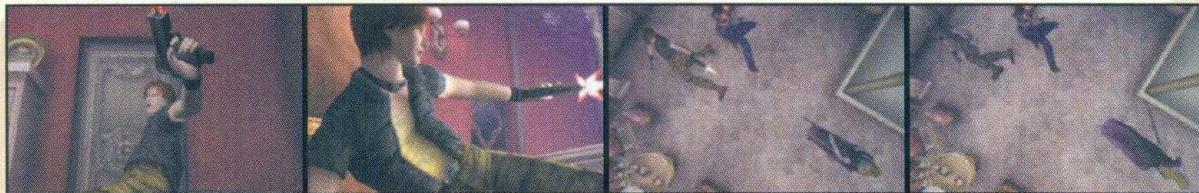
"My name is Alexia Ashford."

The blonde-haired woman with the appropriately elegant dress pointed her rifle at Claire. Claire had survived a number of dangerous situations, but something told her this one would be the end of her streak. After all, she was unarmed.

But fortunately, Steve appeared out of nowhere once again to come to her aid. Wounded by one of his bullets, Alexia stumbled and ran off into the next room. Claire and Steve followed her, but she was nowhere to be found.

Then, surprising them from behind, someone else attacked them. It was Alfred, wearing makeup and a dress. He had been doing a perfect impression of his younger sister! Steve managed to knock him down to the ground, but after catching sight of his own face in the glass, Alfred screamed and ran out of the room. Claire and Steve immediately understood what had been going on. Everything was just a trick pulled off by Alfred, who clearly suffered from multiple personality disorder.

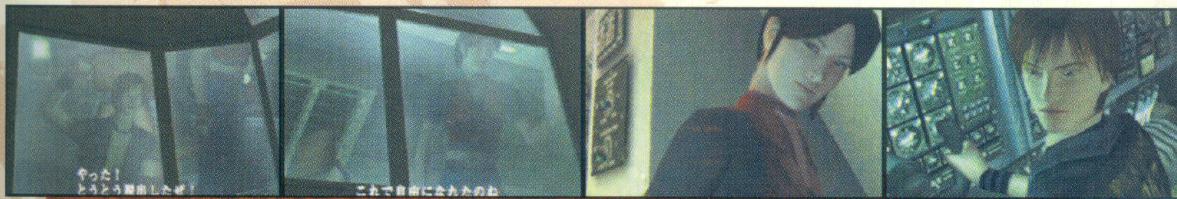




"I can't stand it here anymore. Let's hurry up and get out of here."

As soon as Steve said that, an emergency broadcast sounded out around the area. The place had been set to self-destruct! The two hurried to the airport and managed to take off in a small transport plane. But they weren't out of the woods yet. A mechanical voice informed them of an abnormality in the cargo room. Leaving Steve to fly the plane, Claire went off to investigate the problem. There, waiting for her, was yet another Tyrant, like the kind she had seen in Raccoon City. Claire fired everything she had at the creature. Then, after making sure it had been weakened, she let loose a large box of cargo and sent it flying out of the plane, along with the despicable creature.







At long last, they were free. But all of a sudden, the plane switched over to autopilot and began taking them in a new, uncharted direction. There was nothing they could do but let it take them where it was heading. It was all up to destiny now...

A calm silence hung over the cockpit. Claire had unknowingly nodded off while resting on Steve's shoulder. How long had they been sleeping? Steve was unable to move. The emotions he thought had been locked away in his heart began to bubble back up to the surface. If only things could stay this way forever... He leaned over toward Claire's face as if he was being sucked in by a force greater than himself... But at that moment, Claire awoke, and his brief moment of happiness flitted away, almost as if it had never existed.

Steve fumbled and stood up, unable to contain his nervousness, and looked out the window while pretending nothing was wrong. From there, he noticed the cockpit's longitude gauge.

"Southern longitude 82-17... That puts us in Antarctica!"

Below them lay a large, ice-covered continent, lined here and there with planes marked with the Umbrella logo. So this was an Umbrella complex too... As soon as they realized that, their plane made a steep drop in altitude and came in for a rough emergency landing. After letting their hearts settle down and making sure they were both uninjured, they left the now-wrecked airplane behind them and set out to explore the new complex.





ANTARCTICA

After rendezvousing with Claire, Steve informed her that there was an observation base 10 kilometers away. To get outside, they had to bust through the giant wall impeding their progress. Finding an excavating machine nearby, Claire decided to use that to break through.

But then, a shadowy figure carrying a sniper rifle began to creep toward her and take aim. It was Alfred, who had also somehow escaped from Rockfort Prison. But unfortunately for him, Claire was again saved by her knight with shining guns. Steve remembered Claire's words, and those words gave strength to his shivering heart.

"When we go back home, we're going back together!"

Steve's bullet found its mark, and Alfred fell over the edge of the cliff.

Boarding the excavator once again, Claire and Steve were able to make their way to the outside world. But blocking their way was another grotesque creation. With its heart bulging from its chest, its legs encased in shackles, it was a monster that looked like a deranged, mutated prisoner. It was what remained of Alfred and Alexia's father, Alexander Ashford. Steve was smacked aside by

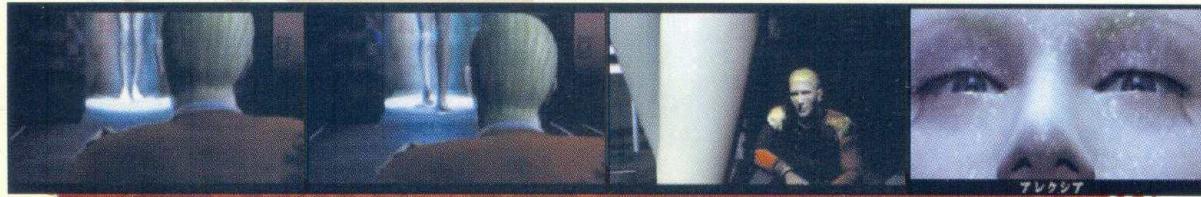
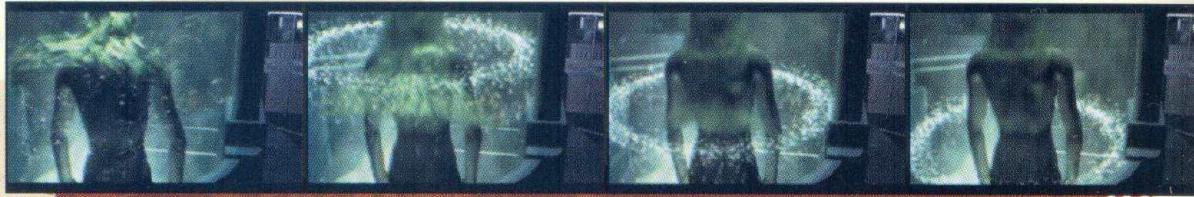
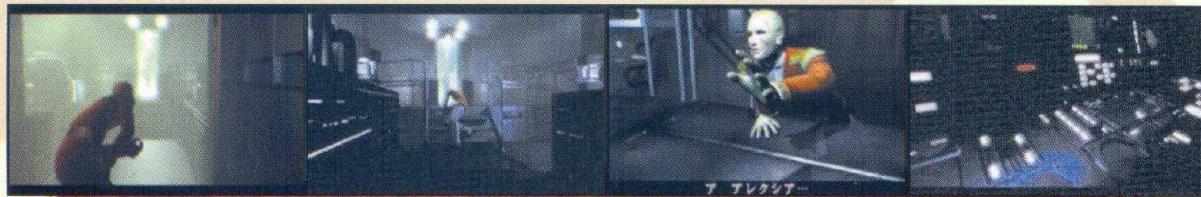
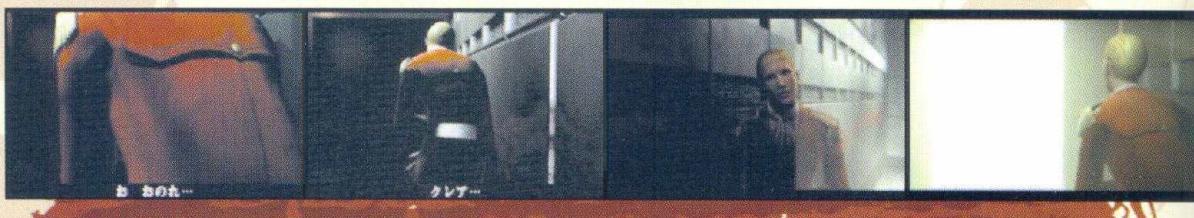
the monster like a rag doll, and it was Claire's turn to rescue him. In an ironic twist, she used the monster's son's favorite weapon, the sniper rifle, to put the thing out of its misery.

Spotting a faint ray of hope amongst the endless mists of despair they had endured up till now, Claire gave a shout of joy at a lone snowmobile, just waiting to take her and Steve to the outside world. With this, they could get to the observation base and have someone come and rescue them. This time for sure...

Claire and Steve got on the vehicle and drove across the Antarctic landscape. But the nightmare was far from over. This time, a giant tentacle appeared from the snowy drifts and attacked the two. After grabbing hold of their snowmobile, the tentacle casually picked it up and flung it into the air. After falling back to the ground, the snowmobile exploded into a gigantic fireball. It all happened so fast, they had no time to figure out what the tentacle really was.

All this time, "she" had been silently watching, cradling her dead brother in her arms and petting him reassuringly...

After a long sleep of 15 years, Alexia had woken up.





BROTHER AND SISTER

At the same time, a robust young man was heading straight for Rockfort Island. He was the former S.T.A.R.S. member and Claire's brother, Chris. Having heard about Claire's situation from Leon, he had headed out on his own to rescue her. For him, it was a chance to save his only living relative...



SAVIOR

Stepping onto the island, Chris soon ran into the man who had saved Claire's life, Rodrigo. Chris asked him for her whereabouts.

"I saw a couple planes taking off. She probably escaped from this island in one of them."

After thanking Rodrigo, Chris got ready to leave, but was interrupted by the appearance of what seemed to be a giant earthworm. It gobbled up Rodrigo before either of them knew what was happening. Chris fought the creature, and after a long and arduous battle, made it cough up Rodrigo and head back underground. Had the gastric acids injured him? He was fatally wounded. In his last remaining moments, he gave Chris the lighter he had received from Claire, and then quietly drew his last breath...

Chris flashed back to the horrors of the incident at the mansion. *That worm had to be the result of another T-Virus infection. I have to get out of here...* He worried about what had happened to Claire, and silently prayed for her safety.





FATE

While looking over the prison, Chris heard his name called by a voice he thought he'd never hear again, and a cold chill ran down his spine.

"Wesker? You're alive?"

Chris turned around and found himself staring into the face of a ghost, a man who should have died months ago. A coldhearted, evil man who had betrayed all his old teammates: Albert Wesker.

"I'm here for Alexia. I was hired to capture her."

With these few words, Chris immediately understood how the situation on this island had been brought about. It had all been Wesker's doing. Chris went for his gun, but Wesker jumped toward him with superhuman speed. Grabbing Chris by the throat and holding him up with one hand, he laughed the dark, creepy laugh of a man who knew he was invincible.

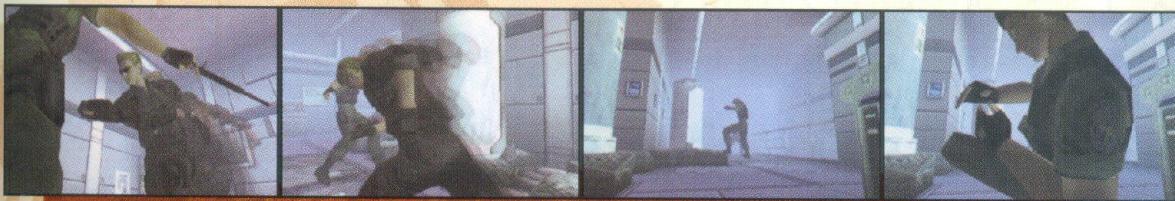
"You're the bane of my existence. You destroyed my plan... Now I've sold my soul. Die!"

What could he be planning that made him sell his soul to whatever organization was employing him? Chris hit him square in the face with everything he could muster, but it was no good. Whatever Wesker had done to himself, he was now far beyond the point where he could be defeated by a normal human's strength. Knocking off his sunglasses revealed unflinching eyes, like that of a cold-blooded lizard, that glinted with a creepy, unnatural red. Wesker informed Chris that his sister and Alexia were now off in another land, somewhere in Antarctica. Then he prepared to snuff out Chris's life. Was this the end?! Just when Chris had given up all hope, the monitor behind him flashed, and a woman's cold, high-pitched laugh echoed around the room.

"Alexia!"

Throwing Chris aside, Wesker ran off back into the darkness. Claire... Chris stood up and steeled himself to go to Antarctica.





TRUTH

Having flown to the Antarctic in his Harrier, Chris soon found the group of buildings that belonged to Umbrella. And then he learned some other things, like the existence of a new virus called the T-Veronica virus. This virus had the power to control all others, like a queen ant and her worker drones. This discovery, if not contained, could easily bring civilization to its knees. Alexia had perfected the virus by first testing it on her father, and then injecting it into herself...

REUNION

Claire suddenly appeared in front of Chris. She had been trapped in a sticky, suffocating cocoon... Chris cut her out of it with his combat knife, and gently caught her before she hit the ground. Upon regaining consciousness, Claire jumped into her brother's arms. The two siblings, drawn together by deep, unbreakable bonds, had at long last been reunited.

"Come on, let's get out of here."

"Wait. Steve is still out there."

It was at that moment that a loud, haughty laugh, as if ridiculing any sense of hope the two Redfields may have had, came tumbling over

FINAL MOMENTS

"Steve? Is that you?"

When Claire found him, he was pinned up against a jail cell wall by a long-handled axe. The axe blade was embedded deep in the wall, and no matter how hard Claire tugged on it, it wouldn't budge an inch. Claire tried valiantly to help Steve escape, but he only told her weakly:

"That... woman... She said... she would use me... as an experiment... just like she did... to her fa..."

Before Steve could finish, he began to cry and writhe in pain.

"Claire! Help... me!"

But no sooner had Steve said that than he was swallowed up by some demonic thing inside him, and he transformed into a mutated monstrosity of himself, all in the blink of an eye. Claire had seen a number of people infected by the virus transform into monsters. She didn't want to see it again.

"Steve!"

But Steve had lost all sense of reason. Yanking out the axe that had been pinning him to the wall like it was nothing, he had bloodlust in his eyes. Claire had no choice left but to run, hard and fast.

Running for the other side of the room while iron bars clanged behind her, missing her by inches, she cursed the world that had led her to this moment. She cursed her inability to do anything to change it, and she cursed Alexia, the woman who had done this to Steve. Steve, who had once been her friend, and was now crashing through the bars trying to kill her.

Then, just when things couldn't seem to get any worse, the giant tentacle that had attacked them on the snowmobile came crashing through the concrete wall and grabbed Claire. Did the monster swinging the axe even have a semblance of a human heart left in him? But upon seeing Claire trapped and in danger, the monster paused and murmured: "C... Claire..."

Steve turned the axe he had been swinging at Claire toward the tentacle that now held her, and brought it down with a terrific chop. The tentacle receded, but not before whipping Steve so powerfully that it sent him flying against the wall. The thing that had been possessing Steve began to retreat from his body, but not without a terrible price. There was nothing more that could be done for him. Claire knelt down and gently placed her hand on his cheek.

Battling the seemingly endless numbers of zombies, Chris continued to press on. Various images flitted in and out of his head. An island overrun by the T-Virus... Wesker come back to life... and the mystery woman known as Alexia. And then, without warning, the truth hit Chris as hard as a speeding truck. This was all just like the Mansion Incident five months before... The faces of Chris's dead teammates came floating back to haunt him. *Wait for me, Claire! I'll get you out of here!*

them from somewhere high above. Alexia had appeared. She must know where Steve is! Immediately, Chris and Claire set off after her. But after running up the stairs to follow her, a large tentacle appeared to impede their progress. The shock of being knocked back down to the ground floor caused Chris to injure his knee. At that instant, Steve's scream came and pierced the sibling's ears. Claire didn't know what to do; should she help Steve, or Chris? Instantly realizing what she was worried about, Chris shouted to her

"Go help Steve! Now!"

Trusting her brother, Claire instantly ran off towards Steve's location.

"It's... so warm..."

"Come on, Steve. Don't die on me."

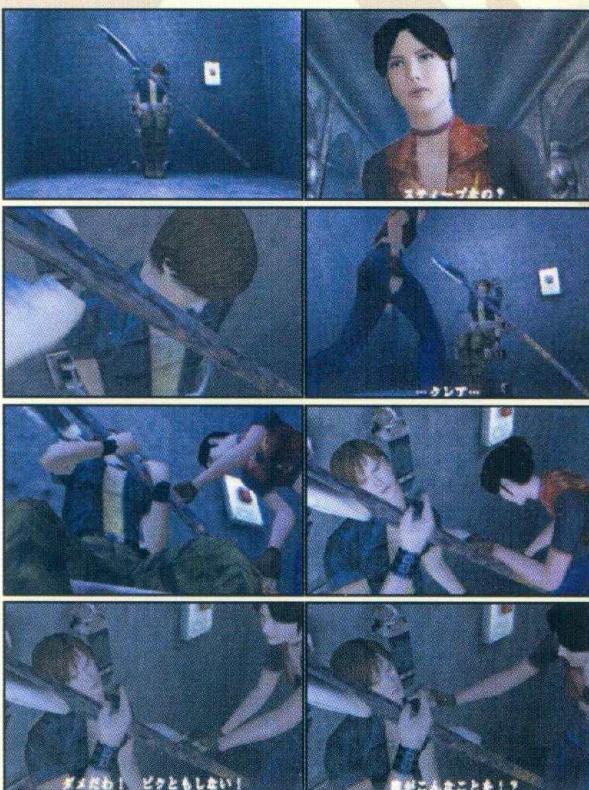
Claire grasped Steve's hand firmly.

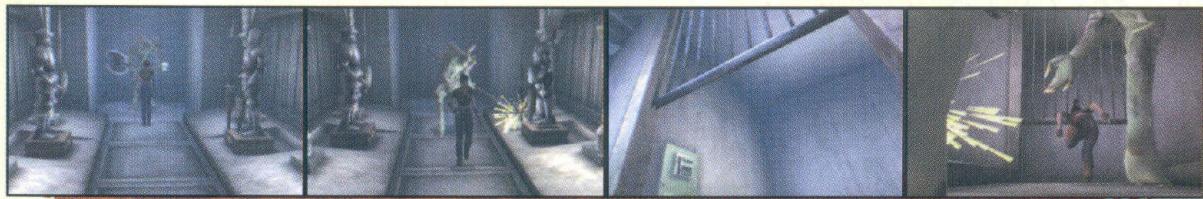
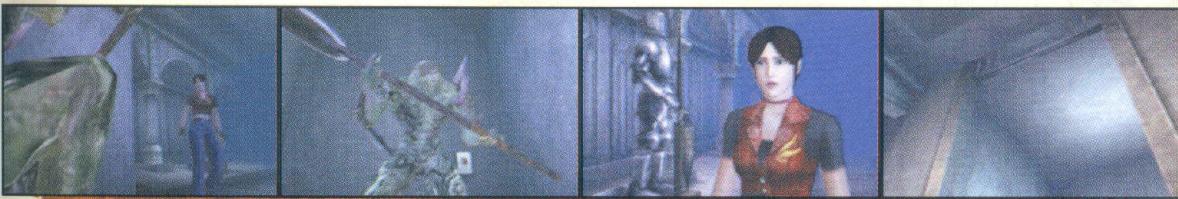
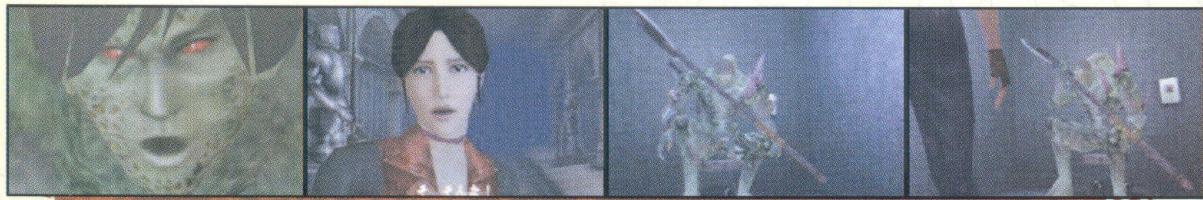
"I... I loved you, Claire..."

Steve's strength began to fade away.

"Steve!"

And with that, Steve would never move again. Claire's personal knight had died in her arms. *You saved me so many times... And yet, I couldn't help you when you needed it the most...* Unable to believe he was dead, Claire sat and wept until she had no more tears left to cry.









AWAKENING

"I finally found you, Alexia."



It was Wesker's voice. Chris leaned in and tried to listen closer. To no one's surprise, it seemed that Wesker had also made his way down to Antarctica. He had come there to acquire the T-Veronica virus that nested inside Alexia.

"If you think you can take it, go right ahead."



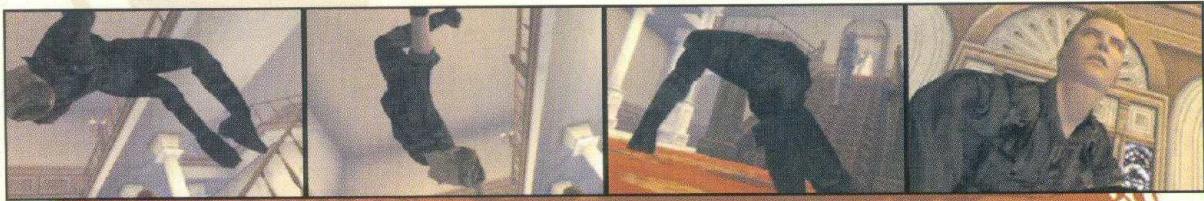
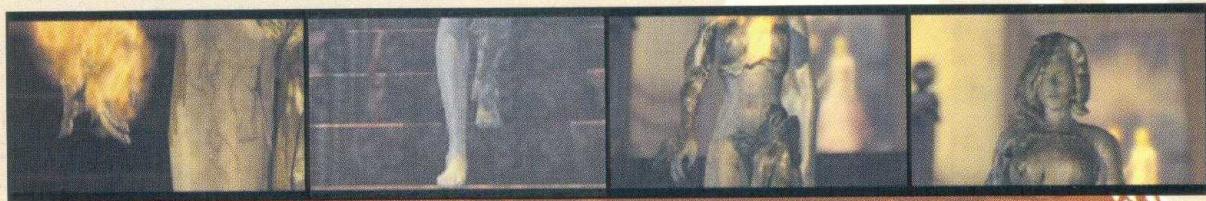
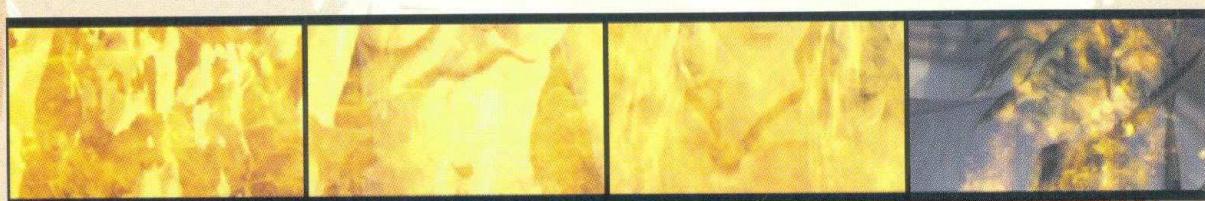
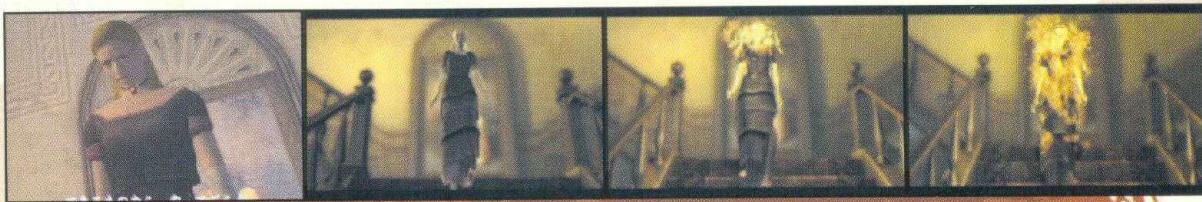
Alexia walked slowly down the stairs. At long last, she had awakened inside herself the true power of the Veronica virus. Her blonde hair floated upward like living flame, and thick scales began to wrap around her body as if they were licking it one inch at a time. For a moment, Wesker was utterly entranced by the sight. Alexia's blood splashed about the room before catching on fire and setting the surroundings ablaze. Without thinking, Chris ran to find an exit.

"Chris!"

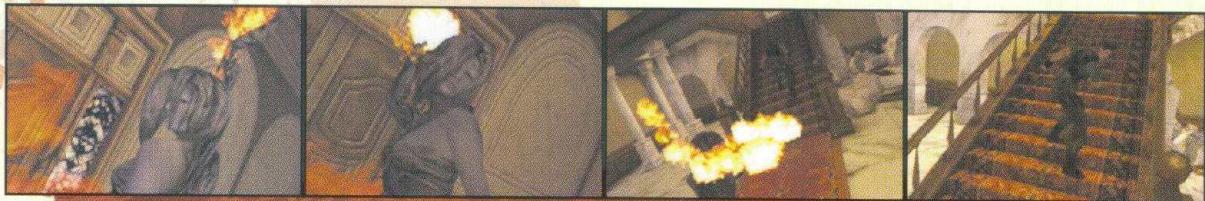
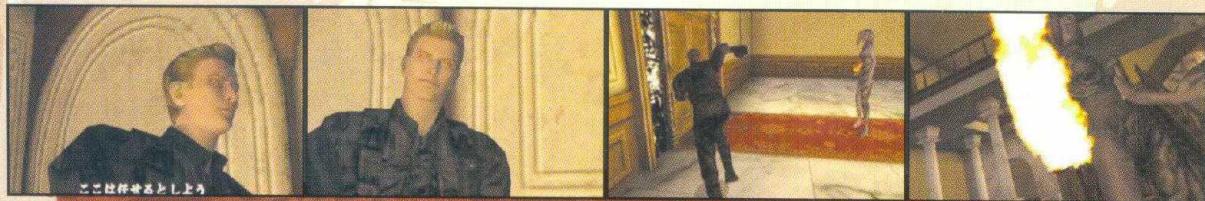
Chris immediately prepared himself for another attack, but Wesker's response was unexpected.

"I'll leave this scene to you as a reward for all the hard work you once did as my subordinate!"

With those words, Wesker vanished once again. Before Chris's eyes, Alexia's blood turned into billowing flames and began to dance about wildly. With nowhere left to run, Chris prepared himself for the worst and began wildly firing his Magnum. *I wonder how much time has passed...* When Chris returned to his senses, he saw Alexia lying there, looking as if she had been defeated. Too afraid to check if she was dead or not, Chris hurried off to continue searching for his sister.







DEMISE

Chris finally heard his sister's voice while he was investigating the dungeon. She was still crying.

"Claire? Is Steve there too?"

"Steve is... Steve is..."

Claire sobbed uncontrollably. Chris felt a stab of pain in his own heart and wished he could have been there sooner.

"Listen, Claire. We have to get out of here. Now."

To free Claire from the bars currently trapping her, Chris needed to set off the self-destruct equipment so that the electromagnetic locks on all the doors would open automatically. After Claire gave him the security file she had found by squeezing it through the bars, Chris took it and ran off to the control room.

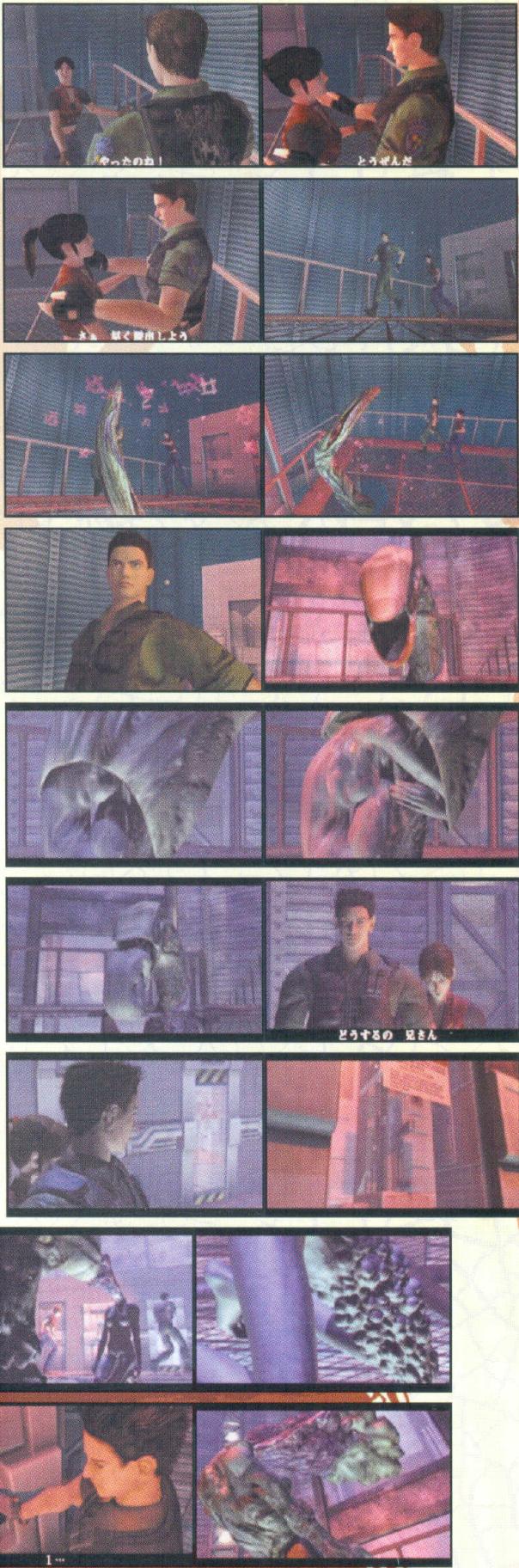
"Self-destruct will commence in 5 minutes."

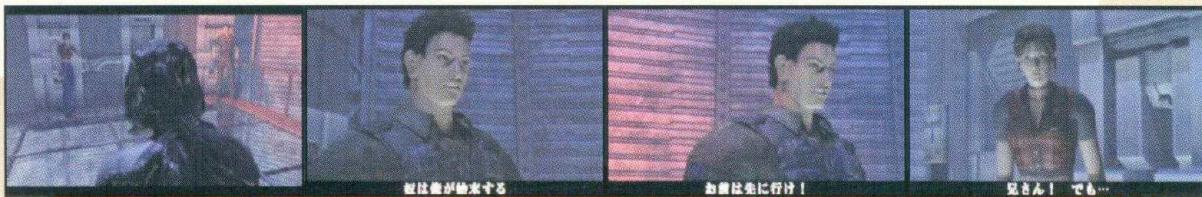
The metallic voice announced this all around the building. At that time, Claire came running up to her brother and practically jumped into his arms. "We need to head for my Harrier..."

But right then, Alexia appeared as if from beyond the grave and blocked their escape. Now looking for all the world like a bug trying to escape from its chrysalis, she began to undergo another transformation. Looking around for a weapon and finding a linear launcher, the two siblings turned it on and let it begin to gather energy. Meanwhile, Alexia had finished her latest transformation and was now glaring at the two siblings as if they were cockroaches.

Urging Claire to hurry along to the harrier, Chris unloaded several grenades from his launcher at Alexia while waiting for the linear launcher to finish charging. Alexia flinched and cried in pain at the assault, but it only prompted her to undergo yet another transformation, presumably her final one. With a bulging, hateful-looking stomach, six arms extending from her sides, and wings like that of an insect, she had now achieved her ultimate goal. She had become the queen ant of all the T-Virus creatures in the world!

Chris kept firing as many grenades as he could find, but they didn't seem to be having any effect. At that moment, Queen Alexia unfolded her wings and began dancing about in the air. This must be her true form! But fortunately, at that moment the linear launcher signaled that its charging was complete. Chris wasted no time in taking aim and firing at the enormous queen ant hovering in the air. Taking the brunt of the incredibly thick energy blast, Queen Alexia exploded into hundreds of thick, disgusting, bloody chunks. Chris headed for the harrier.







Now that Alexia was gone, all Chris had to do was get out of there as fast as he could and bring his sister with him. However, Wesker appeared once again, holding Claire as a hostage.

"Well done, Chris! Now all that's left is to finish taking my revenge on you!"

"Let go of my sister! I'm the one you want!"

Wesker shoved Claire forward.

"Alexia's gone," Chris said. "You'll never get your hands on her now."

But Chris's words had no effect on Wesker's creepy, invincible smile. He told the two siblings about his new, even more dreadful plan. According to Wesker, T-Alexia had been injected into Steve's corpse, and what lay dormant in it now was T-Veronica itself.

"Maybe one day he'll be resurrected like I was, and then he'll get to see your sister again."

At these words, Claire's feelings for Steve bubbled over into an uncontrollable fury.

"Give him back!"

Claire leapt toward Wesker, but Chris warned her not to be foolish. Steve's corpse had already been taken by one of Wesker's subordinates, and was now as good as his.

"Go on without me, Claire!"

As one of the few surviving members of S.T.A.R.S., and for the sake of those who were killed, Chris vowed that he would do whatever it took to win. But Chris's attempt at a surprise attack was flicked aside by Wesker like brushing off a mosquito. He pounded on Chris's face as if he were unleashing all his pent-up hatred that had accumulated over the past few months.

When Chris was no longer able to move, Wesker leered over him and said, "Well? What do you think of the power I got in exchange for my humanity?"

But Chris hadn't given up yet. He knew that there were countless iron girders suspended high above them. When Wesker prepared to deliver his finishing blow by jumping high into the air, Chris threw himself near the base of the rope holding up the girders and pulled the lever that released them. Countless girders came piling down directly on top of Wesker. There was a moment of silence. And then the girders rattled, started to shift, and from amongst the wreckage could be heard a voice saying:

"Nice try...but no good"

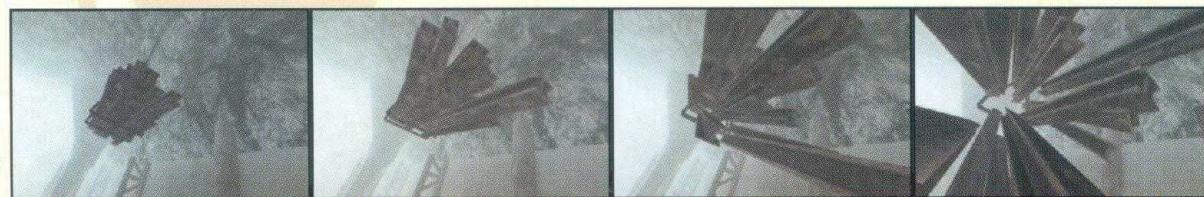
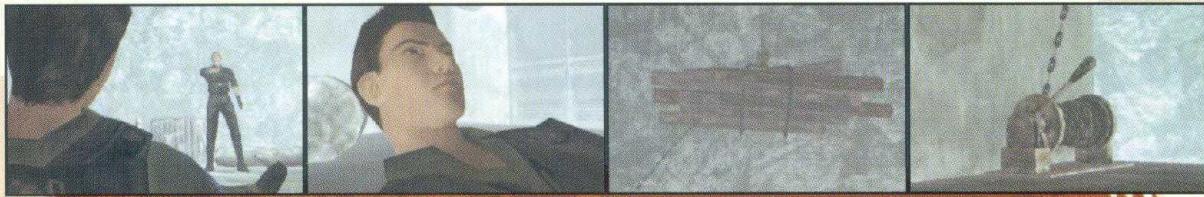
Right after Wesker murmured those words, there was a sudden explosion. After the shock had settled down, Chris could see that Wesker's face had been burned horribly.

"You've got a lot of dumb luck. But the next time we meet will be your last."

Turning his back on Wesker's high-pitched laugh, Chris hurried off to where Claire was waiting.









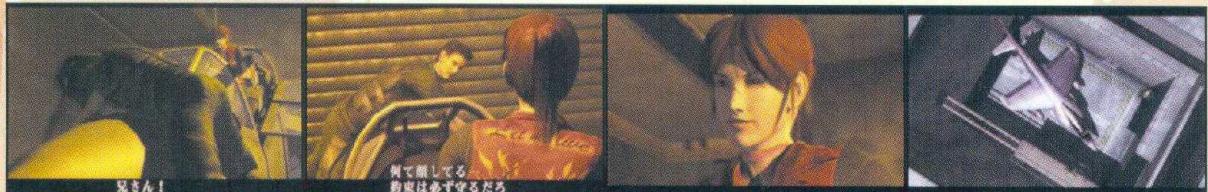
Alexia's flames had engulfed everything around them. And with the last great explosion, the Ashford estate's ambitions were gone forever...

The two siblings took off and ascended to the sky amidst a bright flash of light. At long last, their battle was over.

"Chris... promise me you won't leave me behind again."

But without so much as a nod, Chris had already renewed his determination to carry out the goal he had set five months ago. He would snuff out the root of this evil at its very source. He would destroy Umbrella once and for all.





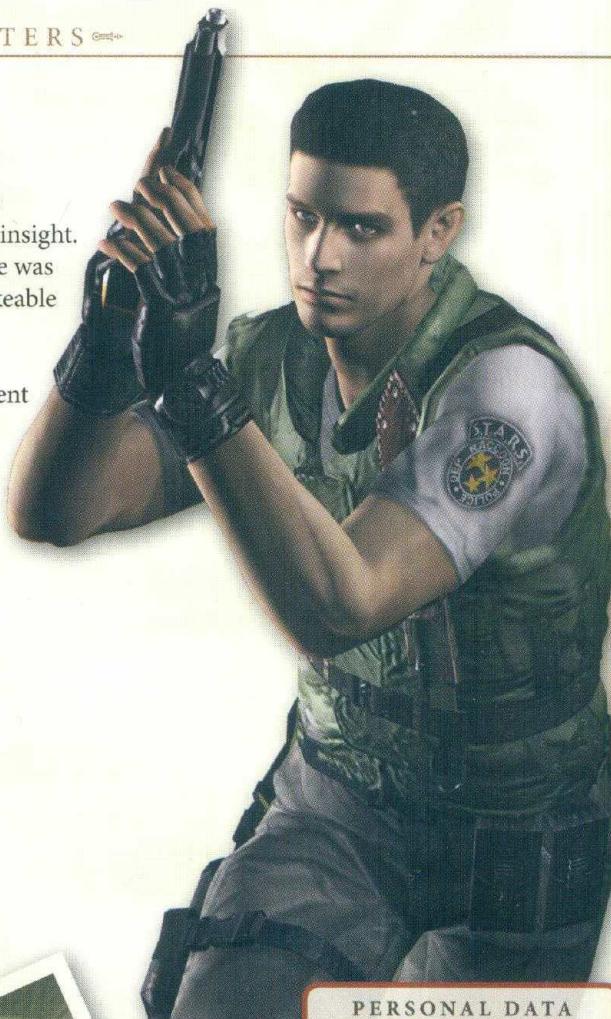
CHARACTERS

Here we've collected all the important characters from the five games in the series, along with visuals such as computer graphics and illustrations.

Chris Redfield	106	Kenneth J. Sullivan	134
Jill Valentine	109	Richard Aiken	135
Barry Burton	111	Forest Speyer	135
Rebecca Chambers	112	Edward Dewey	135
Albert Wesker	115	Joseph Frost	135
Claire Redfield	117	Brad Vickers	136
Leon S. Kennedy	119	Ben Bertolucci	136
Ada Wong	121	Brian Irons	137
Carlos Oliveira	122	HUNK	137
Steve Burnside	123	Robert Kendo	138
Billy Coen	125	Nicholai Ginovaef	138
William Birkin	127	Mikhail Victor	139
Annette Birkin	128	Tyrell Patrick	140
Sherry Birkin	129	Murphy Seeker	140
James Marcus	130	Jon	141
Ozwell E. Spencer	131	Kevin Dooley	141
Edward Ashford	131	Marvin Branagh	141
Alexander Ashford	131	Michael Warren	142
George Trevor	132	The Mayor's Daughter	142
Alexia Ashford	132	Dario Rossi	142
Alfred Ashford	133	Rodrigo Juan Raval	143
Enrico Marini	134	Veronica Ashford	143

CHRIS REDFIELD

Member of the S.T.A.R.S Alpha team. Position PM (Point Man). His marksmanship is #1 on his team, and he's an ace at observation and insight. Once a member of the USAF he has a license to pilot helicopters. He was in the same unit as his current teammate, Barry Burton. He's unshakeable in any situation, but this same straight-laced personality also means that he sometimes butts heads with his superiors. Although he's an exceptional pilot, he was released from his unit because of his frequent disagreements with his superior officers. After his release, he was recruited by S.T.A.R.S. for his military prowess. In addition to having plenty of battle experience with everything from a handgun to a flamethrower, he can easily engage in hand-to-hand combat as well. His S.T.A.R.S. armored vest has a special built-in holder for knives, and this is here he keeps his beloved large combat knife.



PERSONAL DATA

AGE:	25
BLOOD TYPE:	O
HEIGHT:	181CM
WEIGHT:	80.5KG

RE:0

Chris wielding an assault shotgun. This weapon can only be obtained if you've reunited with Richard Aiken in the giant water tank under the strange lodging, so this may be a rare sight.

CHRIS REDFIELD

Chris wearing the new S.T.A.R.S. prototype gear, a hidden item that can only be obtained by clearing the game for a 2nd time. The S.T.A.R.S. insignia is displayed on the back of this not-yet-formally-adopted armored vest.



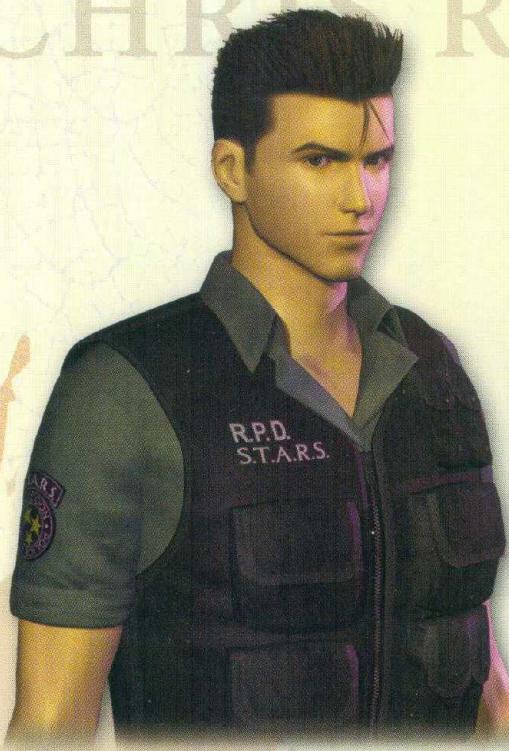
Chris' gun-wielding pose. Barry, who's responsible for the team's weapons, went to Raccoon City and had Chris' beloved Samurai Edge customized at the Kendo Gun Shop.



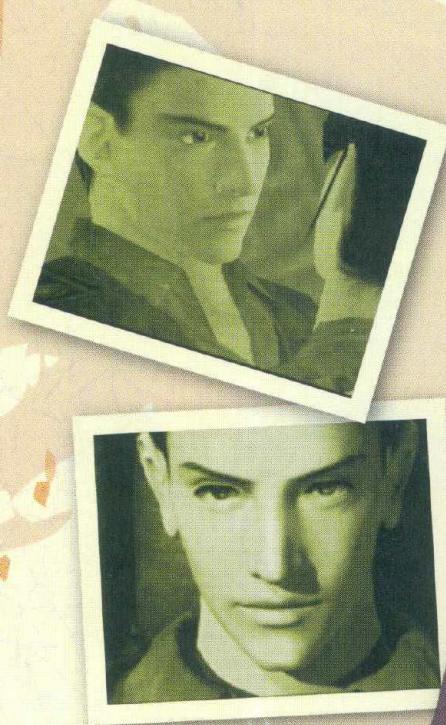
During the Mansion Incident, Chris found the Arklay Research Lab and uncovered Umbrella's plot. But due to a systematic cover-up, the entire matter was cloaked in darkness and none of his information was released. At that point, Chris decided to travel to Europe to look into matters on his own.

When he departed, he broke off contact with his younger sister, Claire, in order to avoid exposing her to danger. But his plan backfired. Anxious about his safety, she set off by herself to find him, but was captured by Umbrella and imprisoned on Rockfort Island. Chris didn't find out about this until three months later. The person who told him about it was Leon S. Kennedy, who acted along with Claire.

CHRIS REDFIELD



The basic costume of "RE: CV" is the same design as the S.T.A.R.S. prototype that appears in "RE." Most likely, he received this from HQ as a test model when he left S.T.A.R.S.



After learning of Claire's imprisonment from Leon, Chris took off immediately for Rockfort Island. By that time, Claire had successfully escaped from the prison, but it would be a long time before she would be reunited with Chris. This was because of Albert Wesker's interference. Once thought to be dead, he had been dispatched to the island for some dark new ambition. In this way, a rescue mission turned into a revenge mission, and the situation became more and more confusing.

JILL VALENTINE

Member of S.T.A.R.S. Alpha team. Position RS (Rear Security). Serious, with a strong sense of justice, she's very straightforward in her actions and doesn't hide whatever she's feeling. She has skillful fingers and is excellent at opening locks with her lockpick. When working, she wears a lightweight armored vest that allows her to move freely, and a beret with the S.T.A.R.S. insignia emblazoned on it. She carries a Samurai Edge, modified for her personal use, and a somewhat short survival knife. If she needs to, she can also wield a flamethrower.

Before joining up with S.T.A.R.S., she was in the U.S. Army's Delta Force training program, where she earned extremely high grades in bomb disposal. She was brought into S.T.A.R.S. for her already well-developed fighting skills. No matter how difficult the mission she's given, she never shows a hint of weakness. But even she could not act brave during the Mansion Incident. With ghastly sights appearing one after another, she showed a glimpse of her weak side. Even after surviving all her harsh training, when she finds herself all alone, she first gets nervous, then exasperated, and then trembles with fear.



Jill's intensity really comes across in these close-up shots. With the leather strap below her chest connected to shoulder pad suspenders, her body's lines are nicely accentuated.

A close-up front view of Jill. Her beret, with the S.T.A.R.S. insignia emblazoned on it, is one of her distinguishing features. Compared with Chris, she wears much less armor on her upper body, so her large shoulder pads stand out.



PERSONAL DATA	
AGE:	23
BLOOD TYPE:	B
HEIGHT:	166CM
WEIGHT:	50.4KG



JILL VALENTINE



After surviving the Mansion Incident, she began an independent investigation into Umbrella's research lab. But two months after the incident, she became angry over her lack of progress on the case. She saw off Chris, who was traveling to Europe to investigate Umbrella's headquarters, and she remained in Raccoon City. She began her investigation of a vital facility in the city, but her plans changed as a result of the outbreak of the T-Virus in the city. As the outbreak expanded and spread throughout Raccoon City, the Nemesis T-Type, taking advantage of the chaos, began to hunt her. Furthermore, Jill's escape from Raccoon City was made more urgent due to the U.S.'s new Viral Reduction Program and its planned special bomb attack.

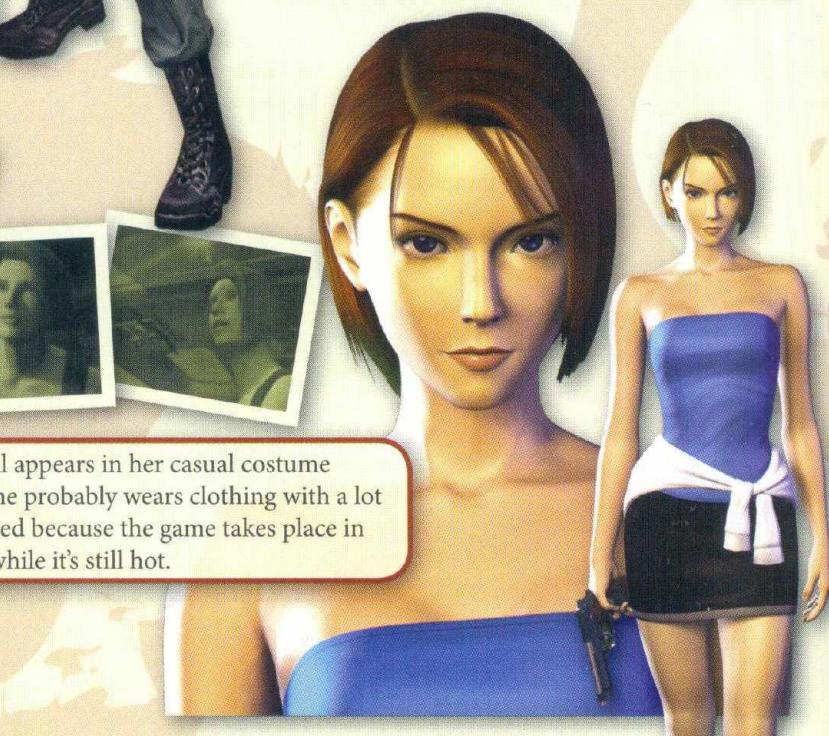


Jill posing with her official S.T.A.R.S. Samurai Edge. Since she's not as strong as Chris, there's more recoil when she fires her gun. But because of her Delta Force training, her aim is unrivaled.



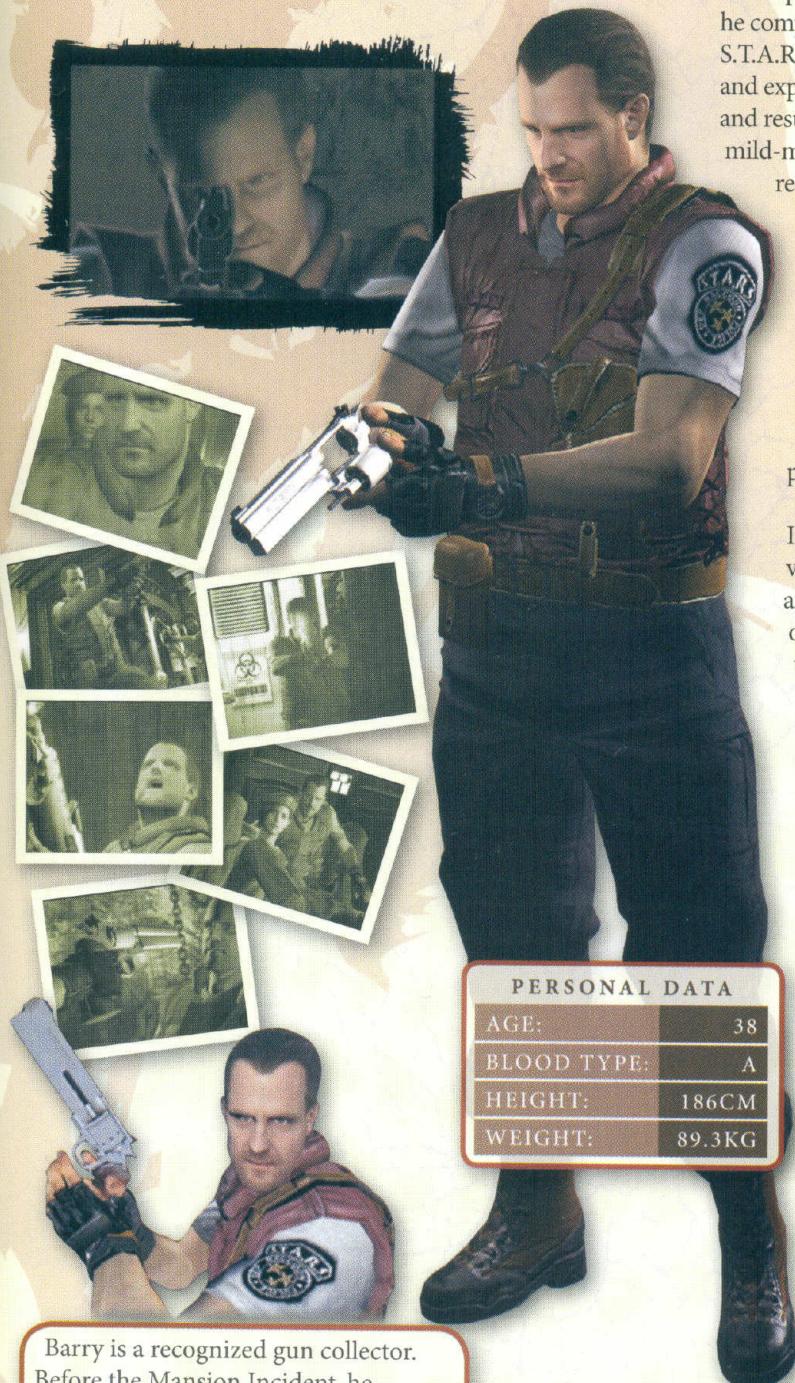
In "RE 3", Jill appears in her casual costume from "RE". She probably wears clothing with a lot of skin exposed because the game takes place in September while it's still hot.

There are two hidden costumes for Jill in "RE": Army type and casual type, with the latter being shown here. The only way to get it is to clear the game a second time.



Jill didn't have to escape entirely alone. She had a partner, a survivor from the U.B.C.S.: Carlos Oliveira. When escaping, she became contaminated with the T-Virus, and it was Carlos who saved her. With his backup, she was able to escape from Raccoon City before the bombing. However, when she went to Europe, Chris' hidden home was already deserted...

BARRY BURTON



Barry is a recognized gun collector. Before the Mansion Incident, he ordered a gun called Raging Bull from Kendo Gun Shop, but because of the calamity, he couldn't go and collect it.

PERSONAL DATA

AGE:	38
BLOOD TYPE:	A
HEIGHT:	186CM
WEIGHT:	89.3KG

Member of S.T.A.R.S. Alpha team. Position BUM (Backup Man). In the past, he was a member of the same unit as Chris. After he completed his service, he joined S.W.A.T. before entering S.T.A.R.S. Since joining, he's made use of his great knowledge and experience, and taken up responsibility for the adjustment and resupply of firepower for the group. His personality is mild-mannered and emotional, with a strong sense of duty and responsibility. He's a good husband and father, and while working he worries about his two beloved daughters, Moira and Polly.

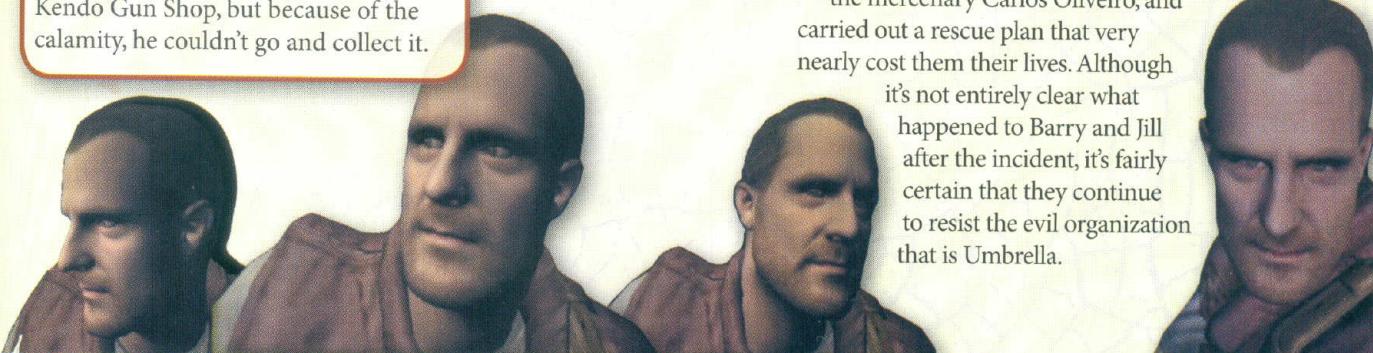
Known as a gun nut among his peers, he's quite the gun collector. Privately, he's close friends with Robert Kendo, the owner of the Kendo Gun Shop in Raccoon City. He leaves the modifications of the S.T.A.R.S. Samurai Edge guns to Kendo and is extremely pleased with the powerful results.

In a combat situation, Barry likes to go light: a red tactical vest with a leather holster and a waste pouch with extra ammunition. Unlike Chris, he doesn't wear a knife holder or kneepads. On the other hand, his preferred gun is not the Samurai Edge, but rather a .44 Magnum that he keeps well maintained. The way he treats his gun like a trusty "old buddy" shows Barry in his most natural state.

Just before he was dispatched to Arklay Mountain, his beloved family was kidnapped by Albert Wesker, who was acting as an agent for Umbrella. Helpless to do otherwise, he betrayed his companions. But with his injured companions in the front of his mind, he ultimately regained his sense of justice. Together with Jill, he managed to escape from the madness of the Western House, Arklay.

After that, he intended to put all of his efforts into immediately evacuating his family from America to Canada. But he felt responsible for the danger that his companions were in, so once again he braved the dangers of Raccoon City. The purpose of his visit this time was to save Jill, who was investigating the strange Umbrella research laboratory. He boarded a civilian helicopter and headed for Raccoon City, just before the U.S. military was planning to drop a bomb and wipe out the outbreak problem. On the way, he established contact with the mercenary Carlos Oliveira, and carried out a rescue plan that very nearly cost them their lives. Although

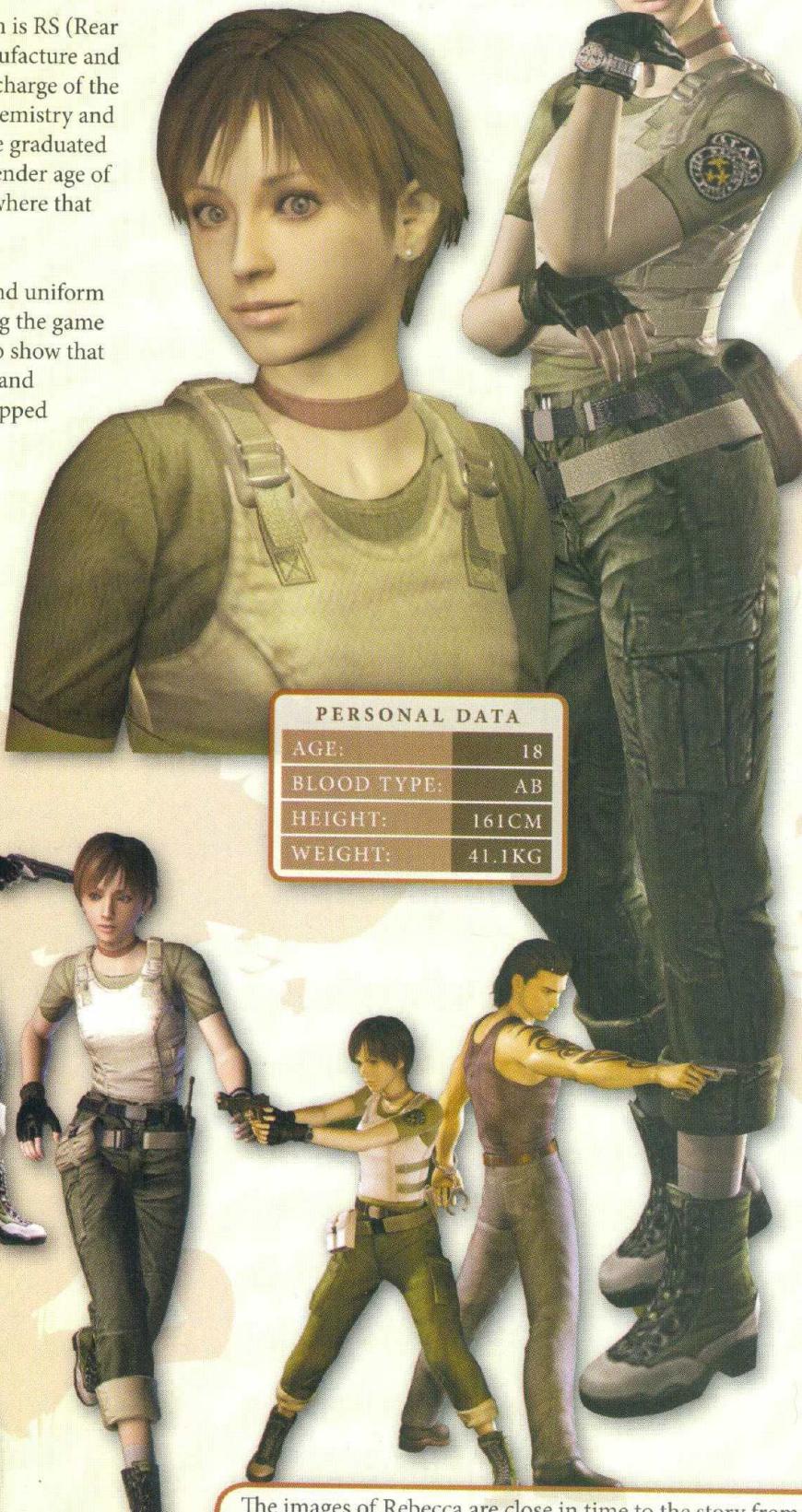
it's not entirely clear what happened to Barry and Jill after the incident, it's fairly certain that they continue to resist the evil organization that is Umbrella.



REBECCA CHAMBERS

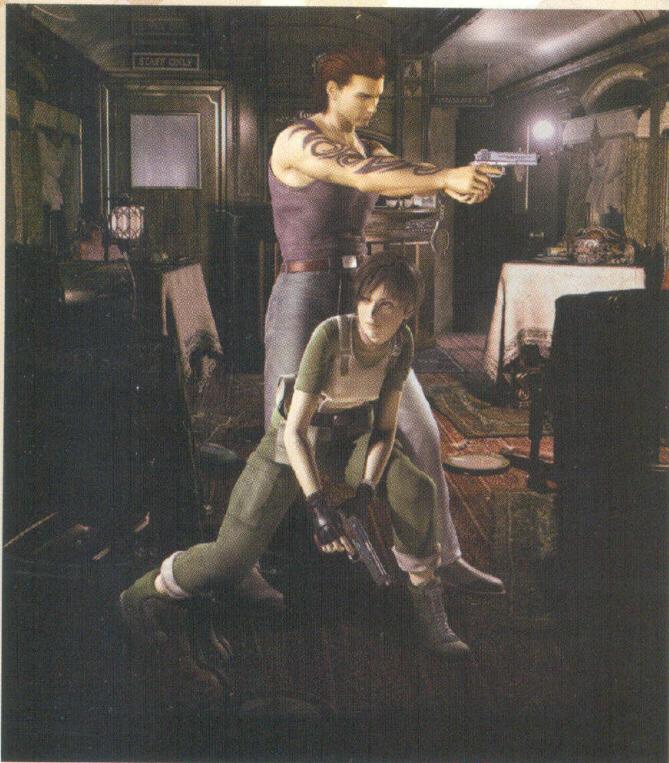
Member of S.T.A.R.S. Bravo team. Position is RS (Rear Security). Rebecca is an expert in the manufacture and preparation of pharmaceuticals, and is in charge of the team's overall health. Her knowledge of chemistry and related matters is highly advanced, and she graduated from college with excellent grades at the tender age of 18. She was then adopted into S.T.A.R.S., where that knowledge could be put to efficient use.

When at work, she wears the same beret and uniform with shoulder pads as Jill. (However, during the game she appears in lighter clothing.) In order to show that she's a health professional, she wears a red and white nurse watch on her wrist that is equipped with a pulse meter for monitoring injured people. Although she's an action type and little upsets her, she has a real lack of experience in actual combat. When she tries to act boldly, she often hesitates, and when she finds herself overwhelmed by a situation, she can't help but expose that lack of experience. She gained her first actual experience with battle during her investigation of the bizarre hunting incident in Raccoon Forest.



Thanks to the introduction of the new Partner Zapping System in "RE 0," a new element called *collaborative search* has been introduced. For that reason, we have many character graphics that show Rebecca and Billy together.

The images of Rebecca are close in time to the story from "RE," so she basically looks the same. She wears very light clothing like Jill, but carries a pack around her waist that contains a medical kit.

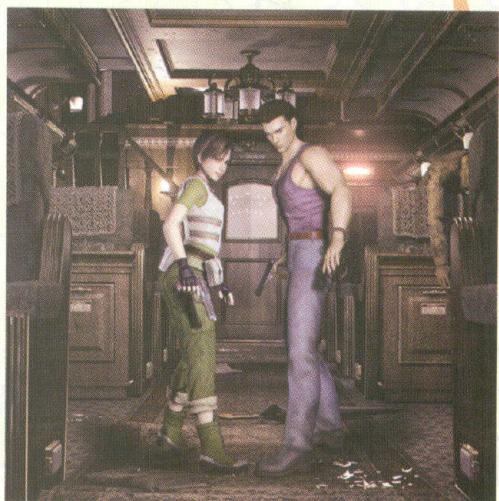


On this page, we have gathered together some visuals along with background. They have all been used in either the packages or the manuals and all the backgrounds are of the first place in the game that you can search, the Ecliptic Express. Rebecca shows such intensity in all of these graphics that you would never think she was an inexperienced soldier.



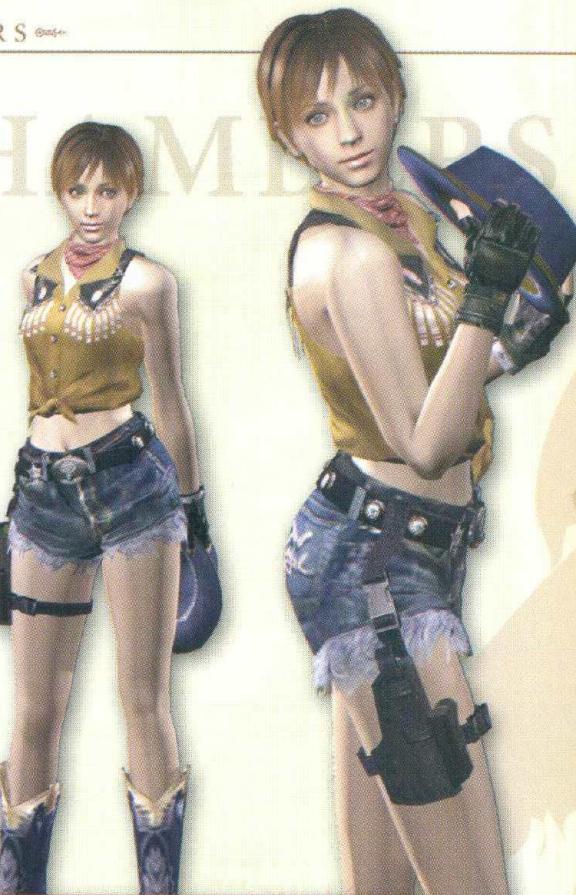
Originally charged with anti-terrorist missions, this time S.T.A.R.S. has been ordered to investigate an exceptionally wide area. The new recruit, Rebecca, was sent along with them. However, unexpected engine trouble with their helicopter forced them to make an emergency landing in the forest, and their walk to a living nightmare began.

As the Ecliptic Express stopped in the woods, Rebecca met Billy Coen, a prisoner on death row who was trying to escape. Because they'd found the body of an MP, and because Coen had pled guilty, Rebecca was very guarded around him. However, because of his conduct during the horrible biological disaster, her suspicions about Coen began to soften. Then, when she heard the truth from Billy's own mouth, she made a complete turnaround. The two of them went in search of the cause of the biological disaster. As she fought monster after unknown monster, Rebecca became certain that Umbrella was behind all this. After investigating the officer training school, she split up with Billy and pursued Enrico Marini, leader of her own Bravo Team.



REBECCA CHAMBERS

The next place Rebecca headed was the mansion that was built long ago in the forest. But this place, where she thought her companions would be, only pulled her further into her predicament. The mansion has become home base for the monsters. But when she discovered the badly wounded Richard Eiken, the deeply despairing Rebecca was given a faint light of hope. Chris Redfield from the Alpha Team had come to their aid. Armed with the serum he had found, Richard was healed of his wounds and Rebecca was given new courage. Then, using her ability as health officer to its fullest advantage, she supported Chris in his search for an escape route from the mansion.



In "RE," when Chris makes a costume change, Rebecca does as well. There's definitely a mismatch between the mood of this western belly shirt and the creepy atmosphere of the mansion.



There are two types of hidden costumes in "RE 0." The first is the western look that first appeared in "RE," and the other is this leather outfit. When she puts this on, all signs of the green recruit disappear and she takes on a wilder image.

ALBERT WESKER



Leader of the S.T.A.R.S. Alpha Team. The very image of cool, he has a distinctively dignified way about him, and his trademark black sunglasses give him an unapproachable air. He wears a tactical vest over his uniform, carries extra ammunition in a mag pouch on his side, and has a wireless receiver affixed to his left chest. In his leg holster, he has a Samurai Edge that he customized himself. His shooting skills are nearly as good as those of the ace, Chris Redfield.

Furthermore, having a degree in bioengineering, Wesker worked at the Arklay Lab alongside William Birkin, who was later to discover the G-Virus. His purpose was the study of the T-Virus. But after his betrayal of James Marcus, chief of the officer training school, the destinies of these two were sundered. While William advanced into the very nucleus of the Umbrella Corporation, Wesker resigned himself to working as an information officer. Afterward, when S.T.A.R.S. was established, he was made team leader. He then began counterintelligence work aimed at preventing S.T.A.R.S. from discovering the truth.

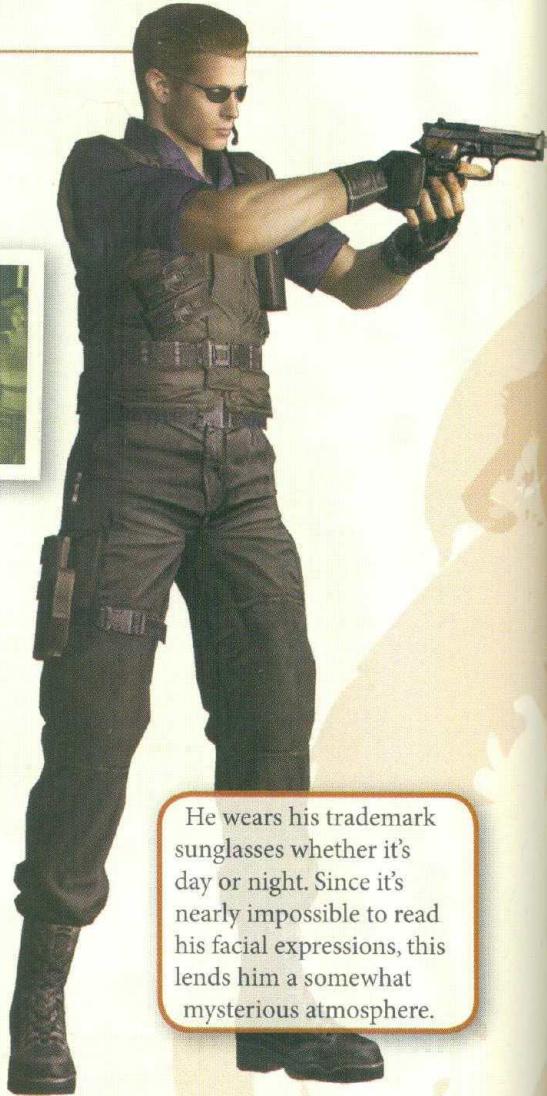


PERSONAL DATA

AGE:	38
BLOOD TYPE:	O
HEIGHT:	183CM
WEIGHT:	84.5KG



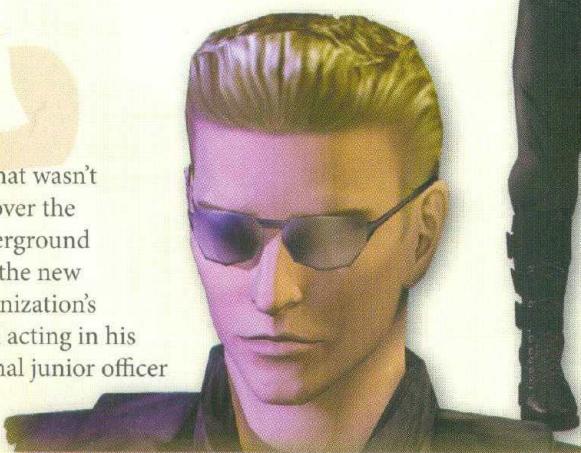
The turning point for Wesker came when he was dispatched to Arklay Mountain. He planned to defy his secret order to obliterate S.T.A.R.S. and obtain combat data. In reality, he had been planning with one of Umbrella's competitors to betray them, and was looking to make a good impression. But his plans were spoiled by Chris and Jill, and Wesker was forced to move on to his backup plan. That was to steal the G-Virus that William had been working on. Two months after the Mansion Incident, Wesker made his move, along with the spy Ada Wong. This time, his plans were stopped by the intervention of Leon S. Kennedy and Claire Redfield, as well as Umbrella's Special Engineering Corps. However, he finally stole the G-virus from the remaining corpses and managed to escape from Raccoon City just before the bomb was dropped.



He wears his trademark sunglasses whether it's day or night. Since it's nearly impossible to read his facial expressions, this lends him a somewhat mysterious atmosphere.

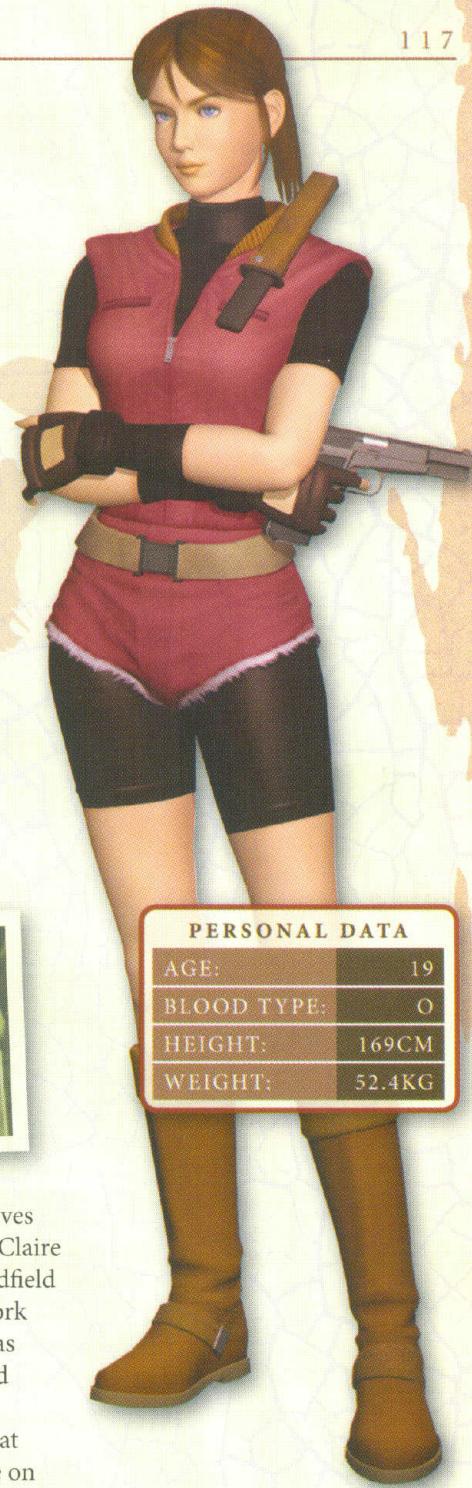


In "RE: CV" as well as "RE," he wears the same basic black clothes. In "RE: CV," you can see his expression, which up until this point has not been visible, so don't miss the event scenes.



After stealing the G-Virus, Wesker regained his honor, but that wasn't enough to satisfy him. His next goal was to take command over the emerging young scientific genius Alexia Ashford at the underground laboratory at the South Pole. In order to obtain T-Veronica, the new virus that she'd created by herself, Wesker led his secret organization's elite commandos in an attack on Rockfort Island. While still acting in his undercover role, he planned a fateful reunion with his original junior officer and greatest rival, Chris. Not as a human, but as a new organism. A deviant from the natural world...

CLAIRE REDFIELD



PERSONAL DATA

AGE:	19
BLOOD TYPE:	O
HEIGHT:	169CM
WEIGHT:	52.4KG

An active college student who loves biking more than anything else, Claire is the younger sister of Chris Redfield and is extremely proud of his work as a member of S.T.A.R.S. She has a strong-minded personality, and even though she's a civilian, she can use everything from a combat knife to a rocket launcher. While on her search with Chris, she wore a knife holder on her chest and carried a handgun. Her combat skills with a knife and her highly accurate shooting skills are evidence that she listened well to her older brother's lectures. In addition, her manual dexterity is on par with Jill Valentine, and she's an expert at lockpicking.

After Chris took off to Europe, she became worried about her brother's wellbeing and set off for Raccoon City to investigate. By the time she arrived, the city was already destroyed by the outbreak of T-Virus. Soon, she found herself attacked by hordes of zombies. She was saved by Leon S. Kennedy, who was then a rookie in the Raccoon City Police Department. Shortly after they met, their way was blocked when a rampaging tanker truck exploded.

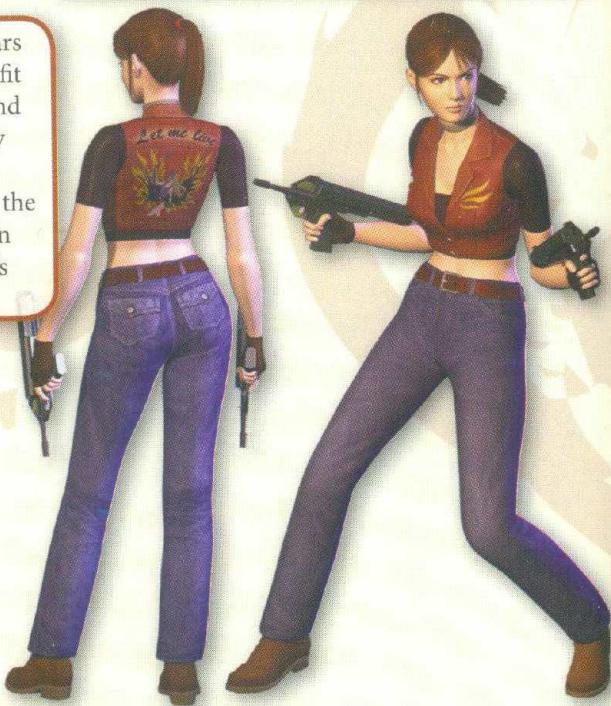


Claire wandered around a city that has been transformed into a scene from Hell. While struggling to survive, she met a young girl named Sherry Birkin and was determined to escape with her. Then, she identified Umbrella's secret G-Virus plan. Finally, by cooperating with Leon, she managed to escape from Raccoon City. But that wasn't the end for her. After parting ways with Leon, she continued her search for Chris. When she heard that Chris had penetrated into the center of Umbrella's organization, she headed immediately for Europe.

Claire is such a motorcycle lover that she owns two large bikes. One of the bikes appears in the opening. The other bike can be seen on the ranking screen.



In "RE: CV," Claire wears an easy-to-move-in outfit consisting of red vest and straight jeans. She's very attractive in her wild, biker-style clothing. By the way, the vest she wore in "RE 2" is still in Sherry's possession.



Both the vest Claire wore in "RE: 2" and the vest she wore in "RE: CV" have rather bold designs on their backs. The "RE 2" vest has a design with an angel saying "Made in Heaven," which also can be found on Chris's hidden costume in "RE." The vest in "RE: CV" shows the Valkyrie warrior and the slogan "Let Me Live."

Dressed in a vest emblazoned with the symbol of a Valkyrie, Claire went undercover into a Paris research laboratory. But although she carried herself like a professional, she was soon discovered and captured by Umbrella. At this point, Claire knew all of Umbrella's secrets, so she was imprisoned on Rockfort Island. However, shortly after her imprisonment, unknown forces attacked the island and Claire got her chance to escape from her cell. She and Steve Burnside, who she met at the prison, began their escape from the island. Then, after sending an e-mail to Leon, she was reunited with her dear brother, Chris.

LEON S. KENNEDY



His middle name is Scott. He became interested in the bizarre hunting incidents that happened in Raccoon City, and he applied for a position on the Raccoon City Police Department after graduating from the police academy. Although he has little practical experience, he's able to make up for it with his youth and abilities, and there's very little that frightens him. He has a strong sense of justice and burns with the pride of being a policeman, so he throws all of his efforts into rescuing fragile survivors.

On September 29, his first day as a Raccoon City police officer, he made the mistake of oversleeping and didn't leave for work until after sunset. He dressed himself in his newly issued armored police uniform, jumped into his beloved jeep, and drove to Raccoon City. Ironically, it was this unforgivable mistake that saved his life. The whole city, including the police HQ where he was supposed to be, had become a den of monsters.

PERSONAL DATA

AGE:	21
BLOOD TYPE:	A
HEIGHT:	178CM
WEIGHT:	70.2KG



The reason he was late for work was a party the previous night. He had gotten drunk in a motel, trying to forget about the pain of breaking up with his girlfriend. If it hadn't been for that event, he may have been turned into a living corpse like the other policemen. Afterward, his meeting with a zombie on the road caused him to meet Claire Redfield, who was searching for her older brother.

Being a policeman, Leon made the protection of Claire and the little girl, Sherry, his single focus. Always faithful to women, Leon fought desperately to help Claire, even though he was unhappy about her making her own decisions. While searching for an escape route out of Raccoon City, he became aware of Umbrella's secret plot and threw himself into a long battle against them.



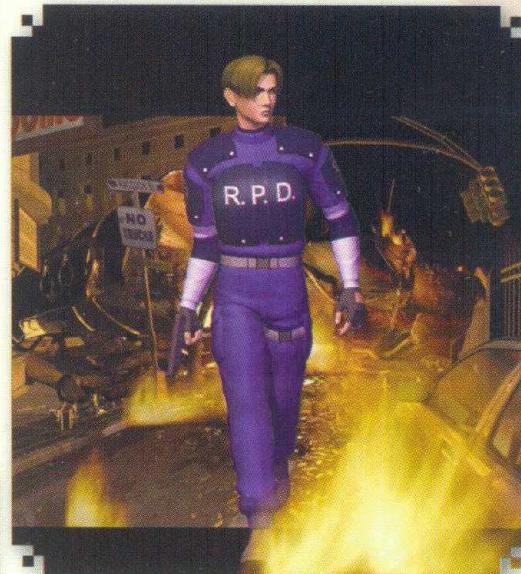
In the opening, Leon wears the uniform of a Raccoon City policeman. After oversleeping in the motel, he got dressed and headed for the station.

It must not be forgotten that behind Leon's actions is a single woman: Ada Wong. Leon is in love with her, the woman who allied with Albert Wesker to steal the G-Virus. Then, as a result of her death, his fighting spirit is rekindled. He swears to take revenge against Umbrella, who stole his love from him.



Two images with Raccoon City in the background. The illustration on the left shows the two main characters and the special zapping system from "Bio 2." From this illustration, we can see how this game features Raccoon City as the story stage, unlike its predecessor.

After escaping from Raccoon City, Leon saw Claire off on her continuing search for her older brother, Chris. He asked the U.S. Army, now deployed outside town, to protect Sherry. After contacting an intelligence officer working for the U.S. government, he began to investigate Umbrella by himself. Then, when he learned that Claire was in danger on Rockfort Island, he relayed that information to her older brother, Chris.



ADA WONG



Ada is an Asian woman who met Leon S. Kennedy during his investigation. She said she had come to Raccoon City to look for her lost lover, but that was a lie. Ada was actually a spy who had been working for a rival corporation, along with Albert Wesker.

With her special training, Ada is the very definition of a professional. Even in the most extreme situations, she carries out her duty calmly and coolly, without showing even the slightest unease.

Ada had been working undercover at Umbrella and performing subversive actions there when she contacted a researcher at Arklay Lab named Jon. Ada had a past record of gaining information about the T-Virus. So when she obtained information about the G-Virus that William Birkin was working on, she was ordered by Wesker to obtain it.

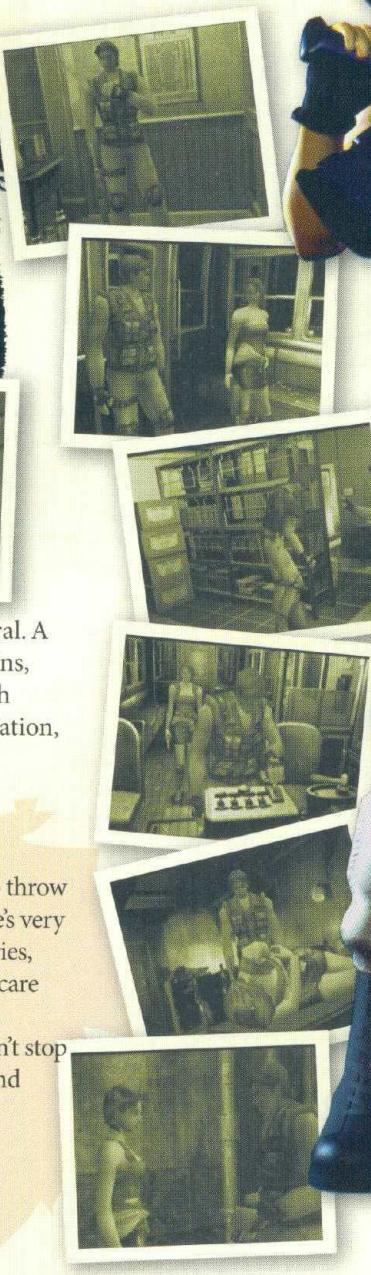
A sample of the G-Virus was secretly located in the pendant worn by William's daughter, Sherry. Working on that information, Ada had decided to search in Raccoon City, where zombies were wandering about. There, she met Leon S. Kennedy, who was desperately looking for an escape route out of the city, and she devised a plan to use him for her own ends. By pretending to cooperate with him, she managed to get her hands on the pendant. But at some point, without her realizing it, her fake partnership with Leon turned into the real thing and changed something in Ada's heart. She had fallen in love with Leon. But those feelings would prove to be her downfall, as she put herself in danger in order to stop the G attack. Awakened to a new and forbidden love, Ada sacrificed her own life to save Leon from danger. But in the end, did Ada truly die? That is not certain.



PERSONAL DATA

AGE:	24
BLOOD TYPE:	AB
HEIGHT:	?
WEIGHT:	?

CARLOS OLIVEIRA



Member of the U.C.B.S. Delta A unit. His rank is Corporal. A young mercenary with Native American blood in his veins, he also was active in anti-government resistance in South America. After government forces wiped out his organization, he was scouted by the Umbrella Corporation to be their mercenary coordinator, and joined U.C.B.S.

He's a warm-hearted man who jokes around a lot. Perhaps because he was raised amidst violence, he's brave enough to throw himself in the middle of danger. Even though he's young, he's very well acquainted with firearms from the Eastern bloc countries, and so he's in charge of weaponry at U.C.B.S. He also takes care of rear support, guard duty, weapon maintenance, and local procurement. However, Carlos's abilities as a mercenary don't stop there. He's also extremely skillful at driving large vehicles, and piloting helicopters and Cessna aircraft.

He wears the light uniform of the U.C.B.S., with its basic green color. Hanging from it are multiple magazine pouches that carry extra ammunition for his assault rifle.



PERSONAL DATA

AGE:	21
BLOOD TYPE:	O
HEIGHT:	182CM
WEIGHT:	83KG

Carlos was loaded with heavy weaponry and dispatched on a private rescue mission by Umbrella Corporation. He was equipped with a tactical vest, leg holster, kneepads, and the latest M4A1 assault rifle with multiple extra ammunition. But after an unexpected defeat, Carlos found himself in a predicament. After somehow managing to escape the zombies, he encountered Jill Valentine while looking for an escape route, and the two agreed to work together. For Jill, Carlos provided strong emotional support. Without him, Jill would not have been able to escape from the T-Virus.

Although it's not clear what happened to Carlos after escaping from Raccoon City, it's certain that he carried a lot of anger toward his bosses at Umbrella.

STEVE BURNSIDE



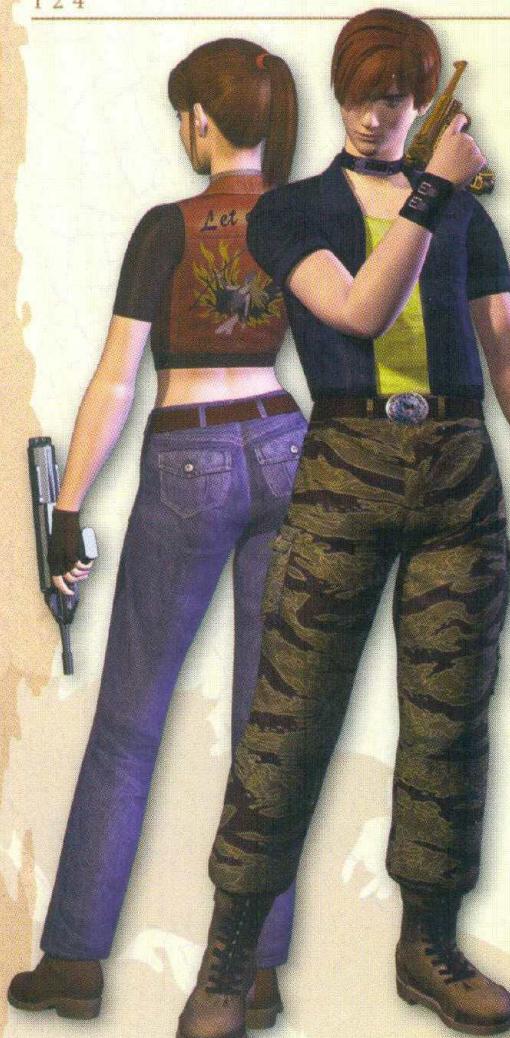
PERSONAL DATA

AGE:	17
BLOOD TYPE:	AB
HEIGHT:	173CM
WEIGHT:	67.5KG

This young man was imprisoned at the detention facility on Rockfort Island. His incarceration was due to the foolishness of his father, a former Umbrella employee. His father tried to sell secret information to outside sources, and when that was discovered, Steve's mother was killed and he was imprisoned. Steve began to distrust not only other people, but even himself. He spent his days of confinement on the solitary island in deep sadness.

What finally returned hope to Steve's life was the trouble started by Albert Wesker. After Steve escaped from the prison, destroyed by Wesker's assault, he was able to use the confusion caused by the spread of the T-Virus to investigate the airport. In the process, he had a fateful meeting with Claire Redfield. She was searching for her older brother, Chris.

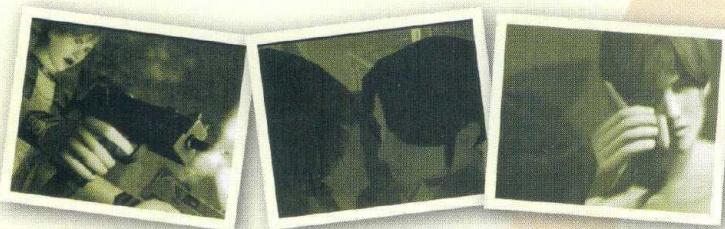




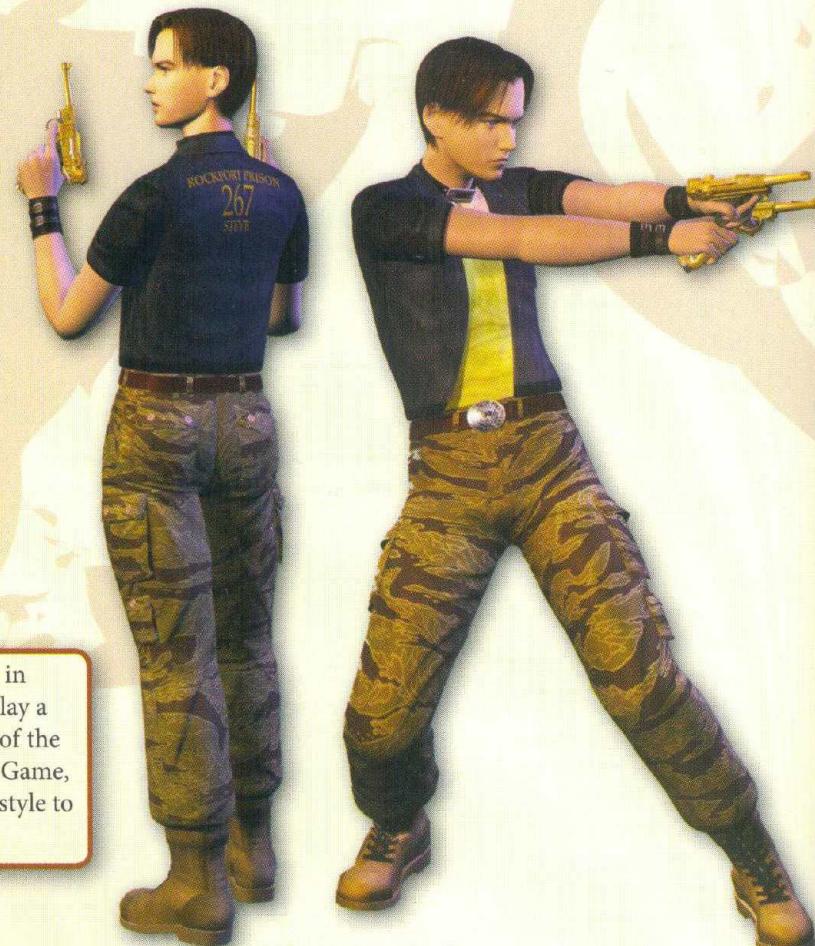
A shot of Steve and Claire. It is a composite picture of Steve in his main pose and Claire from the back. Interestingly, it shows both of them with two guns, which only becomes possible in "RE CV."

At first, Steve treated Claire as if she was just a nuisance. But as he discovered her gentleness and strength, he began to open his heart more and more to her.

After escaping from the island, Steve and his party arrived at the South Pole base, as if they were guided there by someone. Then, as he was searching desperately for an escape route, he was visited by a new tragedy. Alexia Ashford, who was asleep for 15 years, injected Steve with the T-Veronica virus she'd created. He quickly was transformed into a monster and attacked Claire. However, his deep love for Claire remained unaffected by the virus, and after regaining his awareness, he sacrificed his life to save her. Finally, after telling Claire about his love for her, he ended his short life as a human and was lowered into his grave...



Afterward, Steve was recovered by Wesker, who had been sent to the island on a secret mission, and taken off the island. Wesker's intention was to obtain the T-Veronica virus that was still living inside Steve's body.



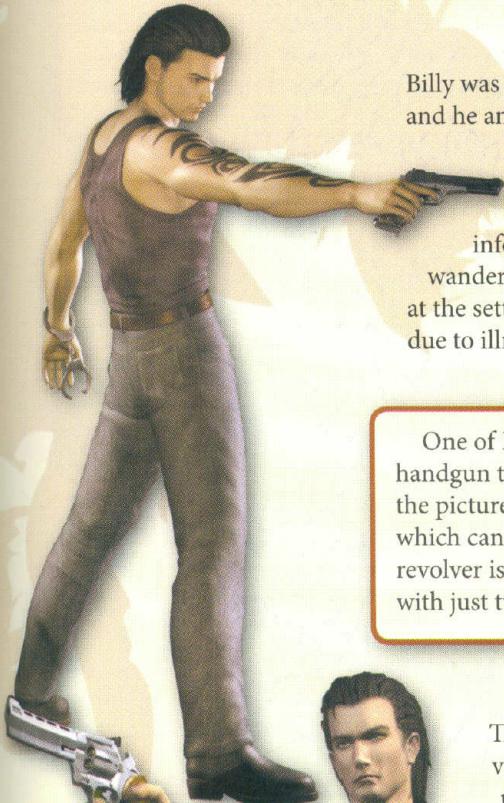
Steve posing with a gold Luger in each hand. Although he doesn't play a very big role in the main version of the game, in the special mode, Battle Game, you can use his two-handed gun style to wreak havoc on your enemies.

BILLY COEN



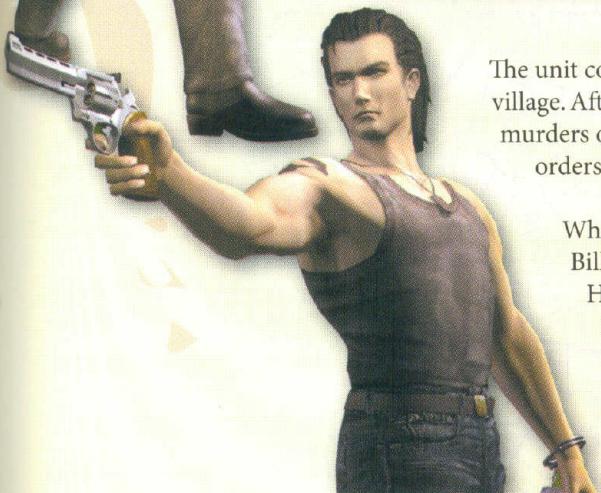
Originally a 2nd Lieutenant in the U.S. Marine Corps, Billy has great powers of insight and can expertly use any weapon. Although he doesn't speak much, his sense of justice is twice as strong as anyone else's.

This man, who once worked as a lone soldier for his country, was now a "top-class assassin" waiting for the day of his execution. But how did this man, who once carried out the cruellest of missions without any reservations, fall so low as to become a prisoner awaiting death? It had all happened one year earlier.



Billy was working in Africa in order to quell a civil war, and he and several of his colleagues sneaked deep into the jungle. Their mission was to reduce the number of guerillas, who were the root cause of the civil war. However, as a result of false information, the unit found themselves lost and wandering in the deep jungle. By the time they arrived at the settlement, they had only four party members left due to illness and multiple battles.

One of Billy's gun-holding poses. The gun shown is the handgun that he's equipped with initially. On the other hand, the picture below shows him equipped with a Magnum revolver, which can obtain only under certain conditions. The Magnum revolver is strong enough to defeat the powerful Proto-Tyrant with just two shots.

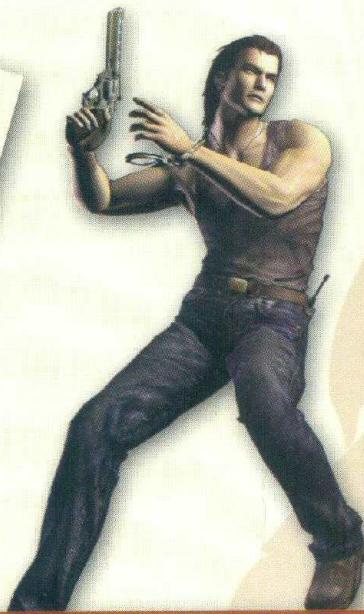
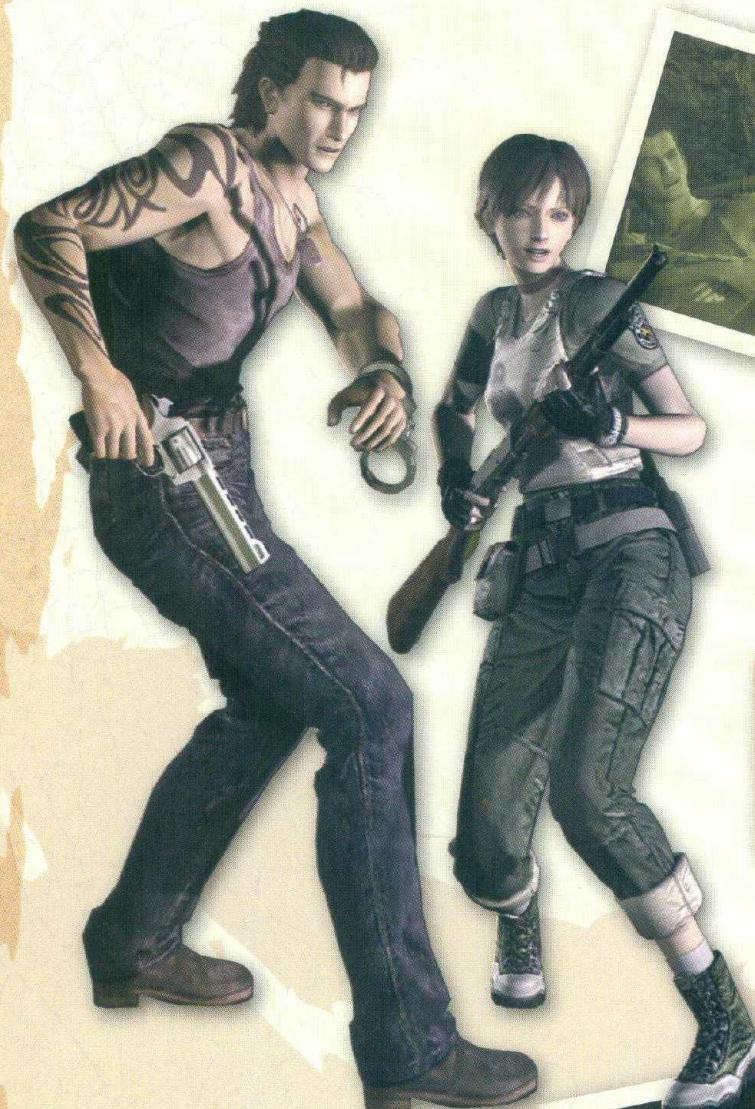


The unit commander ordered Billy and his exhausted companions to kill everyone in the village. After they returned home emptyhanded, the unit commander was furious. The murders of 23 innocent people were pinned on Billy, who had refused to carry out his orders. A military tribunal sentenced him to death.

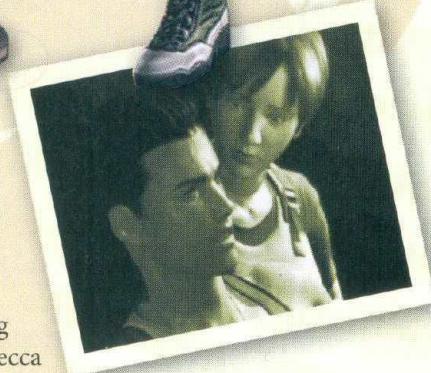
While transferring to Lexson base, where the execution was to be carried out, Billy was saved by the biological disaster that occurred in the Arklay Mountains. He escaped into a Ecliptic Express that was stopped in the forest, and there he met Rebecca Chambers from the S.T.A.R.S. unit.

PERSONAL DATA

AGE:	26
BLOOD TYPE:	A
HEIGHT:	181CM
WEIGHT:	74.2KG



The wireless transmitter attached to his waist isn't just for show; it really works. The partner zapping feature allows you to act alone, but when your partner is in danger, it lights up. The voice of the partner who's requesting aid is played.



From Rebecca's point of view, Billy was nothing more than a criminal deserter in handcuffs. But when he promised to join forces with her during the crisis, he risked his very life to help her. Rebecca was suspicious of Billy at first, but after watching him play the piano and seeing his honest personality, her distrust of him gradually waned. Then, when their joint investigation of the Umbrella officer training school was finished, Billy received his freedom from Rebecca. To cover his tracks, she submitted a report of his death to HQ.



After obtaining the closet key, Rebecca can choose from among two hidden costumes, and Billy can choose just one.

WILLIAM BIRKIN



William was the discoverer of the G-Virus, and also the man ultimately responsible for the plan to develop it. Once the pride of Umbrella Corporation, he began to disagree with the company while he was working on the G-Virus, and he got into contact with the U.S. military. They jumped at the opportunity. They had intended to purchase B.O.W. from Umbrella, but they realized that if they could acquire a brilliant resource like William, that would be unnecessary.

However, although William planned to monopolize the plan by himself, he was put in a great predicament by an attack from Umbrella's Special Engineering Corps. Just before his death, he injected himself with the G-Virus. It turned him into an unknown life form (G) and sent him to his own destruction.

William began his journey to becoming a great scientist when he was still a teen. His scientific brilliance was recognized by Umbrella, and he was made an executive candidate and assigned to the executive training school. During that time, Albert Wesker was in the same year of training as him. In competition with each other, they worked toward the development of a progenitor virus and were eventually transferred to the Arklay Research Lab by the company president, Spenser. Promoted to senior scientist in charge of the T-Virus project at the young age of 16, William proceeded proudly with the project. However, three years after the project began, his peaceful life as a research scientist was thrown into chaos by the existence of one person.

That person was Alexia Ashford, inventor of Code: Veronica. She was made the head of the South Pole laboratory at just 10 years old. William became jealous of her. Burning with a competitive spirit and without proper planning, he continued with his research and experiments at a breakneck pace.

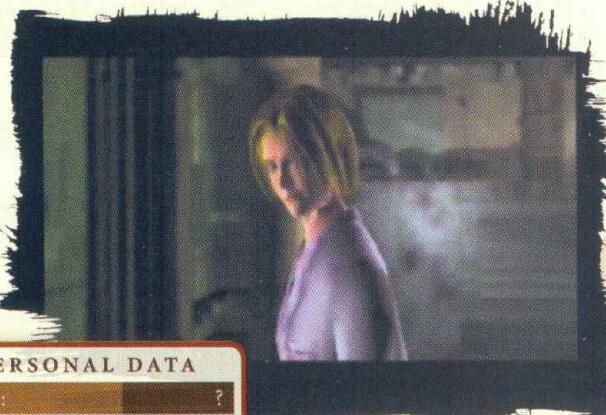
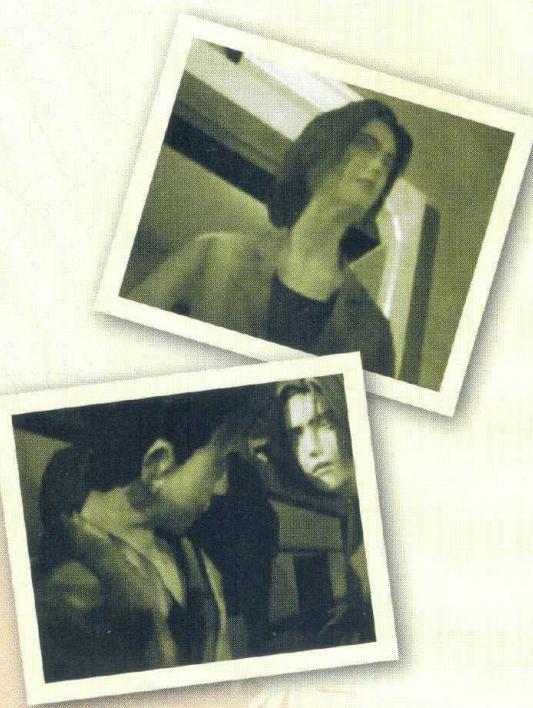
This continued until the announcement that Alexia had died in a contamination accident, but he experienced no advances with his research and merely wasted his time. However, eventually this research became the turning point in his T-Virus project. He succeeded in stabilizing his progenitor virus and created an incredible B.O.W. called Hunter. Then, after numerous experiments using the deathless human guinea pig, Lisa Trevor, he discovered an unknown virus, G, (prototype of the G-virus) in her body after injecting her with a parasitic organism (prototype developed during the Nemesis Project). He received permission from his company to proceed with his research to create a new type of virus. And so with his wife, Annette, he relocated to a brand new underground lab in Raccoon City and proceeded with his evil research into the G-Virus.



PERSONAL DATA

AGE:	36
BLOOD TYPE:	O
HEIGHT:	178CM
WEIGHT:	66.7KG

ANNETTE BIRKIN



PERSONAL DATA	
AGE:	?
BLOOD TYPE:	?
HEIGHT:	?
WEIGHT:	?



The wife of William Birkin, the number one researcher of the G-Virus. Always helping from the shadows with her husband's important research, Annette was originally a researcher at Arklay Labs herself, and met William when he was the senior researcher there. After marrying, she gave birth to their daughter, Sherry, two years before he discovered the G-Virus. Even after becoming a mother, she threw herself back into the research out of love for her husband.

Then, after William received permission from Umbrella to begin his new G-Virus Project, she also was allowed to participate in it. Her role was to be in charge of communications with outside parties from their new underground laboratory in Raccoon City. In this way, she became acquainted with Brian Irons, chief of the Raccoon City Police Department. Because the members of the S.T.A.R.S. team had learned of the G-Virus Project after the Mansion Incident, William bribed the chief. Through Annette, he was able to monitor police activities.

When Claire Redford and Leon S. Kennedy sneaked into the research lab, Annette mistook them for spies who were after the G-virus, and openly displayed her hostility toward them. This was because Umbrella had already tried to steal their research, and Annette had come to view everyone with paranoid and suspicious eyes. Since the Umbrella Special Engineering Corps had been sent out in force, William injected himself with the G-virus to protect it from being taken. In doing so, he lost his identity.

When her beloved husband was eaten up by the G-Virus and turned into a monster, an evolution that no one had predicted took place. Annette's remaining responsibility was to retrieve the sample of G-Virus hidden in Sherry's locket and continue her husband's unfinished research.

However, while Annette was wandering about, looking for the locket in her half-mad state, she was fatally attacked by the monster that was once her husband. The image of her own daughter, hovering between life and death, came to her mind. Just before she died, she recovered her senses and led the way to where Sherry lay consumed by the G-Virus. Annette taught Claire how to make a vaccine for it. Then, after speaking of her regrets as a mother and leaving her sincere words of apology to her daughter, Annette left this world.



SHERRY BIRKIN



PERSONAL DATA	
AGE:	12
BLOOD TYPE:	O
HEIGHT:	?
WEIGHT:	?



Sherry is the only daughter of the central figure in the G-Virus program, William Birkin. Perhaps because she wasn't shown any love from either of her parents, she doesn't speak much and seems to have a difficult time showing any emotion. After the biological accident that took place in Raccoon, she went to the police station for help like her mother, Annette, told her to. She was forced to run away from the gang of zombie policemen there.

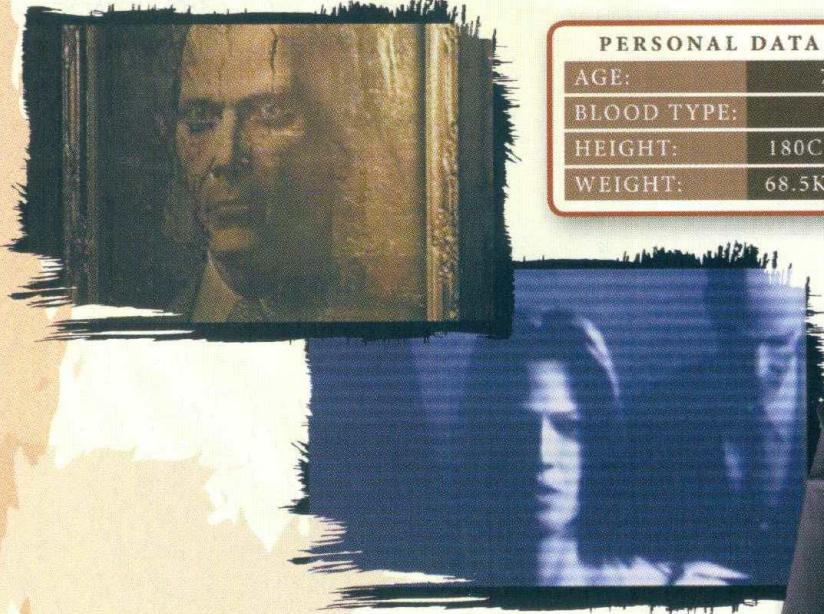
It was Claire Redfield, who had come to the city searching for her older brother, who saved the lonely, helpless girl. At first Sherry was completely terrified and would do nothing, but when she realized that Claire was a human, she let down her guard and began to work together with her. However, something horrible was stubbornly chasing Sherry as she was searching for a way to escape from the police station. It was the mass-produced Tyrant, which had been inserted by Umbrella into the police station. The purpose of its pursuit was to obtain the sample of G-Virus within the locket around the Sherry's neck, hidden there by her father. But Sherry didn't know the virus was held within one of her prized possessions, and she was merely trying to get away...

While Tyrant's pursuit continued, it wasn't Umbrella who got their hands on the locket, but rather Ada Wong, a spy sent from a different organization. She had been waiting for a chance to steal the G-Virus. Although it appeared that Sherry would no longer be a target after the locket was stolen, the poisonous fangs of a new threat awaited: the monster G, which had once been her very own father, William Birkin. His mind was destroyed by the G-Virus but still acting on his instincts as a parent, he tried to implant his embryo into Sherry in order to make her a medium for the virus.

But with Sherry's wellbeing in mind, it was Claire, Sherry's mother and trustworthy partner of William, who stood strong with only the faintest hope in her heart. Sherry was running a very high fever, and it seemed as if the G-Virus would take control of her, but she recovered when Claire injected her with the vaccine. After escaping from Raccoon City, Sherry was placed under the protection of the U.S. government. She's being kept safe, and is the only one in the world with a resistance to the G-Virus.

JAMES MARCUS

(Mysterious Man)



PERSONAL DATA

AGE:	70
BLOOD TYPE:	A
HEIGHT:	180CM
WEIGHT:	68.5KG

First head of Umbrella's executive training school. Although he was assassinated at age 70 due to a secret plot by Umbrella, in 1998, 10 years after his death, he was revived and mysteriously transformed into his younger self. Then, to gain his revenge, he began his secret activities that would result in the destruction of Umbrella and the entire world.

Upon the advice of his friend Ozwell E. Spencer, Professor Marcus, discoverer of the progenitor virus, formed Umbrella along with Spencer and Edward Ashford. At the request of Spencer, he was appointed the first head of the executive training school. Even as he assumed this position, at his own request, he was allowed to continue his research on the progenitor virus. Soon he had developed the T-Virus that was to be the basis of the B.O.W. development. Following this, he created the original B.O.W. In doing so, he launched his plan to replace Spencer, who seemed concerned only about the company's management. His aim was to cement his position as the preeminent scientist within Umbrella.

While continuing his ultra-secret experiments in the training school's underground laboratory, Marcus's ambition and hatred of Spencer gradually warped his mind. One day, after doing an injection experiment with animals, Marcus became furious after not getting the results he expected. He began to use the junior executive candidates as guinea pigs instead. The number of sacrifices rose to almost 20 people, and his wicked experiments were kept secret within Umbrella. However, after the B.O.W. research being conducted at the Arklay Laboratory reached Level 3, certain people began to call out loudly for Professor Marcus's research to be shut down. And so, under special orders from Spencer, Albert Wesker and William Birkin closed the curtain on the bloodstained scientific career of James Marcus.

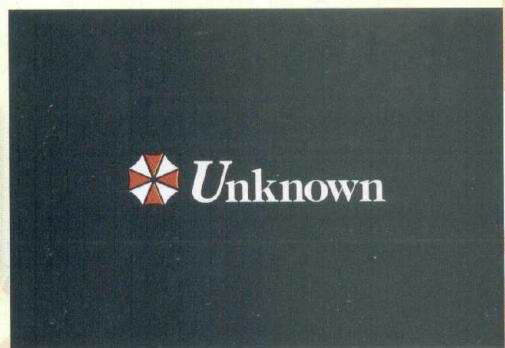


OZWELL E. SPENCER

Leader of Umbrella. Descended from European nobility, Spencer was one of the discoverers of the progenitor virus, a new type of RNA virus, along with James Marcus and Edward Ashford. He suggested that the other two should join with him and create a company to develop biological weapons based on their virus research. The three of them formed a dummy corporation called the Umbrella Corporation.

Spencer built the Arklay Research Laboratory in Raccoon Forest the same year that the progenitor virus was discovered, in order to advance his virus research in complete secrecy. He asked the renowned architect George Trevor to design the laboratory so that it would look like a mansion from the outside. Trevor was killed under suspicious circumstances shortly after the construction was completed. According to Trevor's wife, Jessica, and daughter, Lisa, he was used as a human test subject for the progenitor virus in order to keep his mouth shut. Then, by promoting the ill-at-ease Professor Marcus to head of the executive training school, gradually Spencer was able to increase his strength within the company.

PERSONAL DATA	
AGE:	?
BLOOD TYPE:	?
HEIGHT:	?
WEIGHT:	?

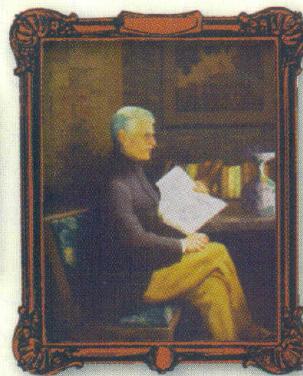


The research that was being conducted at Arklay Lab at the time was none other than the T-Virus project, which later triggered the Mansion Incident. This project was competing with the independent research being done by Professor Marcus at the Executive Training School. The turning point in the project was the success of the experiments with mutated leeches. When Spencer learned of this, he brought Albert Wesker and William Birkin, who were both executive candidates at the time, over to his side and had Professor Marcus assassinated. They then stole all of Marcus's T-Virus research. In this way, Spencer managed to perfect the T-Virus through William, and at the same time took full control of Umbrella.

EDWARD ASHFORD

Fifth-generation Ashford and head of the Ashford Clan. Along with Ozwell E. Spencer and James Marcus, he was one of the discoverers of the progenitor virus. The three of them established Umbrella Corporation to cover their continuing virus research. In doing so, Ashford achieved the highest point of fame in a long and highly illustrious family. However, although he had succeeded in cementing his place within the history of the Ashford clan, leaving a truly glorious list of achievements, he passed away in 1968. The leadership of the Ashford clan was passed on to his son, Alexander.

PERSONAL DATA	
AGE:	?
BLOOD TYPE:	?
HEIGHT:	?
WEIGHT:	?

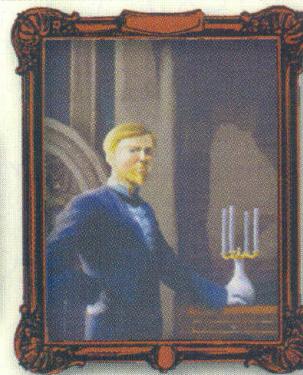


ALEXANDER ASHFORD

Sixth-generation Ashford and head of the Ashford Clan. Although he was a scientist specializing in the study of genetics, he apparently wasn't sufficiently skilled to be hired as a leader in the field. In reality, when Alexander took over, the influence of Ozwell E. Spencer grew daily. It was a loss of prestige that would have made his predecessor, Edward, howl in rage.

Beginning to sense the loss, Alexander planned to restore his family's name by starting a top secret project, Codename: Veronica, in a research lab he had built at the South Pole. His ambition to restore his family's pride and the name of his father and predecessor, Edward Ashford, was a sign of his extreme hatred for Spencer.

PERSONAL DATA	
AGE:	?
BLOOD TYPE:	?
HEIGHT:	?
WEIGHT:	?



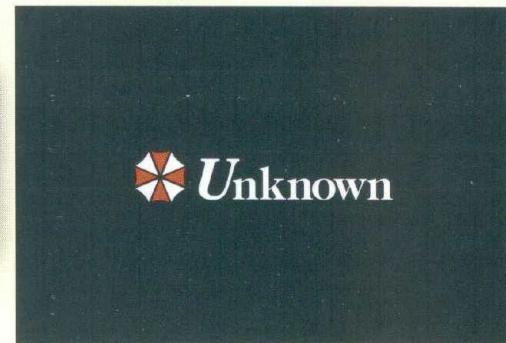
What came out of his research was a twin brother and sister with complementary powers. The older brother, Alfred, was nothing more than a mistaken creation, but his sister, Alexia, was the genius that Alexander had hoped for. However, although this was supposed to bring about the restoration of his family's pride, it had the worst kind of effect on Alexander.

GEORGE TREVOR

The brilliant architect who designed and oversaw the construction of the mansion, based on the detailed needs of Ozwell E. Spencer. The construction of the mansion took five years, and when it was complete, Spencer decided that George knew too much. He was confined in the mansion, and even his family was dragged into it. His wife, Jessica, was injected with the Progenitor Virus Type A, but when it failed to reproduce as they wished, she was disposed of. His daughter, Lisa, was injected with Type B, which reproduced, resulting in Lisa being confined under constant surveillance for decades as a vital test subject.

The "Trevor Diary" that was left in the mansion clearly shows the enormous efforts that he made to flee, as well as his passionate prayers for the safety of his family. But George was trapped by the new devices designed and set up by Spencer,

PERSONAL DATA	
AGE:	?
BLOOD TYPE:	?
HEIGHT:	?
WEIGHT:	?



and ultimately gave up his attempts at escape. Finally, he too was used as a human guinea pig. When the experiments failed to produce good results, he was disposed of.

George made architectural designs not only for Spencer, but also for Edward Ashford. He reused many of the same elements from the mansion (halls and the like) in the construction of the Antarctic lab. This is why many similarities can be seen between the two places.

ALEXIA ASHFORD



Genius, artificially created by Alexander Ashford, 6th-generation head of the noble Ashford family. She graduated as valedictorian of her university at the age of 10, and her beauty and intelligence was said to remind people of Veronica, the first great matriarch of the Ashford family. Although Alfred and she were twin brother and sister, their relationship was quite unequal. He treated her with the utmost love, while she lorded over him as a master might lord over a slave.

When Alexia was 10, she was hired as a research scientist at the Antarctic laboratory. She surprised the other scientists by conducting research on the T-Virus and simultaneously working on T-Veronica. But when the research reached a crucial point, this girl, who was born with a heart of pure evil, forcibly used Alexander in an experiment and injected him with the virus. But he couldn't live symbiotically with T-Veronica, so he transformed into a hideous monster. This experiment was a failure, but for Alexia, it was an important stage and opened new avenues of research for her.

When her research approached the final stage, Alexia decided to use herself as a test subject. This time she was going to inject herself with T-Veronica. After doing so, however, she fell into a



cryogenic sleep. The outside world was told that she had died, but in actuality, the plan was going along exactly as anticipated.

Fifteen years later, T-Veronica finally began to live symbiotically within her body, and she reawakened with startling new powers. Her research was finally complete.

After awakening, Alexia injected Steve Burnside, another resident of the Antarctic Lab, with T-Veronica. She wanted to see what the virus would do if it couldn't form a symbiotic relationship.

Alexia thought only about her own fame, and her ambition grew greater and greater. But at the same time, her own destruction came ever closer in the form of Claire Redfield, eager to take revenge for Steve and her older brother, Chris. She was unable to defeat them together, and when she tried to use the power contained within the T-Veronica virus, her failure ended in her death. In this way, the curtain closed on a fierce and brilliant scientific mind, who died with her ambitions unfulfilled.

PERSONAL DATA	
AGE:	27
BLOOD TYPE:	?
HEIGHT:	175CM
WEIGHT:	54.3KG

ALFRED ASHFORD



PERSONAL DATA

AGE:	27
BLOOD TYPE:	?
HEIGHT:	176CM
WEIGHT:	61.8KG

Commander of the base on Rockfort Island. Although he's the son of the 6th-generation head of the Ashford family and chief executive officer of the Umbrella Corporation, Alexander Ashford, there's a dark secret behind his birth. In order to restore the Ashford family, Alexander began a secret cloning project (Codename: Veronica) to create genius clones of himself. The results of the project were the twins, Alfred and Alexia. But in contrast to Alexia, who was born a genius as predicted, Alfred was only marginally more intelligent than the average person and was thus dubbed a "failure."

When the twins were 12 years old, Alfred learned that they had been created artificially, and he developed a strong distrust of his father. In this same year, Alexia used her hapless father as a test subject in her experiments, injecting him with T-Veronica. She then performed the experiment on herself and entered into a cryogenic sleep. In this way, circumstances led inevitably to Alfred's ascendancy in the company, as well as his ever-deeper descent into madness.

He graduated from a well-regarded British university in 1993 and was given control over the Antarctic and Rockfort Island bases. Although he was later to gain complete control over Umbrella, all he really did at the island was torture prisoners and adorn the base with his military collectibles. To Umbrella, Alfred was an

encumbrance; nothing more than a petty dictator attempting to emulate a greatness that was far beyond him.

With no one to counsel him, his mental breakdown accelerated as he spent his days obsessing over the restoration of his family's power. Eventually, to assuage his loneliness, another personality began to emerge from within his tortured mind. That personality was an idealized version of Alexia that he had created from his own imagination.

Fifteen years after Alfred inherited the leadership of the Ashford family, Albert Wesker, well aware of Alfred's lack of ability, staged an attack on the Rockfort Island base in order to steal T-Veronica. The entire base was thrown into chaos after his troops scattered the T-Virus all over the island. While Alfred was searching for Alexia, Alfred chose to pursue Claire Redfield, who had escaped from the prison. He mistakenly believed that Claire was a spy who had infiltrated the base. For Wesker, this was an unexpected development, but highly welcome and even amusing. With a sniper rifle clutched in his single arm, he pursued Claire all the way to his birthplace, the Antarctic base. But ironically, the very day that his beloved sister awoke after a 15-year cryogenic sleep, he was shot by Steve Burnside, now allied with Claire, and plunged to his death into a deep glacial rift.

ENRICO MARINI



PERSONAL DATA	
AGE:	41
BLOOD TYPE:	O
HEIGHT:	190CM
WEIGHT:	83.0KG



Bravo Team leader and second in command of S.T.A.R.S., Enrico is a veteran with advanced survival skills and is highly trusted by his subordinates. Although he has more than enough experience to lead the entire S.T.A.R.S. unit, through the strong pushing of the Umbrella Corporation, the position was given to Albert Wesker instead.

Enrico's Bravo Team became concerned about the strange occurrences in Raccoon City, and deployed to the Arklay Mountains to investigate matters. However, due to mysterious engine trouble, their helicopter was forced to make an emergency landing. Bravo Team was suddenly forced to survive among the horrific dangers of Raccoon Forest. After discovering an overturned patrol car and Billy Coen's transport orders near the corpses of some MPs, Enrico decided that his duty was to pursue Billy, who he presumed to be guilty of the crime.

However, Bravo Team's pursuit was made extremely hazardous by the biological contamination, and they were picked off by the ferocious creatures surrounding them on all sides.

Some distance away, Rebecca Chambers had already found Billy. Convinced of his innocence, she had begun to work together with him to survive. After Enrico received a report from Rebecca, who he rendezvoused with at the executive training school, he deployed directly to the Arklay Research Laboratory. While investigating the mansion, he began to suspect that there was a traitor among the S.T.A.R.S. team, and that they had fallen directly into a trap.

But it was only after Bravo Team had been nearly wiped out that he learned Wesker had been manipulating them all along. *I mustn't allow any more of my team to be sacrificed*, Enrico thought. Putting his own life and reputation on the line, Enrico determined to relay the truth to the members of Alpha Team. But Wesker, the mastermind behind all of it, could not sit idly by while that happened. He mercilessly assassinated Enrico Marini.

KENNETH J. SULLIVAN

Member of S.T.A.R.S. Bravo Team. Position PM (Point Man). Kenneth has a passionate interest in landscape gardening and is as skilled at it as any professional. He's a man of few words with a gentle nature. He's the oldest member of Team Bravo, and together with Enrico, he's a veteran who can be trusted to bring his experience to bear in his investigations. His responsibilities generally consist of investigation and position security. Since he holds a degree in chemistry, he's also responsible for chemical protection issues.

After entering the mansion, he fell prey to the zombies and was discovered in a desperate condition by Alpha Team. Furthermore, the CCD camera affixed to his shoulder captured a portion of the zombie attack, and the data was found on a DV tape left in the area.

PERSONAL DATA	
AGE:	45
BLOOD TYPE:	O
HEIGHT:	188CM
WEIGHT:	96.8KG



RICHARD AIKEN

Member of S.T.A.R.S. Bravo Team. Position BUM (Backup Man). His main responsibility during missions is communications. He has a cheerful personality and is generally a straightforward, frank young man.

He's given the duty of backing up Rebecca Chambers, who's still considered a somewhat green member of the team. His favorite weapon is the shotgun.

After entering the mansion, he was unable to fully resist the giant snake, Yawn, and was poisoned by its deadly venom. Due to Alpha Team's rapid administration of antivenom, his life was temporarily saved. But shortly after, he sacrificed his life to save one of his friends on Alpha Team.

PERSONAL DATA	
AGE:	23
BLOOD TYPE:	AB
HEIGHT:	172CM
WEIGHT:	62.5KG



FOREST SPEYER

Member of S.T.A.R.S. Bravo Team. Position OM (Omni Man). His main responsibility on the team is vehicle maintenance. He's highly regarded by the other team members as a crack marksman and a man who will do whatever is necessary to fulfill his mission perfectly. He has known Chris Redfield and Jill Valentine since before any of them joined S.T.A.R.S. In particular, he has formed a close friendship with Chris, who he competed against each year in the department's annual marksmanship competition.

PERSONAL DATA	
AGE:	29
BLOOD TYPE:	A
HEIGHT:	183CM
WEIGHT:	71.1KG



With supreme confidence in his shooting skills, he met his death at the hands of B.O.W. in the mansion. His dead body was discovered on the terrace. However, when Alpha Team arrived, he came to life as a bloodthirsty zombie and ferociously attacked Chris and his friends.

EDWARD DEWEY

Member of S.T.A.R.S. Bravo Team. Position RE (Rear Security). Although you could never guess judging by his large, imposing frame, his hobby is dance.

PERSONAL DATA	
AGE:	26
BLOOD TYPE:	A
HEIGHT:	188CM
WEIGHT:	112.1KG



Although normally Dewey was the main helicopter pilot, during the Raccoon Forest operations, he gave the controls to Kevin Dooley from the R.P.D. and assumed the position of copilot. After the helicopter crashed, he picked up his trusty rifle and investigated the Ecliptic Express, but he was bitten by a zombie and became the team's first sacrifice. Later, he was discovered wandering around the train by Rebecca Chambers and put to rest.

JOSEPH FROST

Member of S.T.A.R.S. Alpha Team. Position OM (Omni Man). He's a weapons mechanic with a friendly disposition, and is known for the trademark red bandanna tied around his head. Perhaps it's because of his hot-blooded personality, but he has a tendency to go crazy in dangerous situations, throwing himself into the front line of the battle.

PERSONAL DATA	
AGE:	27
BLOOD TYPE:	B
HEIGHT:	179CM
WEIGHT:	72.3KG



But his danger-seeking days were brought to a sad end when he was killed while on duty by a pack of Cerberus-like creatures. He was the first victim of the Mansion Incident.

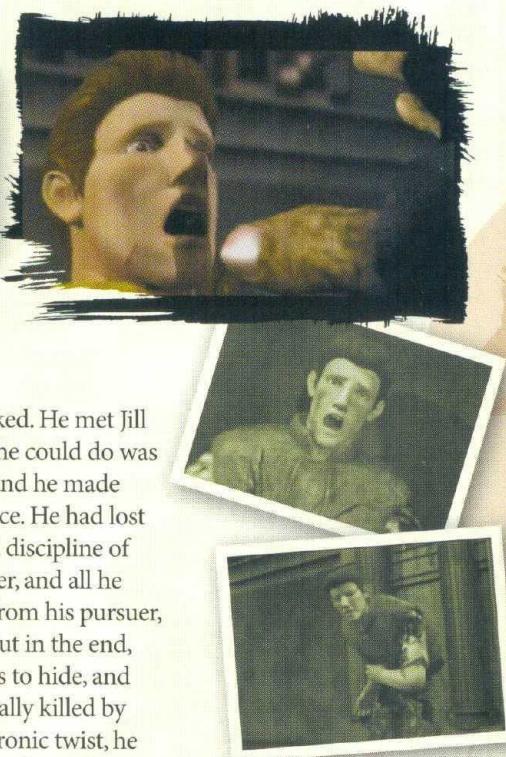
BRAD VICKERS

Member of S.T.A.R.S. Alpha Team. Position RS (Rear Security). He's in charge of chemical protection for the team and also acts as a helicopter pilot.

Although Brad was acting as pilot on a mission to recover Bravo Team during the Mansion Incident, he fled like a coward when danger reared its head, leaving his companions to their gruesome fate. After the Alpha Team escaped to the mansion, he made contact with them again, perhaps tortured by his conscience. By maintaining close communication with Chris Redfield and Jill Valentine, he managed to escape to the Arklay Laboratory before the bombing occurred. Afterwards, he succeeded in rescuing Chris, Jill, Barry Burton, and Rebecca Chambers and bringing them back to headquarters.

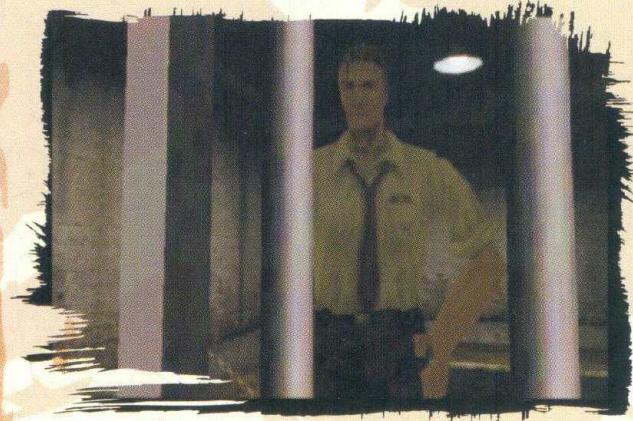
After returning to Raccoon City, Brad kept his distance from the members who were pursuing Umbrella. He figured it was better not to take any unnecessary risks. Having not yet been exposed directly to any of the preceding events, he had no desire to enter harm's way. But almost as if a punishment from God for averting his eyes from reality, he was assaulted by the worst kind of terror. As a result of the biological accident, Raccoon City, where he thought he would be safe, was destroyed.

PERSONAL DATA	
AGE:	35
BLOOD TYPE:	O
HEIGHT:	174CM
WEIGHT:	60.8KG



In the midst of this zombie-infested town, Brad simply panicked. He met Jill once more, but all he could do was cry unintelligibly, and he made no offer of assistance. He had lost all of the pride and discipline of a S.T.A.R.S. member, and all he could do was flee from his pursuer, Nemesis Type-T. But in the end, he ran out of places to hide, and was caught and finally killed by his pursuer. In an ironic twist, he became a zombie and wandered around the police station aimlessly...

BEN BERTOLUCCI



A freelance journalist of the highest caliber. Although Ben's quite ambitious and overly concerned about money, he's also willing to risk danger to himself in order to expose injustice.

Just like Leon S. Kennedy, he became concerned about the frightening incidents in Raccoon City. In order to find out the truth, he got himself locked up in the jail of the Raccoon City Police Department.

While Raccoon City was facing its destruction as a result of the biological accident, Ben stole a key from the guard. However, instead of escaping, he chose to stay in the cell and stay hidden. Presumably, this was to save himself from the zombies, but it resulted only in his own destruction. Not having heard Leon's warning to escape, Ben was attacked and killed by G.

PERSONAL DATA	
AGE:	?
BLOOD TYPE:	?
HEIGHT:	?
WEIGHT:	?



BRIAN IRONS

Commander of the Raccoon City Police Department, and the man responsible for the horrific slaughter of his own people. While pretending to be a warm-hearted police chief, concerned first and foremost with the safety of the city, he was actually concerned only with lining his own pockets. For the past five years, Brian had been accepting illegal bribes from Umbrella Corporation to cover up all sorts of illegal activity. In addition, Brian's job was to stop any investigation into matters related to Umbrella's secret research. Any suspicious activity near Raccoon City was quickly hushed up.

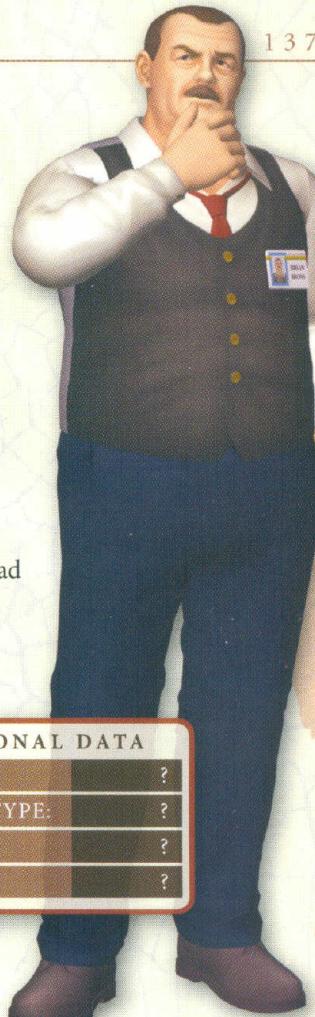
Using the money he earned from these bribes, Brian purchased expensive paintings and trophies. His yen for collecting knew no bounds, and he became a true art maniac, even going so far as to adorn hidden rooms in the police station with his works. In his insatiable greed, Brian set up security all over the station in order to preserve his "secret," but his countermeasures weren't completely successful. In particular, the notes left by his secretary and the daily reports of the sewer repairman clearly show his scheming and his eccentricities. These documents not only showed what a stupid man he was, but also talked about how some people around him knew of his true nature.

Brian's situation started to spin out of control right after the Mansion Incident. When the four survivors returned, Brian was ordered over and over again by the Umbrella researcher William Birkin to increase his oversight of them. In response to these orders, he put a lid on the S.T.A.R.S. investigation of Umbrella. In return, he received a "gift" of \$10,000. Eventually, however, he was caught in a sting operation launched by Internal Affairs, and some of that information was leaked to the media.

HUNK

Team leader of a private unit under the direct control executives, the Umbrella Special Forces. HUNK of Team Alpha and when the biological calamity Raccoon City, he was given secret orders by Christina of the French branch, to infiltrate the underground along with his other teammates. While fending from the G creature that used to be William Birkin, managed to single-handedly steal the G-Virus from its capsule. After escaping by helicopter, he rendezvoused with Umbrella representatives in Loire Village, handed them the capsule and completed his mission.

There's no question that he carries himself like a professional warrior, but his skills were formed entirely thanks to the military training he received on Rockfort Island. He received training at the island facility in 1996 and even after he completed the training, he visited the island several times when engaged in delivery missions of large-scale B.O.W.s. It seems that even as he paid verbal respects to Alfred Ashford, commander of the facilities, when he submitted his reports to HQ, he had some less than favorable opinions about him. After beginning his career in actual battles, he came to be known as "Grim Reaper HUNK" thanks to his numerous successes. But this success, along with his unusually high survival rate for dangerous missions, has earned him the jealousy and enmity of Nicholai Ginovaef, one of the squad leaders of the U.B.C.S.

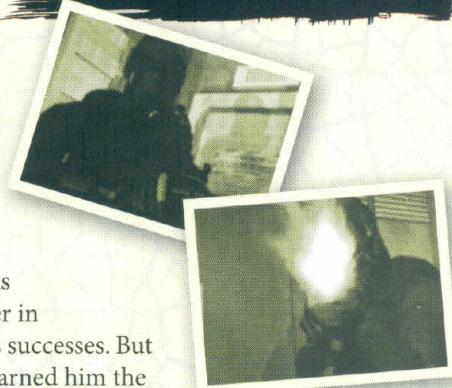


The I.A. report described a far different man than the one who had shown his face in the department. During his college years, he had been arrested twice for domestic violence against his wife, and he had even avoided taking his annual psychiatric evaluation. It turned out that Brian was a wolf in sheep's clothing.

PERSONAL DATA	
AGE:	?
BLOOD TYPE:	?
HEIGHT:	?
WEIGHT:	?

When the destruction of Raccoon City was underway, his inner madness was revealed and he stepped off the path of sanity. He locked up the police station, and even tried to make the corpse of the mayor's daughter into a stuffed trophy.

PERSONAL DATA	
AGE:	?
BLOOD TYPE:	?
HEIGHT:	?
WEIGHT:	?



ROBERT KENDO

Japanese-American survivor who Leon S. Kennedy first met after he arrived in Raccoon City. Robert is the owner of the Kendo Gun Shop right next to the police station, and his hobby is fishing.

He developed a strong relationship with Barry Burton, gun expert for team S.T.A.R.S., and even let Barry call him Bob. Perhaps it was because he freely handed out weapons to the remaining citizens, but after the outbreak, there were no good weapons left in the shop, and he wasn't able to fully defend himself with his pathetic weaponry.

Although the customization of the S.T.A.R.S. handgun, the Samurai Edge, was assigned to Robert, the actual work was left to his older brother, Joe Kendo. Since S.T.A.R.S. was generously receiving money from Umbrella, Joe was able to use extremely high-performance parts in the rebuilt guns.



NICHOLAI GINOVAEF



Commander of the U.B.C.S. Delta Platoon B Team. Originally from Moscow, Russia, Nicholai is a former member of Spetsnaz, the Russian Special Forces. With his survival ratio, he's HUNK's only real rival. During the Cold War, he took part in a number of political assassinations and insurgency operations, but due to the secretive nature of these missions, much of his history is shrouded in mystery. It's precisely because of this sordid past that the man called Nicholai Ginovaef has come to exist.

His skills as a warrior are unsurpassed, a fact recognized by those high in the Umbrella organization. On the other hand, there's growing criticism among his own unit with regard to his survival rate, and he's not very well liked by his own people.

PERSONAL DATA	
AGE:	40
BLOOD TYPE:	?
HEIGHT:	?
WEIGHT:	?

Since stealth is his specialty, you don't see him much in the main scenario, but you can see plenty of his impressive military skills on display in the "Mercenaries Mode."

During the private rescue operations in Raccoon City, Nicholai was entrusted with a number of secret duties. Umbrella's true aim was to recover the battle data and the medical data for the B.O.W. then under development, and Nicholai was the first of many who were ordered to retrieve it for them.

PERSONAL DATA	
AGE:	35
BLOOD TYPE:	A
HEIGHT:	187CM
WEIGHT:	102KG

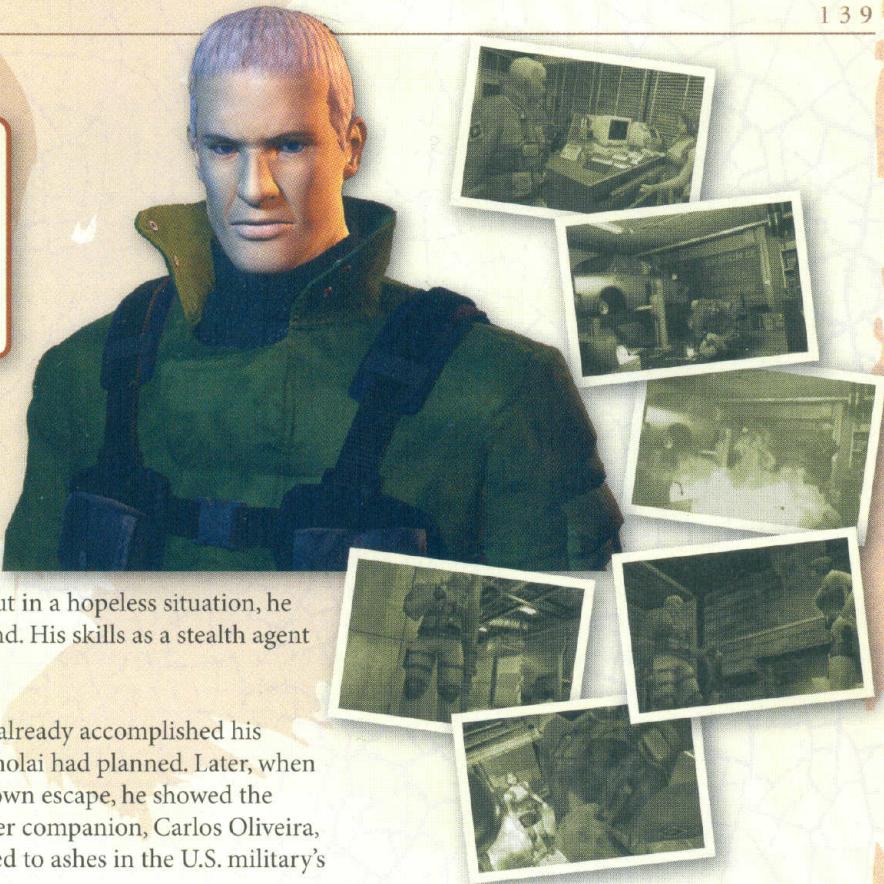


Nicolai, the cool-headed monitor. Since stealth is his basic mode of operation, you don't see him much in the main scenario, but you can see plenty of his impressive military skills on display in the "Mercenaries Mode".

Experienced in both urban and deep-woods combat, Nicholai was gradually approaching a successful completion of his duties.

Accomplished at setting booby traps and the art of assassination, capturing his comrades in a trap was not a difficult task. Even when put in a hopeless situation, he would always find a way to gain the upper hand. His skills as a stealth agent truly bordered on mythical.

By the time Jill learned of his identity, he had already accomplished his objective. Everything had gone exactly as Nicholai had planned. Later, when he managed to steal a helicopter to make his own escape, he showed the extent of his ruthlessness by leaving Jill and her companion, Carlos Oliveira, to die. Nicholai intended for them to be burned to ashes in the U.S. military's sterilization strategy for Raccoon City.



MIKHAIL VICTOR



Commander of the U.B.C.S. Delta Platoon. Originally from St. Petersburg, Russia, Mikhail rose to the rank of lieutenant in the Red Army, but was forced to resign after the collapse of the U.S.S.R. He then joined his wife's guerilla organization and participated in a number of terrorist actions aimed at liberating various native peoples. Using his impressive leadership abilities, he was highly successful in a number of well-organized actions. But when he was captured along with his men by government troops, he was forced to agree to join the U.B.C.S. in return for a guarantee of safety for his men.

After some time with Umbrella, he was appointed commander of Delta Platoon, leading 30 strong young warriors. There he truly demonstrated his brilliance as a leader. His powerful spirit of defiance and great leadership abilities forged a highly loyal unit and drew out the best qualities in all his subordinates.



PERSONAL DATA	
AGE:	45
BLOOD TYPE:	A
HEIGHT:	178CM
WEIGHT:	98KG



In contrast to the felonious Nicholai, Mikhail gives the impression of being warm-hearted. Although his battle style is basically the same as that of the other U.B.C.S. soldiers, he wears a beret and has a wireless radio on his left shoulder.

As part of the Raccoon City rescue operation, Mikhail and his Delta Platoon were deposited into the center of the city that was swarming with zombies. Unable to resist the overwhelming numbers of zombies, they were soon wiped out. Mikhail was badly wounded. After narrowly managing to flee into a streetcar along with the team leader Nicholai Ginovaef, he met Jill Valentine, S.T.A.R.S. member, and got a chance

to escape. Escaping the city by streetcar was their plan of last resort. Jill and Carlos began to work frantically to repair the streetcar. But their work proved to be in vain when Nicholai disappeared and they were attacked by their pursuer, Nemesis T-Type. In a moment of complete desperation, Mikhail chose to blow himself up along with Nemesis to allow Jill and the others to escape.

TYRELL PATRICK

Member of Unit A of the U.B.C.S. B Team. Originally born in the Republic of Surinam, he joined the French Foreign Legion after moving to Holland. Although he's a highly skilled mercenary, he became interested in running his own side business but had no real talent for making money. When he was in the Foreign Legion, he got involved in black market arms sales, and when the weapons he sold were used in genocidal killings, he was court-martialed and sentenced to life imprisonment. He joined the U.B.C.S. to avoid that sentence.

But joining the U.B.C.S. did nothing to assuage his greed, and so he accepted the position of Observer in order to earn extra reward money. In the end, he fell victim to the treachery of Nicholai Ginovaef and was killed.

PERSONAL DATA	
AGE:	32
BLOOD TYPE:	AB
HEIGHT:	185CM
WEIGHT:	90.0KG



MURPHY SEEKER

Member of Unit A of the U.B.C.S.'s A Team. An expert marksman with an introverted personality, he's a former US Marine and a superb soldier. His motive for joining U.B.C.S. was the same as Tyrell's: to have his life sentence commuted. He was sentenced for using a hunting rifle to gun down 20 members of a street gang that had killed his brothers. After acquiring the status of a demigod for his miraculous shooting ability during his stint with the Marines, Murphy was hired as a sniper by U.B.C.S. However, he was killed by Carlos (Nicholai) when he started to show signs of infection after the destruction of his unit.

PERSONAL DATA	
AGE:	27
BLOOD TYPE:	B
HEIGHT:	191CM
WEIGHT:	82.0KG



JON

A research scientist from Umbrella's Chicago laboratory, Jon currently works at the Arklay Laboratory. After William Birkin was transferred to the research lab under Raccoon City, Jon was reassigned to work with him. He inherited the chief oversight responsibility for B.O.W. research and development. However, although he was an exceptionally gifted scientist, he refused to participate in criminal research and was thus thoroughly disliked by the upper levels of the Umbrella Corporation.

At the time, Jon's noble nature found its chief support from his lover, Ada Wong. She first met Jon after penetrating the Arklay Lab disguised as a researcher. Her mission was to gather all information relating to the T-Virus research. It seems that he

PERSONAL DATA	
AGE:	?
BLOOD TYPE:	?
HEIGHT:	?
WEIGHT:	?

 Unknown

believed her all the way to the end, because in August 1998, he sent her a letter in which he admitted to having been infected with the T-Virus and asking her to get the story out to the mass media.

KEVIN DOOLEY

Pilot for the Raccoon City Police Department. Although Kevin is not a member of S.T.A.R.S., when Bravo Team was sent to investigate the forest, he was ordered by his superiors to lend assistance and serve as main pilot instead of Edward Dewey. After the helicopter crash, he stayed inside the craft and waited for the Alpha Team to arrive. He was attacked and killed by a pack of Cerberus dogs. His body was discovered by Joseph Frost from Team Alpha.

PERSONAL DATA	
AGE:	?
BLOOD TYPE:	?
HEIGHT:	?
WEIGHT:	?



MARVIN BRANAGH

Surviving member of the Raccoon City Police Department, and the one that Officer Leon S. Kennedy met first. Up until a few days before, even though they were under martial law, he had been doing fairly routine work, such as writing his report on a recent jewel heist (investigation on hold) and preparing for Leon's welcome party. After the biological contamination, he and the other police officers barricaded themselves in the westside station. He lost most of his comrades when the zombies broke in, and Marvin himself was gravely wounded. Knowing that he was going to turn into a zombie, Marvin kicked Leon and the others out of the office and locked the door, after first begging them to save his companions. Hours later, as expected, he finally turned into a zombie and attacked.

PERSONAL DATA	
AGE:	?
BLOOD TYPE:	?
HEIGHT:	?
WEIGHT:	?



MICHAEL WARREN

Mayor of Raccoon City for the last 11 years. Thirty-five years before the Mansion Incident, he first came to Raccoon City as an electrical engineer to bring power to the city. Following that, in 1968, he pioneers the cable car system, and in 1987 he was elected mayor in a landslide election. Thanks to his unswerving commitment to promoting the city's development, a bronze statue of him was placed in city hall.

Behind his clean-cut image, however, was a man who secretly colluded with Umbrella Corporation, embezzled money, and took kickbacks regularly. In order to line his own pockets, he invited Umbrella to build factory after factory in his town. In fact, Umbrella was the main sponsor of Raccoon City's City Management Plan, Bright Raccoon 21, which allowed for the creation of the new S.T.A.R.S. unit.

PERSONAL DATA	
AGE:	?
BLOOD TYPE:	?
HEIGHT:	?
WEIGHT:	?

 Unknown

THE MAYOR'S DAUGHTER

The daughter of Michael Warren, the mayor. After the biological outbreak, the chief of police, Brian Irons, kidnapped her and locked her in his office. Apparently, he wanted to keep her as a stuffed trophy, so he killed her. Placing more value on his own life than on that of his daughter, the mayor fled the city while she was consigned to a grisly fate.

PERSONAL DATA	
AGE:	?
BLOOD TYPE:	?
HEIGHT:	?
WEIGHT:	?



DARIO ROSSI

Citizen who Jill Valentine met at a warehouse in the uptown area of Raccoon City. While fleeing the zombies, he lost his daughter and took refuge in the warehouse. Jill decided that the warehouse wasn't safe, and she advised him to escape, but Dario refused. Having lost his mind shortly after losing his entire family, he hid in a crate and wouldn't listen to anything Jill said.

Shortly after, when the zombies took over the warehouse completely, Dario, alone and frightened out of his wits, wrote down his thoughts in a letter. In that letter, we learn of his secret dream to become a novelist. In the end, uncontrollable fear sent Dario running from his crate, and he was finally overtaken and devoured by zombies.

PERSONAL DATA	
AGE:	?
BLOOD TYPE:	?
HEIGHT:	?
WEIGHT:	?

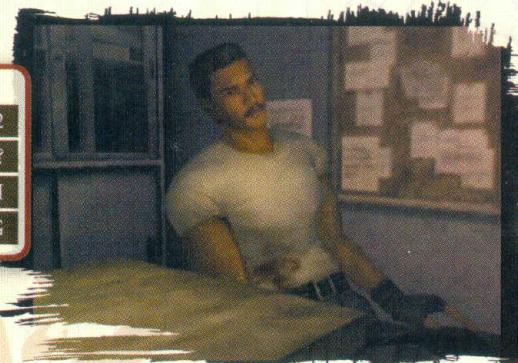


RODRIGO JUAN RAVAL

Head of security for Umbrella's #3 European lab and in charge of prisoner escort. He captured Claire Redford after she tried to penetrate the lab's security net, and he was the soldier who escorted her to Rockfort Island. But shortly after their arrival, he let her escape after Albert Wesker's special forces attacked and the island was thrown into chaos from a biological outbreak. Rodrigo was actually from the small village on Rockfort Island and had worked for Umbrella for only a short time. When Umbrella purchased the island, the village was destroyed. With nowhere else to go, Rodrigo accepted security work with the very group that had destroyed his home.

He allowed Claire to escape because of his growing disgust with Umbrella Corporation, and with himself for working for them. He no longer cared about Umbrella's fate, or even his own. The wound that he received during the attack on the island was easily healed with the medicine that Claire brought, but the wound to his soul was not so easily remedied. Filled with regrets, he went to the underground cemetery and was reunited with his family. However, he was attacked and swallowed by a giant snake that suddenly appeared out of the ground. Although Chris Redfield managed to come to his aid, it was a little bit too late, and Rodrigo died peacefully, surrounded by his beloved family.

PERSONAL DATA	
AGE:	32
BLOOD TYPE:	?
HEIGHT:	178CM
WEIGHT:	75KG



VERONICA ASHFORD

Matriarch and first lady of the Ashford family. Known for her remarkable combination of intellect and beauty, she is honored for her greatness by her descendants to this day. For this reason, or some other, her corpse was mummified and kept in the European home of Alexander Ashford, the sixth-generation leader of the clan. The purpose of the wildly ambitious project, Codename: Veronica, was nothing less than the creation of a scientific genius, a true genetic descendant of their illustrious predecessor, Veronica. Using her mummified body, Alexander was able to extract viable genetic material, and it looked like his project was going to be a success. But instead of recreating the brilliance of the original Victoria, he created the devilish Alexia.

PERSONAL DATA	
AGE:	?
BLOOD TYPE:	?
HEIGHT:	?
WEIGHT:	?



CREATURES

The world of Resident Evil wouldn't exist without the creatures that inhabit it. The following contains detailed information concerning their origins, characteristics, attack patterns, and weak points as they appear in the game. Variations of the creatures and their differences are included as well.

Zombie.....	145	Nosferatu	163	Centurion	173
Zombie Variations	146	Steve Monster.....	163	Grave Digger	174
Crimson Head /		Alexia	164	Sliding Worm	174
Crimson Head Prototype	147	Crow.....	165	Gulp Worm	175
Eliminator.....	148	Wasp	166	Neptune	175
Cerberus / Zombie Dog...	149	Large Roach.....	166	Lurker.....	176
Infected Bat / bat	151	Ant.....	166	Albinoid	177
Chimera.....	152	Moth Giant / Moth.....	167	Alligator	177
Lisa Trevor.....	152	Plague Crawler.....	168	Yawn	178
Hunter.....	153	Web Spinner /		Adder	178
Hunter's Variation	154	Black Tiger /		Monster Plants	179
Licker	155	Giant Spider /		Prant42.....	179
Croto Tyrant.....	156	Black Widow /		Ivy / Poison Ivy	180
Tyrant / Super Tyrant.....	157	Giant Black Widow	169	Tentacle	180
Tyrant's Variation.....	158	Spider's Variation.....	170	Mimicry Marcus	181
Nemesis Trype	159	Drain Deimos	171	Leech	182
G	161	Brain Sucker	171	Queen Leech	183
Bandersnatch.....	163	Stinger.....	172		

ZOMBIES



THINGS TO CONSIDER WITH REGARD TO ZOMBIE MUTATIONS

Occasionally during the game, zombies that crawl around on the ground are encountered. I have decided to refer to these separately as *crawling zombies*. This indicates that their muscle tissue has deteriorated to the point where they can no longer stand. However, they behave just like zombies with missing limbs, so we can classify them together. You may assume these creatures are harmless, but they still attempt to crawl up and bite your legs. It's best to use caution and approach them carefully.

Additionally, there are *lying zombies*. Due to a lack of energy, lying zombies are on the verge of death. They cannot chase after you, so there's little cause for alarm, but they *will* bite if you get too close. What you should watch out for are the *playing dead zombies*. These are rather dangerous creatures that pretend to be dead until a human gets close enough.

(*Zombies appear in: Resident Evil 0, Resident Evil, Resident Evil 3, Resident Evil 3: Nemesis, and Resident Evil: Code Veronica X*)

Zombies were once human, but were infected with and consequently resurrected by the T-Virus. The virus was most likely transmitted to them through either an infected water source or contact with virus-carrying rodents. Once they come in contact with the virus, they suddenly mutate and begin to decay. Because of their grotesque appearance, are referred to as the *living dead* or *zombies*. Their intelligence severely deteriorates and is accompanied by decay of their muscle tissue. Blood also congeals all over the skin. All functions outside of the autonomic nervous system are completely shut down, resulting in an inability to feel pain. A zombie's abnormally high vitality stems from its incredible metabolism

(this is also the cause of the itching sensation reportedly experienced before death). An extreme hunger seems to drive them to wander in search of human flesh, which provides them with the tremendous amount of energy necessary to sustain their high metabolism. In order to absorb the consumed human flesh efficiently, the stomach stores highly acidic digestive juices. There have been cases documented of zombies vomiting this acidic substance at human victims.

A zombie is not deterred by inconsequential damage, and will continue its search for food even with severed limbs or when missing the lower half of its body. However, the head is an exception. The zombie will die if its head is destroyed. Additionally, without an appropriate food source (human flesh), it becomes unable to act. It will resort to feeding on other zombies. In other words, zombies finally resort to "cannibalism" and fall prey to each other.

Originally, the only zombies in existence were the byproduct of research experiments, but due to a biological disaster at the research facility below Raccoon City, the number of infected rose astronomically. The worst case scenario became reality as the citizens of Raccoon City were transformed into the living dead. These strange "life" forms would become the focus of the investigation conducted by the secret U.B.C.S. surveillance force.

Zombies retain many of the physical features of the human beings they once were. It's easy to imagine the type of person a zombie was before it became infected, especially with those that worked at a uniformed occupation (police officers, factory workers, etc.).



ZOMBIE VARIATIONS

POLICE ZOMBIE

These uniformed zombies were once officers in the Raccoon City Police Department. Their numbers are plentiful because even off-duty officers were mobilized to quell the riots caused by the cannibalistic disease. It's believed that they're wearing summer uniforms. (RE 2, RE 3)



RE:O

FEMALE ZOMBIE

As the name implies, this is a general term for all female zombies. Due to the revealing clothing worn in the summer, the many bite wounds over their bodies stand out.

(RE 2, RE 3)



RE:O

GRAVEYARD ZOMBIE

Declared dead after being infected by the T-Virus, these zombies have mutated after being buried.

(RE, RE:CV)



RE:CV

RE:CV

PRISONER ZOMBIE

These zombies were once prisoners confined on Rockfort Island. A shaved head is their distinguishing characteristic. (RE:CV)



RE:CV



PERSONNEL (RESEARCHER) ZOMBIE

These zombies were infected with the T-Virus while working in the mansion and research facility. There are a lot of these zombies, indicating how many people were in those facilities. (RE)



RE

FOREST ZOMBIE

S.T.A.R.S. Bravo Team's equipment manager, Forest Speyer, was killed and mutated into a zombie during the Mansion Incident. (RE)



RE

BOMB ZOMBIE

These are essentially the same as the Forest Zombies. However, they carry many hand grenades. (RE)



RE

NAKED ZOMBIE

Found in the Arklay research facility, it's thought that these zombies were subjects for the T-Virus research experiments. (RE)



RE:O

IMPROVED ZOMBIE

These can be found mainly wandering the Raccoon City underground research facility. They're the product of weapons development testing, and thus are much stronger than other zombies. (RE 2, RE 3)



RE:CV

TRAINEE ZOMBIE

Before being turned into zombies, these people were trainees in Umbrella's special forces. As a result of the training, their muscle tissue hasn't degraded as fast as other zombie types, and they deal more damage. Some of them drop weapons. (RE CV)



RE:CV

WORKER ZOMBIE

Zombies of this type are commonly found on Rockfort Island and in the Antarctic base. They're believed to have been workers charged with sorting and storing cargo. Depending on their location, the color of their uniforms will vary. (RE CV)



RE:CV

GUARD ZOMBIE

These zombies are encountered in the Rockfort Island training facility and the Antarctic base. They wear holsters on their hips, but are incapable of using firearms. (RE CV)



RE:CV

WESKER SUBORDINATE ZOMBIE

These zombies were members of a mysterious special forces unit spearheaded by Wesker. Some of them have dynamite strapped to them, and are thus classified separately as Bomb Zombies, as with the Forest Zombie. (RE CV)



RE:CV

PARASITE ZOMBIE

These zombies wander around with parasitic larvae laid by moths attached to their abdomens. Their appearance is identical to that of the Worker Zombies found in the Antarctic research facility, but the larvae will detach when approached by a human. (RE CV)



RE:CV

DOCTOR ZOMBIE

This zombie formerly worked in the medical room of the prison, performing autopsies. It's considerably faster than most other zombie types, and it's so durable that its limbs cannot be severed. (RE CV)



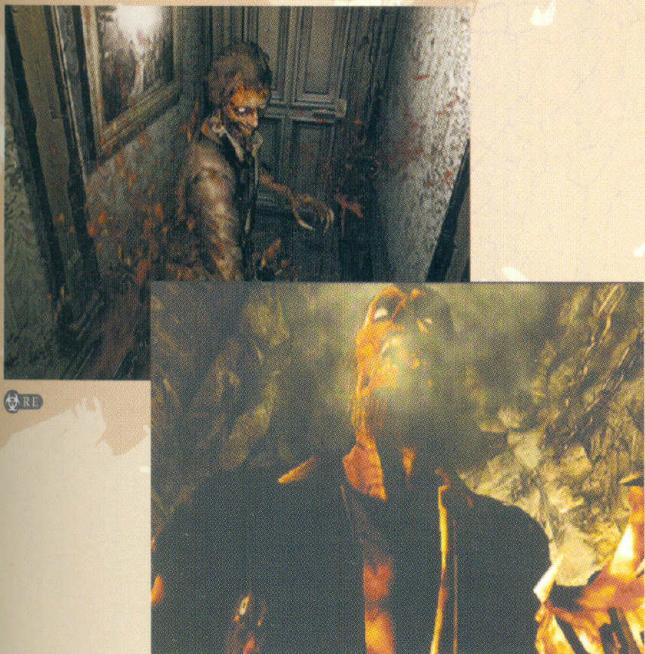
RE:CV

FATHER ZOMBIE

This creature is the result of a failed experiment to fuse Steve Burnside's father with the T-Veronica virus. Just like any other zombie, it has very little intelligence and will attack even its own son. (RE CV)



CRIMSON HEAD/CRIMSON HEAD PROTOTYPE 1



(Appears in: Resident Evil)

There are various mutations of the T-Virus. These mutations are known to induce unusual behavior in infected subjects. The Crimson Head is one such subject. Its sudden mutation brings with it a ferociousness that surpasses that of a standard zombie.

In order for a zombie to become a Crimson Head, it must be incapacitated by some external source. Eventually, the process called V-ACT will occur. Afterwards, the creature's body tissue is reconstructed on a cellular level, and it resumes activity. Its increased bloodlust causes the Crimson Head to move faster and even jump at its victims. It also possesses long, sharp claws that it did not have in zombie form. It poses a threat to zombies that impede its path to human prey.

The Crimson Head's red body alone is enough to justify distinguishing this creature from a zombie. The V-ACT process was discovered with the appearance of a single unique zombie. This creature was dubbed the *Crimson Head Prototype 1*, also known as simply the *super zombie*.

CRIMSON HEAD

A zombie will become a Crimson Head when revived through the V-ACT process. Unless the body is incinerated, this transformation cannot be prevented.



Crimson Heads are created by cultivating the T-Virus mutation carried by this prototype zombie. The original prototype possessed extremely high attack power and vitality, and was aggressive enough to instantly slaughter any humans in a nearby radius. This led the scientists to continue their research on this invaluable prototype. The specimen was frozen and the research progressed safely. However, due to the deaths of the Arklay facility researchers in the biological disaster, research was suspended on the Crimson Head Prototype 1. Currently, the specimen is contained in a sarcophagus beneath the graveyard behind the main hall in the mansion. It's extremely dangerous, and a complex mechanism (4 death masks) has been implemented to seal away the creature.



CRIMSON HEAD PROTOTYPE 1

The Prototype 1 is even more vicious and powerful than the standard Crimson Head. Since it's such a valuable specimen, it has been sealed away beneath the graveyard within the Arklay research facility.

ELIMINATOR



(Appears in: Resident Evil 0)

The Eliminator is a biological weapon created from a large monkey by Dr. James Marcus. The primate is highly intelligent, capable of executing commands. Little destruction of brain cells is seen in this subject. This is a striking difference from human subjects infected with the virus, indicating that their metabolism is working effectively. In response to the virus, the Eliminator's muscle tissue strengthens and swells to tear through its skin, contributing to its heightened agility and resistance. When it detects prey, hunger drives it to jump and viciously attack with incredible speed.

The Eliminator can be considered a successful experiment. However, it will not be mass-produced. Primates, only capable of understanding basic commands, aren't geared for battle. All experiments hereon must be conducted using human test subjects as the basis for B.O.W.



CERBERUS/ZOMBIE DOG

(Appears in: Resident Evil 0, Resident Evil, Resident Evil 2, Resident Evil 3: Nemesis, Resident Evil: Code Veronica X)



Since both the Cerberus and the Zombie Dog were created from the same species of Doberman, it's difficult to tell one from the other. However, there are distinct differences in how they came to be.

First, the Cerberus is a B.O.W. created by administering the T-Virus to a large Doberman used in the military. This creature, given the code number MA-39 by the researchers, is extremely violent. In response to the virus, its skin is severely decayed, although its speed, jumping range, endurance, and aggressiveness are considerably heightened. It retains the group dynamics of its species and is skilled at attacking a single target in groups. Cerberus is a cheap but effective product that sufficiently meets the requirements for a B.O.W. It's one of Umbrella's successful T-Virus experiments.

The Zombie Dog, on the other hand, was not created as a B.O.W. In fact, this creature was born accidentally. During the T-Virus outbreak, this Doberman consumed contaminated food and consequently mutated. The results of the mutation are similar, with no notable differences in attack power. The primary examples of Zombie Dogs were once police dogs used by the Raccoon City Police Department. These dogs had undergone training to be more effective in apprehending criminals. Thus, their attack power post-infection is extremely high, and they retain their ability to corner a target.

Additionally, the Zombie Dogs found in the Rockfort Island Special Forces Training Facility and in the Antarctic base were created by accidental exposure to the virus. The physical strength they acquired in their lives as military dogs is further increased by the virus, which gives them physical power similar to that of the Cerberus.



RACCOON CITY ZOMBIE DOG

Originally a police dog owned by the Raccoon City Police Department, this creature consumed food contaminated with the T-Virus. It savagely attacks human beings due to its incontrollable hunger. (RE 2, RE 3)



ARKLAY MOUNTAINS CERBERUS

The Cerberuses encountered by S.T.A.R.S. in the area around the Arklay research facility were released to acquire actual combat data. Their agility and viciousness allowed them to kill even the battle-hardened elite in an instant. (RE 0, RE)

ROCKFORT ISLAND ZOMBIE DOG

These Dobermans, bred and trained to become either military or police canines, were infected during the viral outbreak. Their skin shows signs of decay, but muscle tissue degradation is virtually nonexistent. (RE CV)

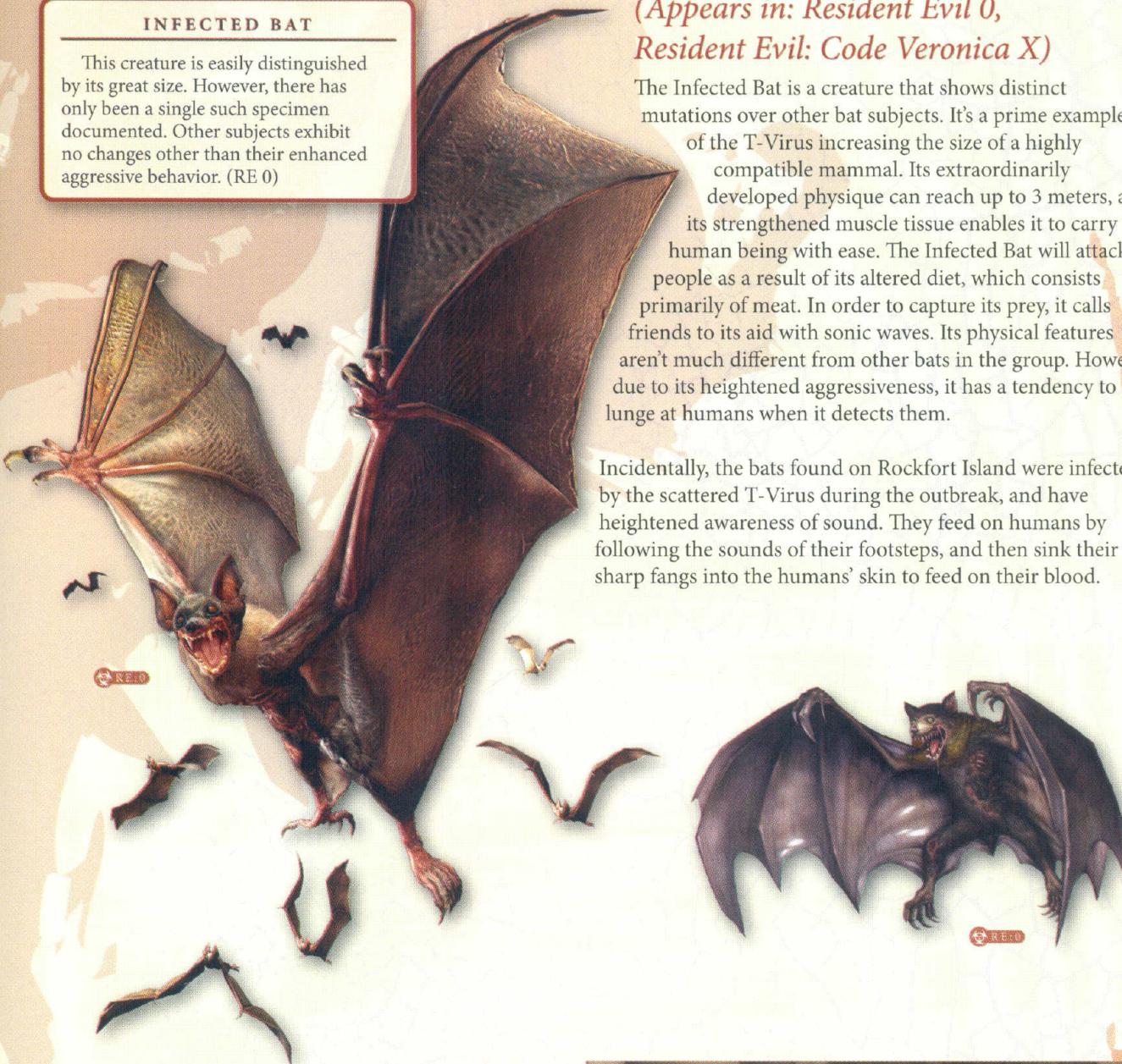
RE:CV



INFECTED BAT/BAT

INFECTED BAT

This creature is easily distinguished by its great size. However, there has only been a single such specimen documented. Other subjects exhibit no changes other than their enhanced aggressive behavior. (RE 0)



(Appears in: Resident Evil 0, Resident Evil: Code Veronica X)

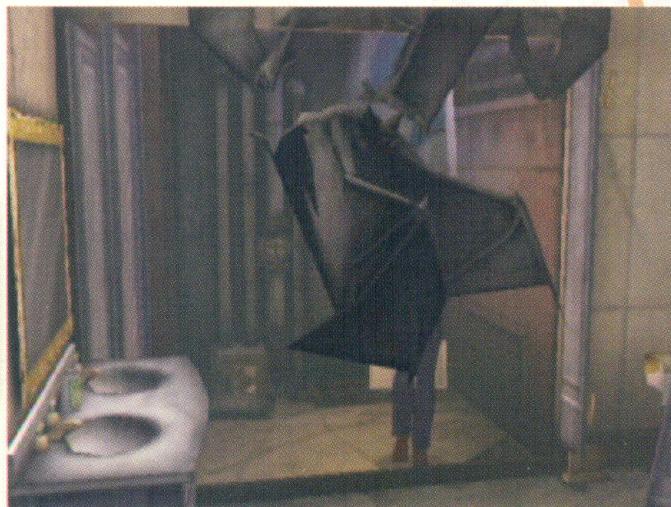
The Infected Bat is a creature that shows distinct mutations over other bat subjects. It's a prime example of the T-Virus increasing the size of a highly compatible mammal. Its extraordinarily developed physique can reach up to 3 meters, and its strengthened muscle tissue enables it to carry a human being with ease. The Infected Bat will attack people as a result of its altered diet, which consists primarily of meat. In order to capture its prey, it calls friends to its aid with sonic waves. Its physical features aren't much different from other bats in the group. However, due to its heightened aggressiveness, it has a tendency to lunge at humans when it detects them.

Incidentally, the bats found on Rockfort Island were infected by the scattered T-Virus during the outbreak, and have heightened awareness of sound. They feed on humans by following the sounds of their footsteps, and then sink their sharp fangs into the humans' skin to feed on their blood.

BAT

These bats group together with the Infected Bat. They exhibit no remarkable features except for their persistence. Since they're nocturnal, even a flame from a lighter will deter them. (RE CV)

RE:CV



CHIMERA

(Appears in: Resident Evil)

This B.O.W. was produced by combining the genes of a human being with those of a fly. Due to the unique properties of the introduced T-Virus, the two combined magnificently. The resulting hybrid form is reminiscent of the chimera from Greek mythology.

The obvious fly-like characteristics give this B.O.W. a grotesque appearance that is known to cause severe psychological damage to those who see it. Numerous maggots hatch from its body cavity, and it circles its human prey emitting a disconcerting noise that often confuses them and provokes fear. The Chimera is extremely aggressive, but it has the intelligence of a fly, limiting it to set attack patterns. It often nests in narrow places, including air ducts, where it lies in wait for prey. Once the prey is close, it attacks viciously with its sharp appendages.



RE

LISA TREVOR

(Appears in: Resident Evil)

After being experimented on with the virus in the Arklay research facility for over 20 years, this girl has lost any sense of who she once was. Now she has been transfigured into a sight that's tragic to behold, with an invulnerable body. Furthermore, the parasitic prototype for the Nemesis plan was transplanted into her, yielding results that surpassed all expectations. This soon led to the discovery of a new type of virus: the G-Virus.

The test virus was further developed and continually administered to Lisa. She began to assault female researchers, apparently in search of her mother's face. Her mother had been used as a previous test subject, but had died. During these attacks, Lisa would peel the faces off her victims and place them over her own.

Umbrella decided to dispose of Lisa in the Arklay research facility. After years of being the subject of experiments, Lisa was sentenced to perish in the darkness.

Due to her extremely abnormal physiology, Lisa's death was declared only after three days of monitoring for any vital signs. However, even that wasn't sufficient. She was not dead. From the time of her disposal until she encountered the S.T.A.R.S. members lost in the mansion, she wandered the halls as though nothing had happened...



RE

HUNTER (α , β , γ , Π , SWEEPER)

(Appears in: Resident Evil 0, Resident Evil, Resident Evil 3 Nemesis, Resident Evil: Code Veronica X)

This battle-type B.O.W. boasts sharp claws and scale-like skin covering its entire body. The Hunter was born from a fertilized human egg that was infused with reptilian DNA through the T-Virus. The resulting creature is a frightening cross between a reptile and a human.

The Hunter was created to contend with opposing forces boasting anti-virus equipment and defenses. It fulfills the requirements for a highly damaging weapon with its considerable intelligence. It will attack detected prey with astonishing agility and jumping power. It can be relied on to corner and incapacitate targets. It stalks prey as any hunter would, thus its name.

In addition to its physical prowess, the Hunter has proven intelligent enough to carry out simple commands. Following these findings, the hunter was determined to be a viable weapon in terms of cost and effectiveness. Umbrella began mass-production under the code number MA-121. With the Alpha type as the base, several variations were consequently produced.

The Hunter Beta, produced after the Alpha, was designed to become the primary product in the next line of low-cost Hunter production. Its attack power is less than that of the Alpha model, but it possesses an improved nervous system that enables it to evade bullets.



The Frogger, or Hunter Gamma, is a subspecies developed at Umbrella's European research facility, using the Alpha and Beta models as a base. Human genes were combined with a fertilized amphibian egg through a cultivation process. Sharp intelligence replaced the Hunter's eyes and claws in this rotund creature. However, since its amphibious traits are remarkably dominant over the human ones, it cannot operate outside of an aquatic environment. This creature will not undergo mass-production.

In response to Umbrella creating all of these new and improved models, a rival organization has created the Hunter II, which appears on Rockfort Island. This rival corporation used the original data taken by Albert Wesker to improve control over the weapon. A detection system called an Automated Surveillance Device sends the Hunter II to attack only specified targets. This improves its functionality as a soldier. This, in addition to the poisonous Sweeper sub-species, suggests this rival corporation's research is advanced.

HUNTER'S VARIATION



HUNTER α (MA-121)

This Hunter was the base for all subsequent types. The battle data obtained through the encounter with S.T.A.R.S. has been influential in improving on this model. (RE 0, RE)



HUNTER β

The β type is the prototype Hunter released into Raccoon City for a battle test before mass-production. Its grotesque appearance, resulting from genetic manipulation, is its distinguishing feature. (RE 3)

HUNTER II (REVISED)

The Hunter II is sent in to attack targets once they have been isolated by automated surveillance systems. Its subspecies, the Sweeper, is distinguished by its purple-red body and poisonous claws. (RE 3)



HUNTER γ

The Hunter γ has less attack power and intelligence than the β type, and due to its physical characteristics, it's limited to aquatic environments. Its weaknesses are direct sunlight and exposure to dry air. It's generally unsuitable for distribution. (RE CV)

LICKER

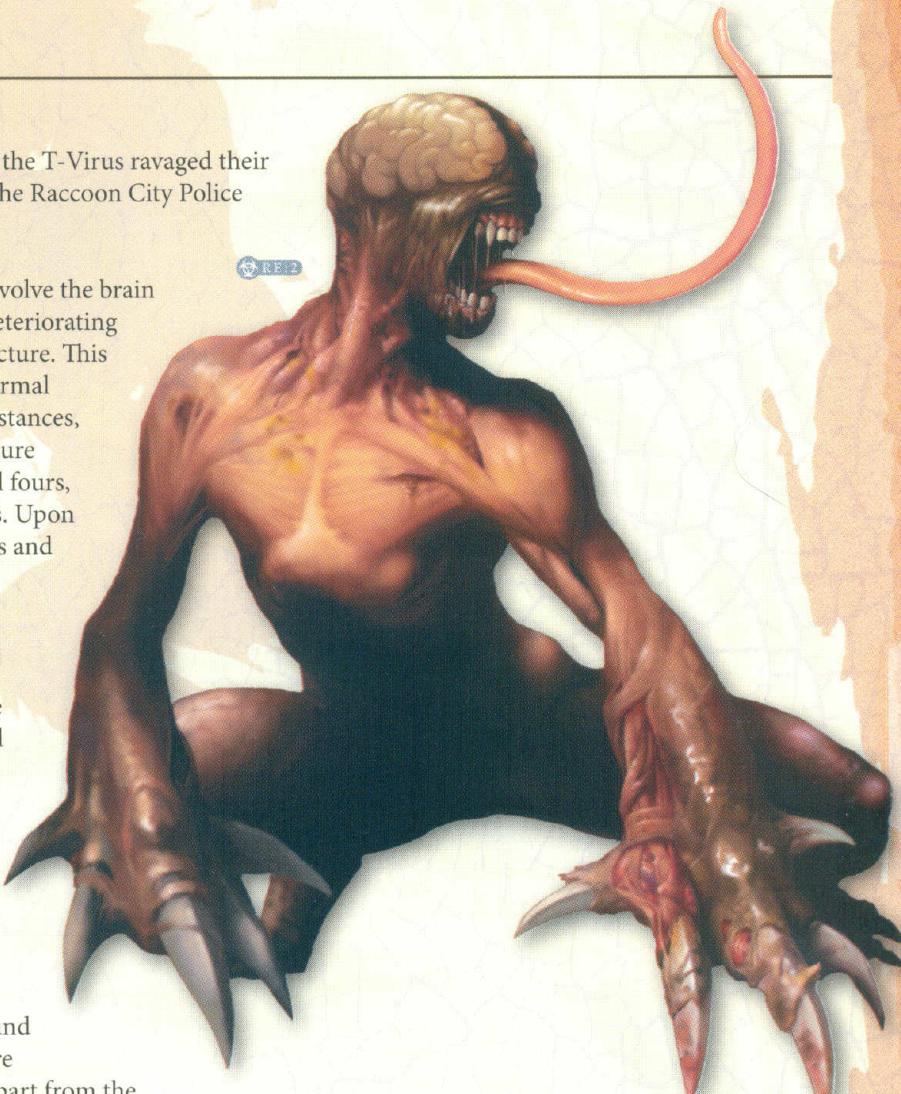
Appeared in: Resident Evil 2

These creatures used to be regular zombies before the T-Virus ravaged their bodies further. They were named by members of the Raccoon City Police Department for their incredibly long tongues.

Other changes from normal zombies to Lickers involve the brain expanding and becoming visible, and their skin deteriorating and peeling to expose their deformed muscle structure. This new muscle structure allows them to do things normal zombies can't. They can jump great heights and distances, and move more quickly. Their warped bone structure makes it easiest to move around by crawling on all fours, and allows them to climb across walls and ceilings. Upon spotting a target, a Licker stands up on its rear legs and enters its attack position.

Lickers have lost the use of their eyes entirely and can't track their prey by sight. But their super-developed hearing more than compensates for the loss. When they detect the slightest sound emitted by their prey, they attack full-on with teeth, claws, and tongue, all without making a single sound. However, they're weak to attacks from weapons that make little sound, such as the bowgun. The lack of eyesight is the Licker's greatest weakness.

There has also been confirmation of an evolved form of the Licker in the Raccoon City underground laboratory. It's bigger and tougher, and its claws are larger and sharper. Fortunately, it's easy to tell it apart from the normal Lickers, because it's pale green.



LICKER

An evolved zombie with a greater muscular structure and increased athletic abilities. Its trademarks are its expanded brain, and its incredibly long tongue. (RE 2)



EVOLVED LICKER

An improved Licker found in the Raccoon City underground laboratory. It differs from normal Lickers in color, durability, and claw size, but it attacks in the same manner. (RE 2)

PROTO TYRANT

(Appears in: Resident Evil 0)

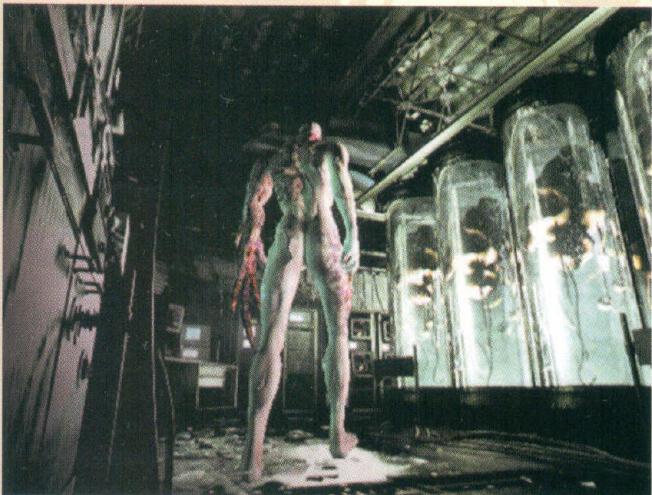
A B.O.W. created in pursuit of the ultimate life-form, this is the prototype for the Tyrant. The experiment's subject was administered the maximum amount of T-Virus. It did not develop enough intelligence to follow commands, and its skin became severely decayed. Once these results were realized, development was halted and the subject was disposed of after data was gathered.

As in the final model, the Proto Tyrant's heart is exposed on its chest, and the spinal column is exposed as well. Despite its physical imperfection, its bodily devices are not inferior to later models, and it's clear that this was a successful trial. Its aggressiveness is no less than that of the final version, and it's extraordinarily durable. Even after disposal, the specimen was able to continue its activities, and closed in on its targets without any hesitation, attacking with its abnormally developed claws.



TYRANT/SUPER TYRANT

(Appears in: *Resident Evil*, *Resident Evil 2*, *Resident Evil: Code Veronica X*)



Code number T-103 is the subsequent model that was developed using the results of the T-002 performance tests. The T-103 has a higher recovery rate due to its increased metabolism. Compared to the T-002, the T-103 has a considerably more humanoid form. This means that a product capable of meeting our ultimate goal of infiltrating enemy territory is much closer than anticipated. Additionally, if its life support reaches a critical point, it will remove its power limiter (defense coat) and transform into a Super Tyrant.

The Tyrant deployed to Rockfort Island for training with Umbrella's special forces unit is a mass-produced T-103 type. The only big differences from the previous T-103 are that its limiter is removed and its claws are smaller. Attack power is identical to previous types, making it a formidable foe.

The result of continuing research using data collected from the Proto Tyrant, this is the ultimate life-form, made possible through effective implementation of the T-Virus. Code number T-002 is the original model, on which all subsequent Tyrants are based. It's the peak of all human-based B.O.W. and successfully implements the design for maximum effectiveness on the battlefield. To commemorate its success, it was officially christened the Tyrant, using the initial from the T-Virus as a symbol of the power it exhibits.

The Tyrant boasts impressive durability and battle capabilities, as well as enough brainpower to adhere to commands. Furthermore, if its own life is in severe danger, it will transform into the Super Tyrant. The brutality, agility, and attack power of the red-fleshed Tyrant make it an ideal B.O.W., deserving of its name.

In order to catalog its incredible capabilities, expansive battle data was deemed necessary and combat tests were arranged. A top-secret combat test was conducted against the members of S.T.A.R.S. within the Arklay research facility. The targets were highly skilled, and an abundance of data, far beyond what was imagined, was collected, bringing us even closer to completion of the Tyrant.



TYRANT VARIATIONS



TYRANT (T-002 TYPE)

Used in an actual combat test with S.T.A.R.S., the T-002 model was the first step toward mass-production. It was scheduled to be manufactured after the final tests in the Arklay research facility, but there were areas in need of improvement. (RE)

S. TYRANT

This tyrant has disengaged its limiter and undergone dramatic changes. Its ability as a weapon is extremely increased. This is the T-002's super form. (RE)



TYRANT (T-103 TYPE)

A new type of Tyrant created from the T-002 type. It has a much higher capacity for following orders, and was ordered in pursuit of the G-Virus within Raccoon City. (RE 2)



SUPER TYRANT (T-103 TYPE)

This is the T-103 type without its limiter. The T-103 wears its limiter device in a defense coat when deployed. Once removed, it undergoes physical transformation. (RE 2)



TYRANT

The mass-produced T-103 type deployed to Rockfort Island. It was deployed without a limiter, and thus its normal appearance cannot be confirmed. However, it's safe to assume that it's similar to the standard T-103. (RE CV)

NEMESIS T-TYPE (THE PURSUER)

Appeared in: Resident Evil 3



The inability to control the Tyrant during the Mansion Incident alerted Umbrella's bioweapons research team that improvements needed to be made. The European office, under direct orders from Umbrella headquarters, came up with a brand new project designed to correct previous mistakes and improve on existing strong points.

In the Number 6 Laboratory, they began research on a project they hoped would turn every other Tyrant idea on its ear. That was the beginning of the Nemesis Project. Their goal was not to improve the Tyrant, but to create a whole new life form that could be injected into it, increasing its intelligence far beyond what was thought possible.

The result of this project was the NE- α , a Bio Organic Weapon (B.O.W.) with highly increased intelligence. This was the birth of the creature known as Nemesis. Nemesis was then injected into a Tyrant's spinal cord on the cellular level, whereupon it began to feed on the T-Virus and used it to spread throughout the Tyrant's entire system. After finishing the formation of its unique brain, the creature then began to make changes on its host's entire nervous system. This way, Tyrant's entire thought process would be left in the hands of the Nemesis, and its actions could be controlled completely from the outside.

The Nemesis T-Type was the result of injecting a mass-produced Tyrant with Nemesis, creating a new type of B.O.W. that would carry out orders faithfully and precisely. Furthermore, its improved intelligence allowed it to make its own decisions without the need for constant direction, and to operate complex weapons that would have been impossible before. Finally, to protect it from bullets and explosions, and to provide a fail-safe if it went out of control for any reason, it was wrapped in a specially made long overcoat before it was sent off to fight.

Thanks to the Nemesis's secretions, the regenerative powers of the Nemesis T-Type were far above that of standard B.O.W.'s. But injuries or damage that required regeneration came with a heavy price, requiring strange and awkward-looking mutations in the thing's body. Its second form is a perfect example of this, having been stripped of the top half of its overcoat and changing at an accelerated pace. Its tentacles, which were already partially visible during its first form, now begin to develop at an alarming rate. And the mutations did not stop there.

Although the Nemesis T-Type was able to overcome the intelligence-decreasing secondary effects of the T-Virus, it couldn't overcome the destabilizing effects. Eventually it went on a mindless rampage, the same as the Tyrant had before it. The destruction of its shared Tyrant's brain activated its defensive instincts and prompted yet another major mutation. Its third form was the result. With the cells from the two creatures now opposing each other, the mutations kept going until the entire creature had reached a gigantic size. And as its brain worked to protect its predatory abilities, it eventually mutated into a giant, all-consuming digestive organ. Add to that the large bubbles of acidic blood that had begun to form on its back, and it had lost all resemblance to its original form.



The Nemesis T-Type is first unleashed on Raccoon City, complete with orders to eliminate any S.T.A.R.S. officers on sight. Upon spotting a target, the creature utters "Stars..." and attacks.

The Nemesis T-Type was created to be a fighting machine, capable of using all kinds of weapons. It's so skilled with them that it can take down a fast-moving rescue helicopter with a single shot from a rocket launcher.





**NEMESIS T-TYPE
(PURSUER):
FIRST FORM**

The original form of the Nemesis, created from a Tyrant base and made to be a new form of B.O.W. The secretions from the Nemesis cells give the creature its unique, creepy appearance. Its main weapon is a rocket launcher. (RE 3)



**NEMESIS T-TYPE (PURSUER):
SECOND FORM**

A mutated form of Nemesis, uninhibited by the coat that helped keep it in check. The increased number of tentacles is a result of regeneration after severe injuries in a previous battle. It has even greater attack abilities than it did while in its first form. (RE 3)

NEMESIS T-TYPE (PURSUER): THIRD FORM

This is its final form, the result of its survival instincts overriding its attack programming. It has transformed into a giant digestive organ whose main purpose is to hunt for prey. It spews poison all around it. The giant bone protrusions extending from its chest area are its main distinguishing characteristic. Its intelligence has decreased severely, but it still attempts to carry out its mission to destroy all members of S.T.A.R.S. (RE 3)



G

Appeared in: Resident Evil 2

Unlike its cousin, the T-Virus, whose effects end after a single generation, the G-Virus affects its host at the genetic level, evolving and changing DNA to match its needs. It can even reproduce. It is perhaps the most evil invention of the century. Its inventor, Dr. William Burkin, injected himself with the G-Virus and became the creature now known as G. The new, inhuman William lost all sense of reason and humanity, resulting in a violent, dangerous creature that existed only to destroy. After granting its host an unbelievably strong life force and amazing strength, the G-Virus continued to invade and transform the flesh of its host body.

Its first form leaves its host with a moderately human appearance, but this is only the first stage in its horrific evolution. The effects of the G-Virus on its host's right arm give it superhuman strength, but also a giant eyeball growing from the shoulder. The eyeball functions just like any other natural organ.

In its second form, the G-Virus has spread throughout the lower body as well, causing asymmetrical mutations. William Burkin's face has apparently been sucked into the heart area, and a new head has grown in its place. The surprising thing about this head is that it already contains the G-Virus's brain. Other mutations involve a different bone structure, large claws growing out of the right hand, and a larger version of the eyeball on the right shoulder.

SECOND FORM G

A progression of the mutations evidenced in its first form, including the appearance of new organs unique to G. Its mutations have spread to include new bone and skin structure, and a whole new brain to go with its new head. (RE 2)



RE 2

FIRST FORM G

The beginnings of the asymmetrical mutations. It still retains the appearance of its host, William Burkin, but it also contains inhuman properties. These include a powerful right arm so strong it can break iron, and the violent, monstrous nature of an enraged beast. (RE 2)



RE 2

In its third form, the mutations have spread even further, including a new eye on its left thigh. In addition, it has grown two new arms and the larger, almost wing-like arms have moved to its back. Changes have also begun in the heart and other organs.

After suffering a threat to its life, G heals its injuries while continuing its mutation to something far removed from its original form. It has become a beast that crawls on four legs. Considering the extent of the G-Virus damage, this can be considered a natural evolution. In this form, the head and chest have morphed together, the large jaw has become the most prominent characteristic, and its agility has increased considerably. But these changes come at a price. The fourth form requires constant energy to remain active, leading it to eat more. The more it eats, the more it mutates. The result of these changes is G's fifth form. In this form, its arms have changed into tentacles, its body has grown soft and pulsing like that of a mollusk, and the remains of a not-yet-fully digested creature can be seen. Its endurance and durability is on the same level as its fourth form, and it's difficult to inflict critical damage on it, even with heavy weaponry.

Eventually, G was destroyed in its fifth form, but its absence leaves us with new questions. For example, we have no idea whether or not its fifth form would have been its final form or not. Left to its own devices, G could have evolved to a sixth, seventh, or even eighth form. Indeed, there are no factors indicating that G's evolution would have come to a halt anytime soon. At any rate, since all those involved with G's creation are now dead, a full investigation into G and its potential will soon be necessary.



THIRD FORM G

All traces of William Burkin have now been erased, and its primary arms have moved to the back, resembling demon wings. (RE 2)



FOURTH FORM G

An advanced stage, where the G cells have spread throughout the entire body and induced a number of new mutations. The result is a body too heavy to support on two legs, which is why it changed to four-legged movements. It has evolved so far as to be a prime energy source for zombies and Lickers. (RE 2)



FIFTH FORM G

An even further mutation into what appears to be a living lump of flesh and teeth. It possesses a soft, malleable body that allows it to squeeze through narrow corridors. To attack, it whips its various tentacles around and bites its target. (RE 2)

G ADULT BODY

A new kind of creature, born from an organism genetically rejecting the G-Virus. It's the result of forced, false reproduction on the part of the G cells, destroying the host body and rendering it useless. (RE 2)



REJECTING THE G-VIRUS

G: The new creature created by Umbrella, but never officially recognized by them. But it's not a foregone conclusion that G will mutate the body of its host. If the genetic incompatibility between G and its host is insurmountable, the host body will reject G from its system. When this happens, the G cells will forcefully reproduce and spread throughout the body, in what is called false reproduction, and the result will be the G Adult Body. When this happens, a part of the host body will remain, and a number of aspects from a complete G conversion become apparent. This creature will also reproduce G Young Bodies from its mouth. These are little reproductions of G with no ability to reproduce themselves.



BANDERSNATCH

Appeared in: Resident Evil: Code Veronica X



A new kind of prototype B.O.W. made from a human subject. Designed to be a Tyrant with greater adaptability, it has been developed with focus on practicality rather than sheer destructive power. To that end, no attempt has been made to give it a human appearance.

Its most notable characteristic is its method of transportation. It grabs onto things with its extendable right arm and pulls itself around in the blink of an eye. This is an ability not found in previous humanoid B.O.W.'s, and it allows the Bandersnatch to track its target quickly and with great precision. In addition to the right arm's great strength, it also has great flexibility. The Bandersnatch can flail it around like a whip, or pick up its targets and either throw them against a wall or crush their skulls.

However, the Bandersnatch is far from perfect. Due to its imperfect prototype status, its lower body has devolved and its ability to walk is heavily impaired. Furthermore, its left arm is all but nonexistent, forcing it to rely on its right arm exclusively. If you compare it to a standalone Tyrant, its flaws seem to stand out greatly. However, it cannot be denied that, like its namesake from Lewis Carroll's *Through the Looking Glass*, it's a formidable foe. With its considerate attack power and durability, most creatures fear it even if it does nothing more than attack repetitively with its right arm.

NOSFERATU

Appeared in: Resident Evil: Code Veronica X

The final, mutated form of Alexander Ashford, the sixth-generation head of the Ashford Family, who was injected with his daughter Alexia's T-Veronica virus against his will. His current uncontrollable form is the result of his body's inability to coexist with the virus. The virus's effects on his body include sprouting tentacles and an exposed heart. His body also produces a poison that turns into a kind of deadly fog upon contact with oxygen. Perhaps because of his dangerous nature, he was sent to Umbrella's Antarctic facility and sealed away for the last 15 years.

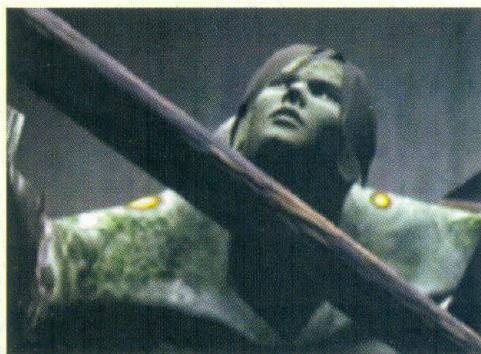
Incidentally, his name comes from the Lithuanian word for "immortal," and it was given to him by the workers in the Antarctic facility who heard his bone-chilling cries.



MONSTER STEVE

Appeared in: Resident Evil: Code Veronica X

Steve Burnside, after being injected with the T-Veronica virus by Alexia when she woke up from her 15-year cryogenic sleep. His body, like Alexander Ashford's, was unable to coexist peacefully with the virus, and he became a monster. In this form, his skin has turned green like a reptile's, and his spine has grown and expanded to become visible beneath his skin. And thanks to the virus's effects on his brain, he has lost all sense of reason or self. Now he exists only to attack, with no concept of friend or foe. He's the epitome of the berserker. His new monster strength is impressive, allowing him to destroy a stone statue with a single swing of an axe.



ALEXIA

Appeared in: Resident Evil: Code Veronica X



FIRST FORM ALEXIA

She's still in her human form, but is already undergoing tremendous changes underneath the surface. In this form, she can send a burning heat directly into the body of a person she has captured. (RE CV)

RE:CV



RE:CV

Alexia Ashford began to evolve after she injected herself with her own T-Veronica virus. She achieved coexistence with the virus after a 15-year cryogenic sleep.

In her first form, she manages to maintain her human appearance, except for the tentacle-like muscles wrapped around her in place of clothes. Her blood now bursts into flame upon contact with air, creating a fire barrier around her when she's attacked that only grows bigger the more damage she takes.

In her second form, the ant genes mixed in with the T-Veronica virus create an appearance much like a giant queen ant. This Alexia beats her new wings atop her gigantic fallopian-tube lower body. But fortunately, her integration with the T-Veronica virus is not yet complete, and she's only able to produce incomplete larvae from her tube (which are called Attack Creatures).

When her giant reproductive abdomen is destroyed, Alexia breaks off her upper body and becomes a true flying insect. This is her third form. Beating her four wings and buzzing around in midair, she has become something resembling an ant, but removed from anything else found in nature. She attacks by spreading her blood and letting it burst into flame. The one remaining part of her that looks human, her face, is steeped in sadness, perhaps at the result of what she has become and the realization that it was all her own doing.

SECOND-THIRD FORM ALEXIA

Continuing the evolutionary process, the second form of Alexia has started to display the characteristics of the ant DNA in the T-Veronica virus. Her upper body is just like an ant's, but her lower body is more like the roots of a plant. Her third form looks very much like the second, only with the upper body having separated from the giant fallopian tube. The big difference between this and her second form is her incredible durability, which allows her to shrug off attacks from any weapon other than the linear launcher. (RE CV)

CROW

Appeared in: Resident Evil 0, Resident Evil, Resident Evil 2, Resident Evil 3

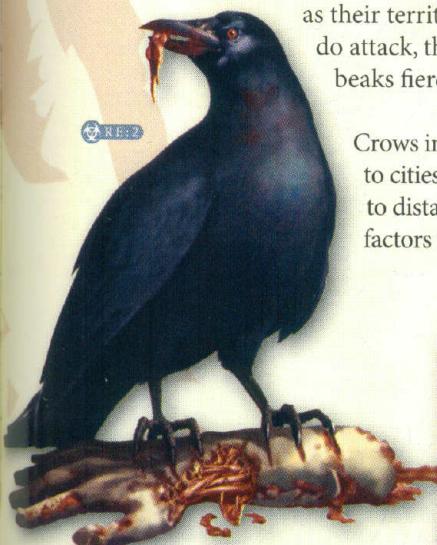


RE:0

Infected crows appeared almost immediately after the first T-Virus was unleashed. They ate dead meat that had been infected with the virus, causing them to become infected themselves. Non-infected crows are naturally omnivorous, eating anything from bugs to plants and animals. It was just a matter of time before the T-Virus, which infects every living thing, made its way to crows as well. Once the infected crows go berserk and start attacking living humans, the process is complete.

These infected crows still maintain some characteristics of their normal counterparts. For example, they caw loudly to instill fear in their prey, and they move in groups. But everything else is completely different. In their natural form, crows are extremely sensitive to sound, and any loud noise is enough to drive them off. But infected crows don't flinch even at gunshots fired directly in front of them. Basically, crows rarely attack as long as their territory isn't disturbed, but when they do attack, they peck their targets with their sharp beaks fiercely and repeatedly.

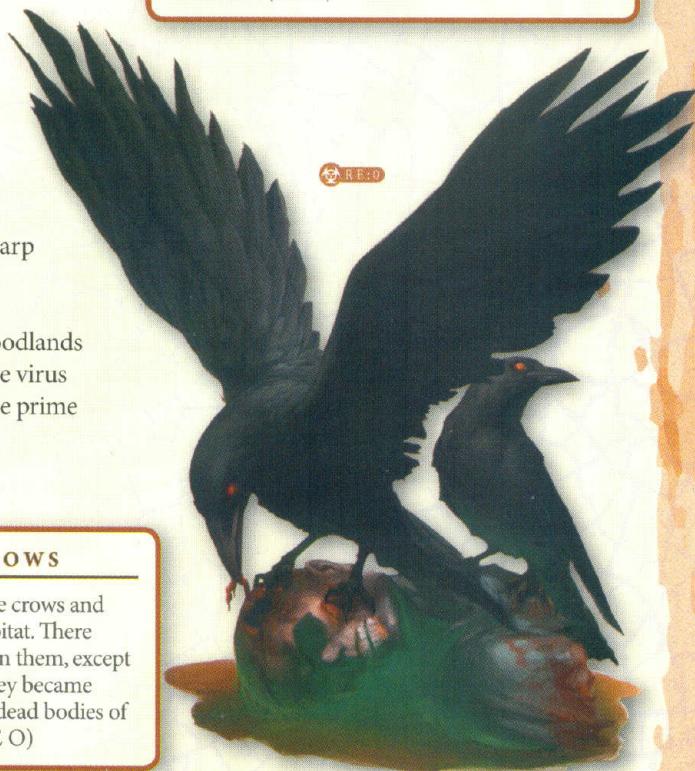
RE:2



Crows inhabit many environments, from woodlands to cities. Their wings allow them to carry the virus to distant locations, making them one of the prime factors in its sudden, dangerous spread.

ARKLAY CROWS

The crows that live in Raccoon Forest became infected by eating dead flesh and bugs carrying the virus. They have constructed several territories for themselves inside the mansion. (RE O)



RE:0

RACCOON CITY CROWS

The main difference between these crows and the Arklay ones is their choice of habitat. There aren't many other differences between them, except perhaps for increased aggression. They became infected the same way, by eating the dead bodies of creatures infected with the virus. (RE O)

WASPS

Appeared in: Resident Evil

These wasps have felt the full brunt of the T-Virus and have grown to enormous sizes. Judging from the natural characteristics of their genus, they must have built nests somewhere in the Arklay laboratory and dormitory to propagate their numbers. The effects of the virus appear to be different for each wasp, including varying sizes, different levels of endurance, etc.

The main trait all of the wasps share is a giant stinger that's filled with their natural venom mixed with the T-Virus. True to its instincts, an infected wasp encircles its prey before thrusting its stinger into the prey's body. This spreads the virus even further. Winged creatures infected with the virus will spread it over a large distance.

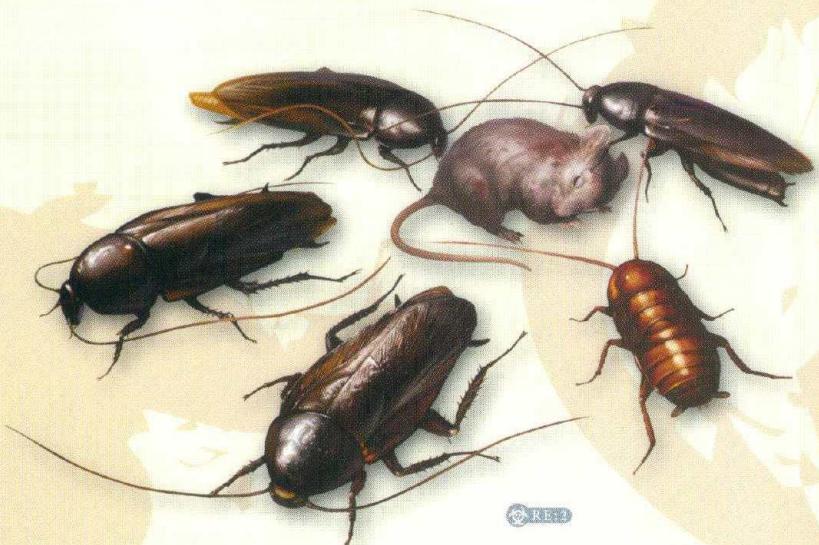


RE

LARGE ROACHES

Appeared in: Resident Evil 2

These were normal roaches that lived in the sewers until becoming infected with the T-Virus and growing to roughly 7-8 times their natural size (40 centimeters). Apparently they became infected by eating mice that had also been infected. When attacking, they have a tendency to bite onto the softest parts of their prey's body. For humans, they tend to go straight for the carotid artery. To ensnare their prey, they move and attack in groups. The cockroach's natural durability has only been enhanced by the virus, and their numbers have been shooting up because of it.



RE:2

ANTS

Appeared in: Resident Evil: Code Veronica X

Alexia Ashford used these ants in her experiments with the T-Veronica virus. Injecting them with the virus led to hugely increased growth and hostility. The infected ants began chomping away with their pincers at whatever prey they could find. Because they were kept for over 15 years, their numbers grew immensely. They can be found in the basement of the Antarctic base, having built a gigantic anthill to house themselves.



RE:CV

GIANT MOTH/MOTH

Appeared in: *Resident Evil 2*,
Resident Evil: Code Veronica X

It's common to think that there's no difference between Moths and Giant Moths, but in fact there are a number of differences in their natural ecology and appearance. Giant Moths are the product of moths that were used in experiments in the Umbrella laboratories. They escaped and grew to huge proportions due to the T-Virus. For some reason, Giant Moths' wings haven't grown in proportion with the rest of their bodies, so they can only fly a few feet from the ground.

It's thought that before the Giant Moths reached their current size, they had spread the effects of the T-Virus through a few different generations. This has led to an increase in both the amount of phosphorous powder they produce and its toxicity. Their larvae are referred to as Baby Moths, and even in their infantile state, they possess a considerable amount of attack power. When they sense a human nearby, they drop down from the ceiling and then spray sticky, hard-to-escape mucous from their mouths to cover their prey.

Moths, on the other hand, were originally kept in Umbrella's Antarctic facility as another kind of guinea pig. Like the Giant Moths, they grew to their current size after becoming infected with the T-Virus. Their phosphorous powder also contains a high level of toxicity, but unlike the Giant Moths, their wings have grown in perfect proportion to the rest of their bodies. This allows Moths to bob and weave around a target at will, before attacking by spreading their poisonous powder around the victim's body. Also, their larvae grow as parasites from living organisms, so they're constantly searching the perimeter of their nests to find suitable hosts for their eggs.

GIANT MOTH

The Giant Moth's most notable characteristics are its unnaturally imbalanced wings and its large, pulsating abdomen. Because they can't fly very far off the ground, they're always dragging their enormous bellies around. (RE 2, RE CV)

MOTH

Moths attack by spreading large amounts of poison powder throughout the air, which is fatal to any human prey who inhale it. Also, they go after their prey aggressively in an attempt to lay their eggs. (RE 2, RE CV)



BABY MOTH

Giant Moth larvae. Their bodies are only 30 centimeters or so, and their life force is rather weak. However, because so many of them are incubated within their nests, the numbers with which they attack their prey are nothing to sneeze at. They're attracted to warm-blooded organisms. (RE 2)

PLAGUE CRAWLER

Appeared in: Resident Evil 0



Insect-based B.O.W.s that were created by injecting various types of insects with the T-Virus and then manipulating their genes. Because they were developed relatively early in the program, they've had a lot of time to grow. Some are almost 2 meters long and have suitably large death-dealing pincers. On the surface, they appear to be excellently suited for dealing death and destruction. However, they were determined to be unfit for heavy combat situations, so their development was halted and they were to be destroyed. Because they were based on insects, they didn't have the intelligence needed for a truly successful B.O.W.

However, not all the specimens at the Umbrella Training Facility were completely destroyed. Some of them survived, and they went on to found colonies away from the watchful eyes of their human creators. They grew in numbers at a frightening speed.

Because Plague Crawlers favor damp, dark places, they can often be found making their beds underneath the roofs of buildings. They're carnivores, and they like to hide in ceilings, waiting for unsuspecting human prey to walk underneath them. Then they jump down from their hiding place and attack with their gigantic pincers.



WEB SPINNER/BLACK TIGER/ GIANT SPIDER/BLACK WIDOW/ GIANT BLACK WIDOW

Appeared in: *Resident Evil 0, Resident Evil, Resident Evil 2, Resident Evil 3, Resident Evil: Code Veronica X*

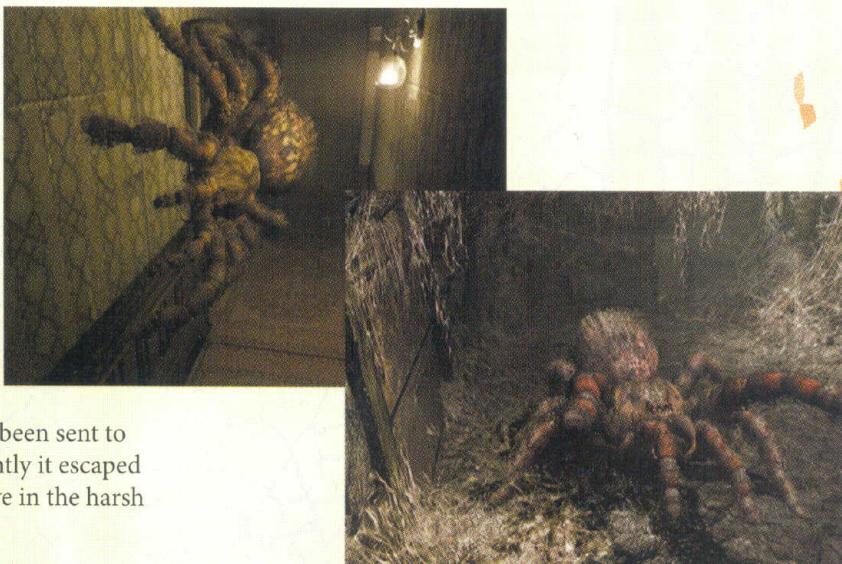


Now, here's where it gets complicated. The Giant Spiders are actually divided into two different genera. There are those that were accidentally exposed to the T-Virus, and those that were experimented on from the start to become B.O.W.s and grew to giant size for unknown reasons. The former can be spotted in the mansion facilities and in the Raccoon City sewers, and they're just normal spiders that were exposed to the virus and grew to large size, with an accompanying increase in toxicity. The latter can be found in the Antarctic base, and were developed from the extremely poisonous Black Widow spider. This spider was supposed to have been sent to one of Umbrella's branch companies, but apparently it escaped from its export capsule and has evolved to survive in the harsh conditions of the Antarctic.

Spiders, with their natural ability to adapt to almost any environment, have been studied for years with the intention of making them into B.O.W.s. For that reason, there have been many different creatures created from spiders. Although they may all look similarly frightening, there are in fact several differences between them that we would like to lay out here.

First we have the Web Spinner, one of the first B.O.W.s born from experiments with the T-Virus. In an ironic twist, Web Spinners have grown too large to actually spin any webs, and now attack their prey directly with a strong acidic liquid they secrete. This kind of spider isn't very dangerous. It's believed to be best equipped to spread the T-Virus further than it could go without the help of creatures that can walk on walls and ceilings.

Black Tigers were originally among the Web Spinners that were supposed to have been disposed of, but for unknown reasons, they underwent further mutations that increased their life force and attack power considerably. They're almost twice as big as the Web Spinners, and their bodies are considerably darker. In addition, their ability to spin webs has been restored, allowing them to hunt and kill prey in a much more spider-like fashion.



SPIDER VARIATIONS



RE:O

GIANT SPIDER

The results of administering the T-Virus to a pure-blooded breed of spider. These spiders were used to prove the amazing growth effects of the virus. They use their enhanced mobility and projectile venom to ensnare their prey. (RE O)



RE:CV

BLACK WIDOW AND GIANT BLACK WIDOW

Black Widows refer to spiders that were specially developed and trained as B.O.W.s before being sent to Rockfort Island. In fact, these spiders were meant to be sent to all Umbrella branch companies, but one of them escaped and became the Giant Spider that inhabits the Antarctic base. When this spider's abdomen is destroyed, it releases several Little Spiders to continue its work. Its main characteristic is the total lack of hair on its body. (RE CV)

THE DANGER OF LITTLE SPIDERS

Spiders, once they're infected with the T-Virus, grow to enormous size so as not to be hunted by other animals. With increased hostility and toxicity, they search for prey and continue to breed once they find it. For that reason, mother spiders always carry around countless numbers of Little Spiders within their abdomens. If anything happens to the mother, the Little Spiders then go off and attack humans. Fortunately, they're small enough that you can kill them by stepping on them, but the greater their numbers, the greater their threat.

In the Antarctic base, the Giant Spider exhibits the same characteristics as its smaller Black Widow cousins: spitting venom and using its gigantic jaw to capture prey. This spider carries her young in her stomach, just as her Raccoon City cousins do. She releases them in the same manner upon her death, and they carry the same danger in numbers. Incidentally, the Little Spiders that escape from the dead bodies of Web Spinners are also referred to as Baby Spiders, and they come in far fewer numbers.



RE

WEB SPINNER

A new B.O.W. that was developed after studying the growth effects on regular spiders accidentally infected with the virus. These spiders were especially noted for their ability to spread the virus in a large, expanding radius thanks to their mobility. (RE)



RE

BLACK TIGER

A sudden, unexpected variation of the Web Spinner that can shoot its web to capture unsuspecting prey. It contains a large quantity of venom in its abdomen. It captures prey by ensnaring them with venom-enhanced webs, and by splattering venom in all directions upon taking damage. (RE)



RE

GIANT SPIDER (RACCOON CITY)

These Giant Spiders were born from the disaster that attacked all of Raccoon City. They're thought to have been created when the T-Virus was carried down to the sewers where they live. (RE 2)

DRAIN DEIMOS

Appeared in: Resident Evil 3



Irregular mutants with the nickname DD. It's believed that the Drain Deimos were originally fleas that ate the flesh of an animal infected with the T-Virus. They grew to hundreds of times their original size, about as big as an average-sized human. Their appearance is particularly grotesque even for monsters, with their exoskeletons in pieces and their inner organs and muscles appearing in odd and unnatural places, due to their extremely quick growth.

Drain Deimos get their nutrition from the cerebrospinal fluid of humans. True to their nature as fleas, they procure this fluid by sinking their fangs into their prey and sucking it out. After eating their fill, the males will suddenly turn into females and lay eggs, beginning the cycle of self-reproduction.

They generally like to stay in places that are dark and damp, and they move about by crawling on top of walls and ceilings.

They tend to be very cautious, so it's unusual for them to attack suddenly. When they get excited, though, they attack head-on with little regard for the consequences, using their claws and fangs against their prey.

BRAIN SUCKER

Appeared in: Resident Evil 3

An irregular mutant that bears a strong resemblance to the Drain Deimos. It has two heads and an almost reptilian body, as if two disparate creatures had been fused together into some strange new creation. Like the Drain Deimos, the Brain Sucker was a flea before its mutation, but must have been feeding on a different kind of animal that became infected with the virus.

In contrast to the Drain Deimos' diet of cerebrospinal fluid, you can guess how Brain Suckers get their nourishment: they suck out the brains of any humans unfortunate enough to come near them. Upon spotting prey, the Brain Sucker destroys the head of the target and then inserts both of its tongues into the remains. It's surprisingly dexterous at opening up skulls to get to their contents.

Aside from their tendency to go after brains instead of cerebrospinal fluid, Brain Suckers attack with their claws and fangs in much the same way as Drain Deimos. But unlike the Drain Deimos, Brain Suckers also have toxic venom they can spit at their prey from a distance.

Both Drain Deimos and Brain Suckers lay eggs to reproduce. When these eggs hatch, they produce what seem to be merely smaller versions of themselves, allowing them to propagate at frightening speeds.



STINGER

Appears in: Resident Evil 0



The Stinger is a B.O.W. created by administering the T-Virus to a scorpion. It reaches lengths of up to 3 meters, including its pincers. Additionally, the virus has caused the creature's exoskeleton to harden. Its pincers in particular are tough enough to cut through steel. The increased thickness and strength of the creature's exoskeleton enables it to absorb damage from firearms. However, this is the extent of the virus's effects on the creature, and thus it cannot be declared a viable B.O.W.

The Stinger has a tough, armored body, but its head is surprisingly vulnerable. This is its primary weakness, and during actual combat it resorts to covering its head with its claws. Furthermore, as a B.O.W., it should secrete poison from its stinger, but it lacks that ability. It only behaves like a scorpion when attacking with its large pincers. Its other attack patterns are slow and clumsy, consisting of charging the target and stabbing with its tail. The Stinger falls short of what was desired from a mutated scorpion.

CENTURION

Appears in: Resident Evil 0



The Centurion is the large centipede creature discovered in Umbrella's Management Training Facility. This is *not* a B.O.W. born from the T-Virus experiments, but rather was mutated through accidental exposure to the virus.

This multilegged, carnivorous creature survives by preying on humans. As you may expect, the Centurion is far larger than the tropical centipede, and its behavior is far more aggressive. It can reach lengths of up to 10 meters, and it will quickly close in on prey, rear up, and strike at the victim. It uses sharp, powerful fangs to bite through human bones. Its patterned movements are reminiscent of an insect's, indicating its low intelligence. The only threat it poses is from its attack power and durability.



GRAVE DIGGER

Appears in: Resident Evil 3



An irregular mutant, and the result of an arthropod living under the ground in Raccoon City becoming infected with a T-virus that seeped into the ground and caused it to undergo huge, sudden mutations. The waste products of the underground Umbrella laboratory has been too much for the facility to handle, and had spread out underneath the ground, causing many areas to become infected. This caused part of the arthropods crawling around underneath the ground to encounter some infected bodies that had been buried near the facility, and they themselves became infected upon ingesting some of their remains. One of the mutations that resulted from that was the Grave Digger.

These creatures primarily inhabit the underground of the Raccoon City graveyard, feasting on dead flesh and acting extremely hostile to any humans they encounter. Their worm-like bodies number up to 10 meters in length, and their powerful jaws, capable of crunching up concrete like it was candy, along with their amazing digestive systems allow them to swallow an adult human whole. When hunting prey, they sense their distance from underneath the ground and then come rushing up to the surface to take them in a surprise attack.

Currently, two separate types of Grave Diggers have been confirmed to exist. The first is an adult that has recently shed its skin, and is colored white. The second is a fully grown adult and is colored dark brown. This kind is reported to have a high tolerance for damage.

SLIDING WORM

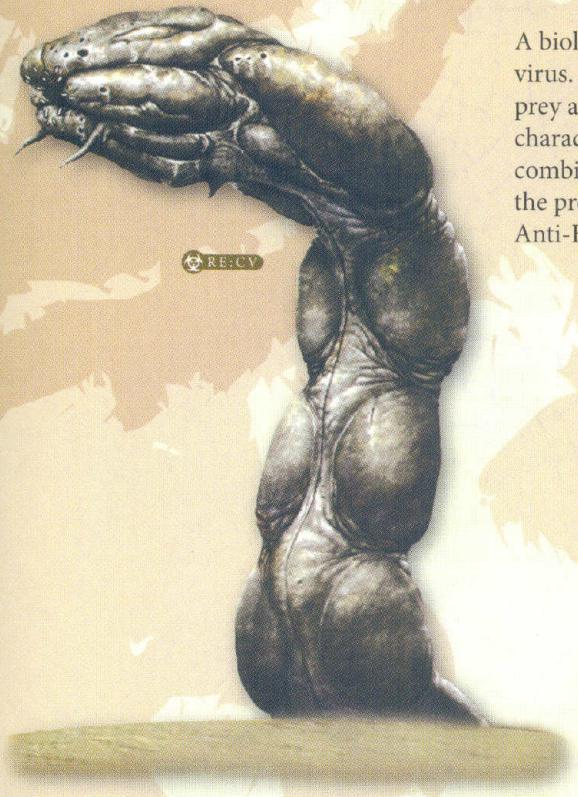
Appeared in: Resident Evil 3



The above mentioned Grave Diggers reproduce by laying eggs in the sewers and inside the ground, often in bunches of 100. Under these infected conditions, these eggs soon hatch, often in 2 hours, and the resulting creature is known as the Sliding Worm. These larvae are another kind of irregular mutant, usually grow to about 1 meter in length, and possess sharp fangs and an elastic, flexible body. These creatures thrive on blood, and when they spot prey they will leap towards it with amazing jumping power, and suck away on the blood like a leech, sometimes as much as 1 liter. After being born, they will shed their skin many times in the course of their development. In the span of one week, they will be a fully formed Grave Digger.

GULP WORM

Appeared in: Resident Evil – Code: Veronica X



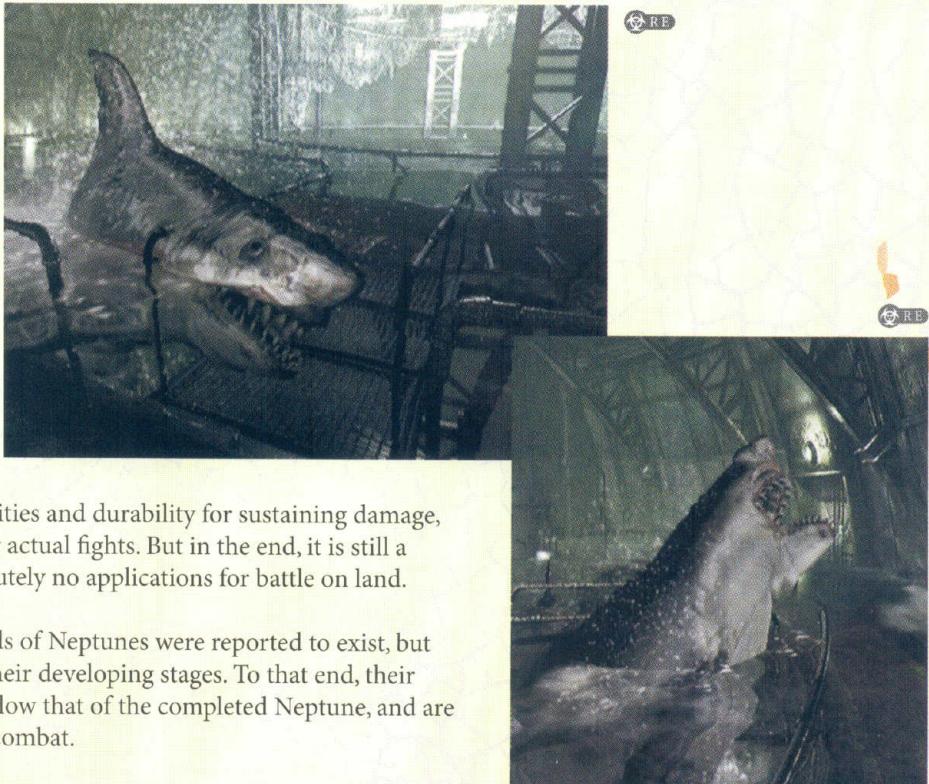
A biological weapon created by manipulating worm DNA with the T-virus. Normally, it lies dormant far beneath the ground, but when it smells prey approaching it comes rushing out of the ground to attack. Its main characteristics are its enormous size and strong digestive organs, which combined allow it to swallow an adult human whole. This worm is actually in the prototype stage, and was used as a practice opponent for Rockfort Island's Anti-B.O.W. Squad trainees.

NEPTUNE

Appeared in: Resident Evil

Code Number "FI-03". Developed as an experiment to prove that the T-virus would combine well even with sea creatures, it's a new form of B.O.W. created from a Great White Shark base. The result is a huge new body that far surpasses its natural size, and seeing this creature in its natural watery habitat gives new meaning to the name "King of the Ocean". The naturally aggressive tendencies of its species have been increased, and its strength has also been augmented to the extent that it fears no living creature. And with its high attack capabilities and durability for sustaining damage, one would think it would be a natural for actual fights. But in the end, it is still a creature of the sea, and as such has absolutely no applications for battle on land.

In the Arklay Mansion facilities, two kinds of Neptunes were reported to exist, but the smaller ones were still in middle of their developing stages. To that end, their attack and defensive properties are far below that of the completed Neptune, and are therefore far easier to drive off in actual combat.



LURKER

Appeared in: Resident Evil 0



A B.O.W. born from early experiments with the T-virus. Almost immediately upon beginning the virus research, a huge number of failed experiments were produced. The Lurker is one of those failed experiments, and it is made from an amphibian frog base.

Their eyes and ears have devolved greatly in this form, but their ability to sense prey has been evolved to an almost supernatural level. Their tongues in this form have become strong enough to actually impale a human target with little effort. Their digestive systems have also developed to the point where they can swallow a human whole, as those systems are now strong enough to kill whatever prey they swallow almost instantly.

Although they contain formidable offensive properties, the reason the Lurkers were not able to be employed as actual B.O.W.s is because of the gaping lack of intelligence. No matter how much time had passed between the administering of the T-virus, they showed no signs of development in their brains, and thus there was no effort made to condition them to follow orders so they could function as B.O.W.s. This experiment showed that there was little hope of creating great weapons from amphibian bases with the T-virus, and even the later developed much improved Hunter type was lacking in the same areas due to its amphibious nature.

YAWN

Appears in: Resident Evil



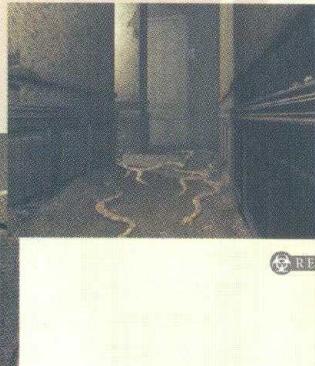
This poisonous snake, bred for use as a B.O.W. test subject, escaped from the facility and was infected with the virus, causing it to grow to gigantic size. It appears to be yawning as it swallows its prey whole, and thus it was named Yawn by the researchers.

It's unique in that its width is inconsistent with its length, and the venom it secretes through its sharp fangs requires an unusually powerful serum to counteract it. If a victim isn't given prompt treatment, the venom will spread and incapacitate them within minutes. The Yawn does not have highly developed intelligence and is incapable of any physical movement beyond that of a normal snake.

ADDER

Appears in: Resident Evil

This small, venomous snake was infected by the T-Virus and began to multiply uncontrollably. It detects prey by sensing body heat, and attacks in groups. It thrives near water and prefers damp places. It has faster reflexes than a typical snake and will jump to bite into humans on sight. While the green-skinned Adder will only cause flesh wounds, the red-skinned version releases



MONSTER PLANTS

Appears in: *Resident Evil*



This mutant was discovered in the mansion's greenhouse. It absorbed water contaminated with the T-Virus, and it grew to an abnormal size and developed a tough outer layer. It will not take damage from any attack, and it will lash out with its tentacles when approached. However, it's still a plant and demonstrates no resistance to herbicide.

PLANT 42

Appears in: *Resident Evil*

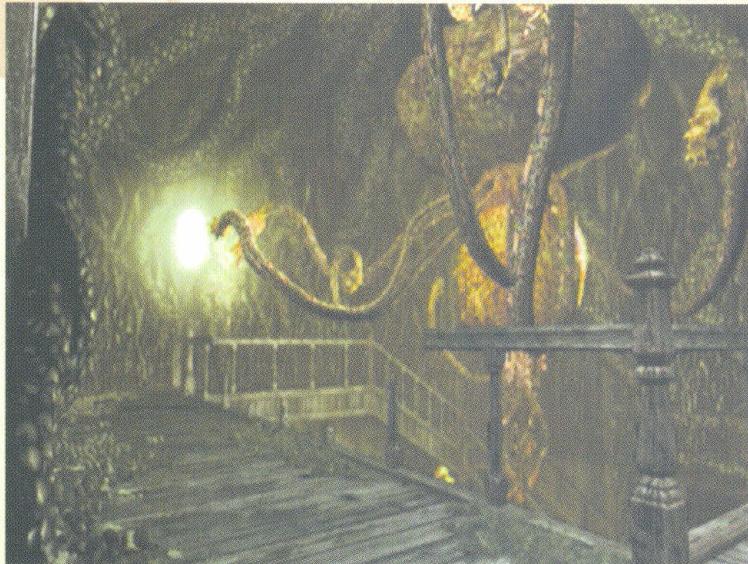
Plant 42 was born accidentally during the T-Virus outbreak. Its name comes from the location of its discovery: observation point 42. The virus had a profound effect on the plant, causing it to evolve at an alarming rate. The researchers observed with great interest as the subject's growth overwhelmed other plants. In a short time, its girth caused it to break through the floor and walls of the dormitory.

There are two ways in which Plant 42 gathers nutrients. The first is by absorbing chemical compounds through its roots, and the other is by sucking human blood through tentacle-like appendages that have sprouted from its bulb. Several researchers have had their veins completely sucked dry by Plant 42.

If it's a plant, why does it attack human beings? This is the result of an extraordinary increase in the creature's intelligence, triggered by the T-Virus. In other words, Plant 42 has begun to act on its own judgment, attacking humans with its bloodsucking tendrils in order to preserve its own life. Plant 42 climbed to the top of the ecosystem and completely took hold of the dormitory. Up until its destruction at the hands of S.T.A.R.S., its roots were firmly in place throughout the entire building.

No synopsis of Plant 42's ecology would be complete without touching on its aggressive behavior. Plant 42 was intelligent enough to develop defenses against intruders. Once the victims were in range, it would whip out at them with thorny appendages, or seize them around the neck and strangle them with its incredible strength. Additionally, the T-Virus has enabled it to excrete acidic sap from its petals and tentacles, which it uses to defend itself.

Despite its dramatic evolution, Plant 42 is still just a plant at its core, and is extremely susceptible to fire. Furthermore, the researchers left behind an analysis indicating that the UMB chemical V-Jolt weakens the creature's plant-based cellular structure.



IVY/POISON IVY

Appears in: Resident Evil 2

Officially named Plant 43, this B.O.W. was developed by analyzing the data from Plant 42. It was selectively bred to move on its own, and it survives by absorbing water vapor through its surface.

It attacks prey with the two ivy-like appendages that give it its name, and inflicts fatal wounds by spitting digestive enzymes out of its head-like flower. It can adapt to its environment, even upon detecting harmful substances in the air. A prime example of such an adaptation is the Poison Ivy. In this case, its body has been exposed to P- Σ gas, resulting in physical changes. This poisonous B.O.W. no longer expunges acidic fluid, but rather emits a highly poisonous gas.



POISON IVY

Its form is essentially the same as that of the standard Ivy, only it has been exposed to P- Σ gas, making its flower red and giving it poisonous properties. It's capable of emitting venomous gas. (RE 2)

IVY

This B.O.W. was developed using the data taken from the completed analysis of Plant 42 during the Mansion Incident. It moves about slowly on its tendril-like vines. Its slow movement and weakness against fire prevent it from becoming a threat by itself. However, it spreads quickly, making it dangerous. (RE 2)

TENTACLE

Appears in: Resident Evil: Code Veronica X

This tentacle is part of the Alexia experiment, made possible by merging her DNA with T-Veronica over a period of 15 years. Capable of reaching prey up to several kilometers away, the tentacle will extend and lash out with its tip. It cannot function alone, but given a target by Alexia, it can reach anywhere. If it's substantially damaged, the tentacle will writhe about violently and toss its victim away.



MIMICRY MARCUS

Appears in: Resident Evil 0



When approached by an outsider, the leeches will break their form and attack. In this case, the creature retains a somewhat human form, although the visage of Dr. Marcus becomes distorted and the face disappears entirely. It attacks by stretching out its right arm like a whip and striking the target.

The only way to dispose of Mimicry Marcus is to use its permeable properties against it with sulfur, or to incinerate it. However, it has a tendency to explode and scatter itself when critically damaged, so it may not be a wise decision to simply attack.

This creature is actually composed of countless leeches that have merged together to imitate the late Dr. James Marcus. How simple annelid leeches are capable of forming into their creator is a difficult phenomenon to explain. However, it's certain that these leeches function as a collective intelligence.

The leeches secrete an adhesive bodily fluid over their cuticle in order to mold together. This coating hardens as they fuse together. However, there is a limit to how well they can sustain this form, and can only do so if it's stationary.

MIMICRY MARCUS (STATIONARY FORM)

This is the stationary Mimicry Marcus. Just as the name implies, leeches have fused together in a humanoid shape, perfectly mimicking Dr. Marcus. (RE 0)





RE:0


**MIMICRY MARCUS
(ATTACK FORM)**

This form is taken by the leeches to facilitate movement. It no longer bears any resemblance to Dr. Marcus. It attacks with whip-like appendages and attempts to grab its targets, covering them with bodily fluid. This will infect the target with the T-Virus if they get too close. (RE 0)



RE:0

LEECH

Appears in: Resident Evil 0

This bloodsucking leech is approximately 20 centimeters in length. Dr. Marcus, discoverer of the progenitor virus, selectively bred this creature, provoking in it sudden evolutionary changes previously unthinkable in an annelid. It has an eye-like receptor device within its flat body, enabling it to act as a conglomeration despite being a lower life form. It consumes human flesh by attaching its enlarged mouth to prey, and in groups it can kill a human being in a matter of minutes. Additionally, due to the extremely high concentration of T-Virus within the leech's body cavity, the possibility of turning the victim into a zombie is extraordinarily high.



RE:0

QUEEN LEECH

Appears in: Resident Evil 0



The second form's greatest strength is its near-invulnerability. It's powerful enough to be unfazed by any number of gunshots. However, although its vitality is extremely high, the exposure of its true form also exposes the Queen Leech's weakness. To maintain this form, the leeches are coated with an almost-transparent film that allows ultraviolet rays to pass through. This is its downfall. The ultraviolet rays found in sunlight will break down its cellular structure. The burnt cells have a hard time maintaining the second form of the Queen Leech, rendering it extremely weak and unable to protect itself.

This creature is the mutated form of the Queen Leech that controls all mutated leeches. It typically takes the form of a young Dr. Marcus, but breaks this mold to become its first transfigured form. It possesses extremely high intelligence, and it thinks and acts just like Dr. Marcus, who was assassinated 10 years ago. It even has the ability to speak. This surprising phenomenon was made possible by the Queen Leech entering the remains of Dr. Marcus and merging with his DNA over such a long period of time.

Ten years have passed since the fusion sparked by the T-Virus. During that time, the bodily tissue was transformed, allowing it to reach its ultimate form. As the name Queen Leech implies, it reigns over countless mutated leeches, which it commands at its whim. Upon sighting an enemy, it will attack with whip-like appendages formed out of leeches.

If the Queen Leech senses bodily harm, it will cease restraining its natural functions and will mutate into its second form. It merges with all surrounded leeches, and uses them as an energy source to multiply its own cells. This process rearranges the structure of its first form and completely reforms damaged sections. The mass of the second form is many tens of times greater than the first. Its great size and appearance makes it seem primitive and extremely grotesque.





QUEEN LEECH FIRST FORM

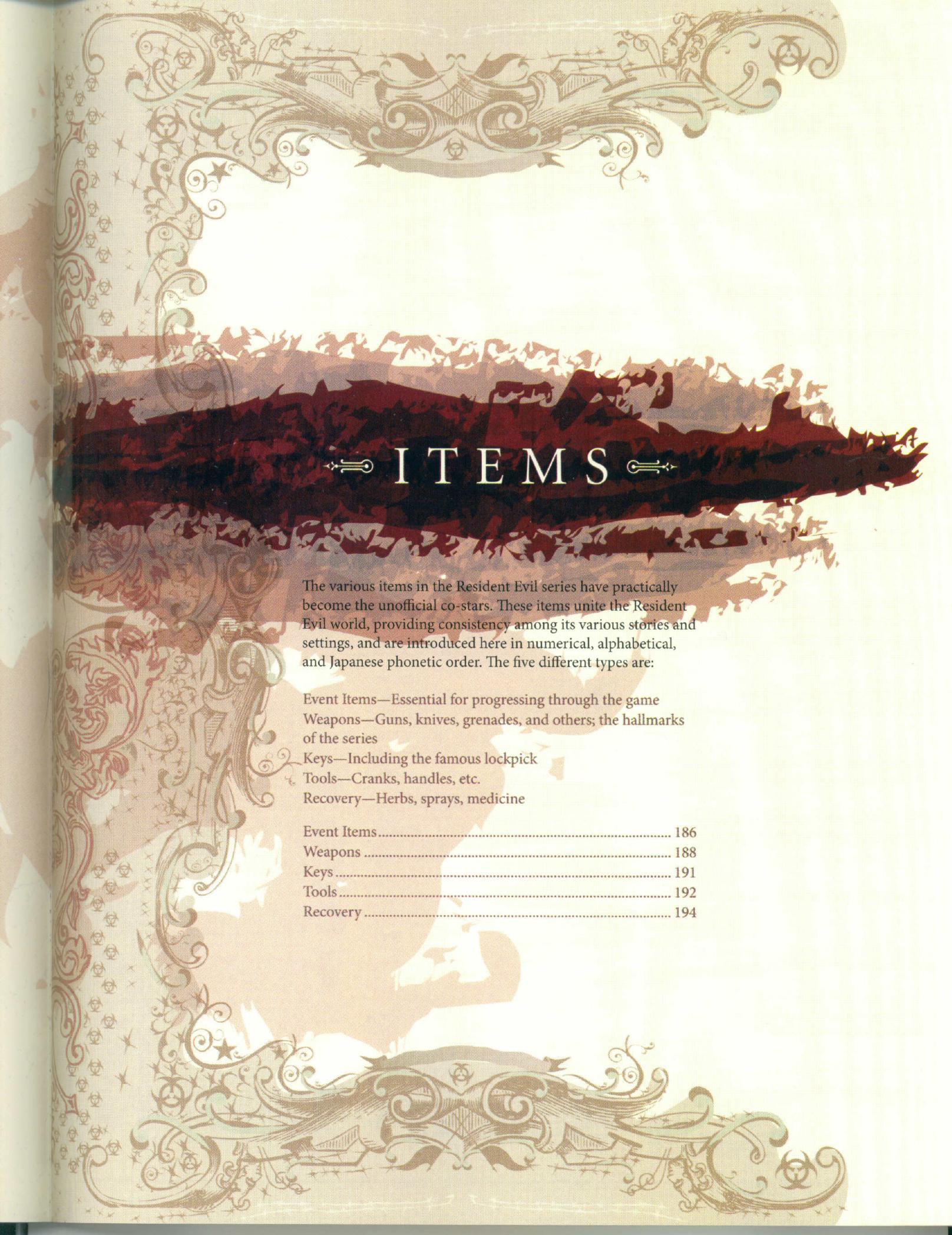
In response to Mimicry Marcus imitating an older Dr. Marcus, the Queen Leech mimics Dr. Marcus in his twenties. In its first form, the creature is neither distinctly male nor female, but for the sake of convenience, the image of it commanding an army of mutant leech soldiers gave it its name. (RE 0)



QUEEN LEECH SECOND FORM

Upon sensing a threat to its life in its first form, the T-Virus stored in its tissue is activated. The permanent changes brought about by the T-Virus are tremendous. The Queen Leech uses various attack methods, such as charging, poison, striking with its tail, and flattening opponents with its mass. It's weakened by direct sunlight (ultraviolet rays). (RE 0)





ITEMS

The various items in the Resident Evil series have practically become the unofficial co-stars. These items unite the Resident Evil world, providing consistency among its various stories and settings, and are introduced here in numerical, alphabetical, and Japanese phonetic order. The five different types are:

- Event Items—Essential for progressing through the game
- Weapons—Guns, knives, grenades, and others; the hallmarks of the series
- Keys—Including the famous lockpick
- Tools—Crank, handles, etc.
- Recovery—Herbs, sprays, medicine

Event Items	186
Weapons	188
Keys	191
Tools	192
Recovery	194

EVENT ITEMS

THE BOOK OF EVIL		RE:O
The title of the book is EVIL. Contains the Black Wings. To get it, you must find it in the second-floor office of the Umbrella Training Facility Manager.		
THE STATUE OF EVIL		RE:O
A statue carved to look like a devil. Match it with The Statue of GOOD, and place them on the scales in the hall to open the door. The motif appears to be a female angel and a male devil.		
THE BOOK OF GOOD		RE:O
The title of the book is GOOD, and it's very thick. Contains the White Wings. Move a bookshelf in the second floor Archives to find it hidden in a rear pillar.		
THE STATUE OF GOOD		RE:O
A statue carved to look like an angel. Match it with The Statue of EVIL, and place them on the scales in the hall to open the door. This appears to be a metaphor indicating that one must always balance good and evil properly.		
ID CARD		RE:CV
A form of identification constantly worn by Umbrella employees. The back of the card has the employee's ID number and a picture of their face.		
MO DISC		RE:O
A disc with the words "Security System Ver 1.02" written on it. If you insert it into the computer in the Assembly Hall, it will deactivate the locks.		
MO DISC (1,2,3)		RE
Used to unlock the 3-lock door system used in the B3 Laboratory. By inserting the three discs into the passcode communicator, you gain access to the confinement room where your teammate is being held.		
MO DISC		RE:O
Recording media necessary to enter the laboratory cargo room. Place it in the disc drive in the C Area hall of the laboratory.		
S.T.A.R.S. CARD (JILL'S)		RE:O
Acquired in the Police Station's first-floor Strategy and Meeting Room. Oddly enough, Jill doesn't possess it from the beginning of the game.		
S.T.A.R.S. CARD (BRAD'S)		RE:O
Brad Vickers's ID card. To get it, you have to drive off Nemesis the first time you meet him, instead of running away. The whereabouts of Brad's corpse are made clear in Resident Evil 2.		
TG-01		RE:CV
A new kind of synthetic metal designed to be invisible to metal detectors. If you place it in the Auto-Duplicator found in the Control Room of the laboratory, you can imprint it with the data you need.		
BLUE STONE (RIGHT HALF)		RE:O
A blue stone broken in half. Combine it with its left half and it becomes the Jaguar Stone. You can use it in the Police Chief's office. Appears only in Claire's arc.		
BLUE STONE (LEFT HALF)		RE:O
A blue stone broken in half. Combine it with its right half and it becomes the Jaguar Stone. You can use it in the Police Chief's office. Appears only in Claire's arc.		
BLUE LEECH OBJECT		RE:O
A blue object that resembles a leech. Taken from the Blue Leech Capsule. Place it in the sculpture of Marcus to open the lock on the door.		
BLUE LEECH CAPSULE		RE:O
A capsule made from special materials that contains the Blue Leech Object. Push the switch on the container in the B1 Laboratory room to obtain it. Use the stripping agent to open the lid.		
BLUE JEWEL		RE:O
A jewel acquired by dropping a statue off the second floor balcony of the dining room in the mansion. Place it in the eye of the Tiger statue to find some Shotgun rounds.		
BLUE JEWEL		RE:CV
A sapphire that's part of the King Ant Object. Use it to open the lid of the music box in Alfred's bedroom in the Antarctic base.		
RED JEWEL		RE
Place it in the hole in the Jewelry Box 2, and it will activate the puzzle you need to solve to open it. When you open it, you receive the Broach, which later acts as a key.		
RED JEWEL		RE:CV
A ruby that's part of the Queen Ant Object. Use it to open the lid of the music box in Alexia's bedroom in the Antarctic base.		
ATTACHE CASE		RE:CV
A metal case. Examine it, and press the button on its top to open it and receive TG-01 and the TG-01 Instructions. Get it at the Prison Graveyard.		
ALFRED'S JEWEL		RE:CV
A blue jewel formerly set in Alfred's Ring, it's also proof of the true successor to the Ashford estate. Use it on the portrait in the Antarctic Hall.		
ALFRED'S RING		RE:CV
A ring Alfred was wearing on his finger. Examine it and remove the jewel to get Alfred's Jewel.		
ALEXANDER'S JEWEL		RE:CV
A green jewel formerly set in Alexander's Earring, it's also proof of the true successor to the Ashford estate. Use it on the portrait in the Antarctic Hall.		
ALEXANDER'S EARRING		RE:CV
An earring Alexander was wearing on his ear. Examine it and remove the jewel to get Alexander's Jewel.		
ALEXIA'S CHOKER		RE:CV
A necklace with a red jewel Alexia was wearing around her neck before her transformation. Examine it to get Alexia's Jewel.		
ALEXIA'S JEWEL		RE:CV
A red jewel formerly set in Alexia's Choker, it's also proof of the true successor to the Ashford estate. Use it on the portrait in the Antarctic Hall.		
EAGLE STONE		RE:O
A stone with a picture of an eagle engraved on its surface. Use it, together with the Serpent Stone and Jaguar Stone, on the back of the picture in the Police Chief's office to reveal a hidden door. Only available in Claire's arc.		
EAGLE PLATE		RE:CV
A reinforced metal plate with an engraving of an eagle. Use it, together with the Serpent Stone and Jaguar Stone, on the back of the picture in the Police Chief's office to reveal a hidden door. Only available in Claire's arc.		
STONE RING		RE
An 8-sided stone ring, formerly used for decoration. Combine it with the Metal Object to get the Stone and Metal Object.		
DOG WHISTLE		RE
A whistle that produces a sound audible only to dogs. Use it on the Western Terrace on the second floor of the mansion to call Cerberus, who wears a collar with a coin in it.		
WIND CREST		RE
A decoration with a picture of the wind engraved on it. When you set it in the gravestone in the courtyard cemetery, three crests will appear: Sun, Moon, and Star.		
FLOWER POT		RE:CV
A normal flower pot. But if you turn it over and examine it, you'll find a key to the machine room attached to the bottom.		
EMERALD		RE:CV
Like the Sapphire, it's used to start the jewel clock in front of the City Hall.		
EMBLEM		RE
Used to obtain the Gold Emblem from the trap that closes the door whenever someone tries to take it. Has a special mark engraved in it.		
EMBLEM CARD		RE:CV
An indigo-blue card key that contains the Ashford coat of arms. If you pass it through the card reader of the same color in the training grounds, it will open up the side shutters.		
WOLF MEDAL		RE:O
A silver medal engraved with the image of a wolf. If you place it, together with the Great Eagle Medal, in the passenger recognition machine in the sewers, it opens the way to the suspension bridge.		
WOLF MEDAL		RE
A medal engraved with the image of a wolf. If you place it, together with the Great Eagle Medal, in the fountain on the first floor courtyard, an elevator will appear.		
GOLDEN ARROW		RE
An arrow made of gold, acquired on the second floor of the mansion. Examine it to remove the arrowhead. Use it when moving a gravestone with an angel on it.		
KING ANT OBJECT		RE:CV
An object made to resemble a king ant, fitted with a sapphire jewel. Place it in the hollow in the music box in Alfred's bedroom to open the lid of the box.		
GREAT EAGLE MEDAL		RE
A gold medal with an engraving of an eagle. If you place it, together with the Wolf Medal, in the passenger recognition machine in the sewers, it opens the way to the suspension bridge.		
GREAT EAGLE MEDAL		RE
A medal engraved with the image of an eagle. If you place it, together with the Wolf Medal, in the fountain on the first floor courtyard, an elevator will appear.		
MUSIC BOX RECORD		RE:CV
A disc that makes the music box play. If you place it in an empty music box, it opens the hidden door near the bed.		
CARD CASE		RE
One of the items Brad Vickers had on him before he was killed. His S.T.A.R.S. card and ID card were both inside the case.		
NAVY PROOF		RE:CV
A stone engraved with the image of a submarine. Claire finds it in the Airport Hangar, Chris finds it in the Training Grounds Gallery. Needs to be used together with the Army Proof and Air Force Proof.		
MIDDLE SHEET MUSIC PAGE		RE
(BEFORE IDENTIFICATION: SHEET MUSIC)		
The middle section of the sheet music for Beethoven's masterpiece "The Moonlight Sonata." To restore the sheet music, you need to find all the sections and combine them.		
FAMILY PICTURE		RE:CV
Steve's standard item. He's shown, together with his parents. You can look at it while you're controlling Steve, but it has no purpose in the game.		
GLASS EYE		RE:CV
A glass sphere made to look exactly like an eyeball. If you restore it to its rightful position in the prison's medical center, it will open the hall to the Torture Chamber.		
YELLOW JEWEL		RE
A jewel that sparkles yellow. Place it in the eye slot in the tiger statue on the ground floor of the mansion to get the key MO Disc item.		
WOODEN BOARD		RE
There's nothing written on it at first glance, but if you set it on fire in the 2nd floor fireplace and then place it on the relief on the wall, it becomes a map of the second floor of the mansion.		
RELIEF TESTAMENT		RE:CV
A relief with a carving of a priest. You can find it on top of the stone pillar in the first floor garden of the Training Facility. If you place it in the observatory telescope, you can manipulate the observatory.		
GOLDEN DRAGONFLY		RE:CV
An object, made by combining five smaller objects, that resembles a dragonfly. It opens the door to the hall that leads to the Control Room in the Antarctic Base.		
SILVER DRAGONFLY		RE:CV
An object made of pure silver (body only) that resembles a dragonfly. Examine it to remove the wings. If you place it in the mouth of the ant on the mural in the private mansion, it opens the way to the study room.		
GOLDEN COG		RE
A part used to activate the large clock in the Police Station. The door opens to reveal a Night Plug for Leon and the right half of a Blue Stone for Claire.		
GOLDEN COG		RE
Acquired in the shed on the first floor of the clock tower. Combine with the Silver Cog to create the Chronos Gear.		
SILVER COG		RE
Acquired in the machine room. Combine with the Golden Cog to create the Chronos Gear.		
AIR FORCE PROOF		RE:CV
A stone engraved with the image of a fighter jet. Claire uses it in the Airport Hangar, Chris uses it in the Training Grounds Gallery. Also requires the Army Proof and Navy Proof.		
A MASK WITH ITS MOUTH SEALED		RE
(BEFORE IDENTIFICATION: DEATH MASK)		
A Death Mask with the mouth missing. If you use it together with the other three masks in the underground room behind the mansion, you can lower the coffin strung up there.		
COLLAR		RE
The place where Jon Torlman hid the coin he received from Spencer. Later, one of Jon's friends attached the collar to Cerberus's neck.		
CLARK X-RAY		RE:CV
(BEFORE IDENTIFICATION: X-RAY)		
The x-ray of a person named Clark David. Hang it on the board in the X-Ray room of B3 in the lab to get the password for the video materials room.		

CHRONOS GEAR A key item created by combining the Golden and Silver Cogs. Place it in the machine room to ring the bell.	 RE:O
CHRONOS NECKLACE Kept in a music box in the machine room of the clock tower. Combine it with the Luze Key to create the Chrono Key.	 RE:O
BLACK STATUE A creepy bust of a demon with one wing missing. Found on the second-floor terrace that connects the First Floor storage room of the Training Facility. Find its second wing to make it The Statue of EVIL.	 RE:O
BLACK WING A black stone in the shape of a wing. Found in The Book of EVIL. Combine it with the Black Statue to make The Statue of EVIL.	 RE:O
GAIL X-RAY (BEFORE IDENTIFICATION: X-RAY) The x-ray of a person named Gail Holland. Hang it on the board in the X-Ray room of B3 in the lab to get the password for the video materials room.	 RE
"MOONLIGHT SONATA" SHEET MUSIC (BEFORE IDENTIFICATION: SHEET MUSIC) The completely assembled sheet music for Beethoven's "The Moonlight Sonata." Play it on the piano in the first-floor bar of the mansion to open a secret door.	 RE
COIN A coin you receive after pressing the button on the back of the Collar's buckle. On the back is a carving of a set of armor, and examining this causes the item to change into the Imitation Key.	 RE:O
INDUSTRIAL WATER Pure water that has been completely and thoroughly filtered. It's on top of a desk in Laboratory Room 1 in the Treatment Plant. Combine it with the Sulfuric Acid to create Battery Liquid.	 RE:O
GOLD EMBLEM An ornament with a coat of arms engraved on it. Place it in the hollow above the first-floor dining hall fireplace to open the wall clock's door and get the Shield Key.	 RE
GOLD RING A ring made of gold. It's in the cage in the Cargo Room where Cerberus is located. This is one of the items required to open the Conductor's Bag.	 RE:O
OBSIDIAN ORB Like the Amber Orb, it's used to activate the device in the clock in the shed.	 RE:O
AMBER ORB One of three stones required to activate the device in the clock in the shed on the first floor of the clock tower.	 RE:O
BROKEN FLAMETHROWER An item that's unusable because it's broken. You can't use it as a weapon, but you'll need it to solve the puzzle of the door in the labyrinth found in the B2 Courtyard.	 RE
BROKEN SHOTGUN A shotgun that can't be used as a weapon. Place it on the hooks in the first floor reception room to prevent the suspended ceiling from falling down on you.	 RE
MOTHERBOARD A foundation containing a chip. Find it in the Final Treatment Room in Treatment Plant B8. Attach it to the Gondola control disc in the Electricity and Air Management Room.	 RE:O
SERPENT STONE A stone with an image of a serpent engraved on it. Use it, together with the Eagle Stone and Jaguar Stone, on the back of the picture in the Police Chief's office to reveal a hidden door. Only available in Claire's arc.	 RE:O
FIRST VOLUME A book with a red cover and the title Eagle of East, Wolf of West. Open the book to find the Great Eagle Medal.	 RE
SECOND VOLUME A book with a blue cover and the title Eagle of East, Wolf of West. Open the book to find the Wolf Medal.	 RE
RUSTY SWORD A sword that's held by one of the statues in the Prison Trial room. After you get past the trap, insert it into the slot in the Iron Statue to receive the Piano Roll.	 RE:CV
SAPPHIRE (BEFORE IDENTIFICATION: BLUE JEWEL) A jewel necessary to activate the jeweled clock that allows access to the City Hall.	 RE:O
SUN CREST An ornament with a picture of the sun. Place it, together with the Moon Crest and Star Crest, in the right grave in the courtyard cemetery to receive the Magnum Revolver.	 RE
SYSTEM DISC Needed to open the door to the Treatment Room at the abandoned factory. A fight with Nemesis awaits after you use it.	 RE:O
JAGUAR STONE A stone with the image of a jaguar engraved on its surface. Use it, together with the Eagle Stone and Serpent Stone, on the back of the picture in the Police Chief's office to reveal a hidden door. Only available in Claire's arc.	 RE:O
CONDUCTOR'S BAG A rich leather bag. Found in the closet in the Conductor's room. You can bypass the lock by inserting two specific rings in the openings of the latch.	 RE:O
PICTURE (SHERRY'S FAMILY) One of the items that Sherry, the girl who appears in Claire's arc, always carries with her. It shows her with her parents, William and Annette. There's no place to use it in the game.	 RE:O
PICTURE (ADA AND JON) One of the items that Ada, the woman who appears in Leon's arc, always carries with her. It shows her with her boyfriend Jon, and it serves no purpose in the game.	 RE:O
JEWELRY BOX A case that contains the Silver Ring. Found in Room B of the First Class Passenger car. It's so luxurious that it might just contain a fine ring.	 RE:O
DURALUMIN CASE A duralumin case with the number 385 written on it and an old-fashioned number lock. Requires a lockpick to unlock. It contains hand gun parts. Found in locker.	 RE:O
SILVER SUITCASE Silver suitcase with a simple lock. There are a total of three of them and they sometimes contain a weapon item. You need a "lockpick" to open it.	 RE:CV
QUEEN ANT OBJECT An object, made to resemble a Queen Ant, that contains a ruby. Use it to open the music box in Alexia's bedroom.	 RE:CV
SILVER RING A ring made out of silver. Found in the Jewelry Box. One of the items necessary to open the Conductor's Bag.	 RE:O
WHITE STATUE A white statue made to resemble a woman. Found in the art storehouse on the second floor of the Training Facility. Combine it with the White Wing to create The Statue of GOOD.	 RE:O
WHITE WING A white stone that resembles a wing, found inside The Book of GOOD. Combine it with the White Statue to create The Statue of GOOD.	 RE:O
BOOK OF HUMAN BONES A picture book that contains pictures of the human skeleton. Examine it to discover the password to the Live Experiments Room. Also necessary to acquire the Golden Key.	 RE:CV
CRYSTAL BALL A crystal ball that contains a security card. Break it with the suspended ceiling trap in the holding room in the Antarctic Base, and get the card from the fragments.	 RE:CV
CRYSTAL ORB Used together with the Amber Orb and Obsidian Orb to solve a puzzle. Must be placed on the proper plate.	 RE:O
STAR CREST An ornament engraved with the image of a star. Place it, along with the Sun Crest and Moon Crest, in a hollow on one of the graves in the courtyard cemetery to get the Magnum Revolver.	 RE
SLIDE FILTER A red slide film. Use it in the projector in the B2 Laboratory Video Room to get the numbers you need to enter into the computer terminal in the wall.	 RE
SECURITY CARD A card key used to open the security locks. Allows you to get by the iron bars in the Antarctic Base underground holding room. Also allows you to enter the numbers necessary to activate the self-destruct mechanism.	 RE:CV
SECURITY FILE A file containing hints about the self-destruct code, which Claire gives to Chris. The Security Card is inside it.	 RE:CV
TANK MODEL A miniature tank model set on a small platform. Get the Turntable Key from the Model Display Room by placing this model in the right spot on the georama.	 RE:CV
STEERING WHEEL Normally used to turn a ship's rudder. Place it in the 8-sided hollow in the Submarine Hangar, and turn it to allow passage on board the submarine.	 RE:CV
DIAL A dial used to input numbers. Found in the back of the Animal Care room in the B1 laboratory. There are two Hunters waiting for prey when you go to get it.	 RE:O
EAGLE EMBLEM A solid-gold plate with an engraving of an eagle in the prison surveillance room. Placing it in the 3D scanner in the operating room allows you to collect its 3D data.	 RE:CV
BOOK OF KNOWLEDGE (BEFORE IDENTIFICATION: BRONZE BOOK) Held by the bronze statue in the mayor's office in City Hall. Necessary to acquire the Future Compass.	 RE:O
RELIEF OF FAITH A relief with a carving of a knight. Found in the fireplace of the B2 Training Facility dormitory. One of the items used to help move the observatory.	 RE:O
FISHHOOK A fishhook thought to be the personal possession of one of the researchers. Must be combined with the Hookless Bee Lure before it can be of any use.	 RE
TAPE RECORDER An item used to bypass the elevator lock in the hospital visited by Carlos. The tape contains the voice of a doctor.	 RE:CV
IRON NEEDLE A needle with a hole in its base. Found on top of the deer antlers in the teacher's lounge on the second floor of the Training Facility. Use it in the clock machine room to help set the giant clock in motion.	 RE:O
IRON OBJECT An object marked with the Umbrella logo. Combine it with the Stone Ring for the key item Iron and Stone Object.	 RE
IRON AND STONE OBJECT An 8-sided object made out of iron and stone. Made by combining the Iron Object with the Stone Ring. Used to open two separate doors.	 RE
CERAMIC VASE A gift given to Alfred by his butler, Scott Harmon, to commemorate Alfred's succession to head of the Ashford estate. Inside is the Queen Ant Object.	 RE:CV
SPECIAL ALLOY EMBLEM A replica of the Eagle Emblem, made using the special metal TG-01. Use it in the hole in the security tower city square gate to open it.	 RE:CV
DRAGONFLY OBJECT A gold object made to resemble a dragonfly. Combine it with the four Dragonfly Wings to create the Golden Dragonfly Object.	 RE:CV
BOOK OF CURSES A book explaining the riddle of the four different masks. The Sword Key is attached to the back of the book, and removing it causes it to become the file Book of Curses.	 RE
BAR CODE STICKER A sticker to help differentiate between different items. Attach it to the wooden box in the organization room in the Antarctic base, and activate the conveyor belt to get the Gas Mask.	 RE:CV
VIRGIN HEART A jewel to set in the relief in the Police Station art room. Use it in Claire's arc to get her the left half of the Blue Stone, and in Leon's arc to get him the King Plug.	 RE:O
BIOHAZARD CARD A silver card with a biohazard symbol on it. Use it on the same-color card reader in the training grounds to open the quarantine shutters.	 RE:CV
BLANK BOOK (BEFORE IDENTIFICATION: RED BOOK) A book with a red cover and the file Bandage of Blood. All the pages inside are blank, but there's a picture on the back cover.	 RE:O
WASP SPECIMEN Acquired in one of the researchers' private rooms on the second floor of the mansion. Return this and the Wasp Lure in the proper spots in the bug collection and wasp lure frame to activate switch.	 RE
WASP LURE A key item necessary to activate a device in a second-floor researcher's private room. Place it back in its proper spot, and then do the same with the Wasp Specimen.	 RE
NOSELESS MASK (BEFORE IDENTIFICATION: DEATH MASK) One of the Death Masks used to solve the riddle of the graveyard behind the mansion. Acquired after the fight with Yawn near the roof.	 RE
WING OBJECT An object with a striking resemblance to real dragonfly wings. Assemble all four and combine them with the Dragonfly Object to get the Golden Dragonfly Object.	 RE:CV

	HOOKLESS WASP LURE (BEFORE IDENTIFICATION: WASP LURE)	
	A lure that resembles a wasp. When you find it, it doesn't have a hook, but if you combine it with the Fishhook, you get the key item Wasp Lure.	
	HALBERD	
	An object that resembles an axe from the Middle Ages. You can use it at the door at the T-intersection of the training grounds tank road, and at the Antarctic base manager's office pillar.	
	PIANO ROLL	
	Use it at the door of the T-intersection of the training grounds tank road, and at the Antarctic base manager's office pillar.	
	FILM (A, B, C, D)	
	Regular camera film. Develop it in the Police Station's darkroom to see what it contains. Film D is a hidden item.	
	RELIEF OF OBEDIENCE	
	A relief with a picture of a slave. Can be found in a vice in the R&D room on the second floor of the Training Facility. One of the items used to operate the observatory.	
	BROACH	
	An accessory with the mark of the Spencer estate. Examine it entering the Spencer's library in his residence: the Coat of Arms Key.	
	SHEET MUSIC WITH MISSING PAGES (BEFORE IDENTIFICATION: SHEET MUSIC)	
	Sheet music for the "Moonlight Sonata," missing its middle section. Combine it with the Middle Sheet Music Page to restore it to the complete "Moonlight Sonata."	

WEAPONS

	EAGLE 6.0	
	A custom Handgun made with a titanium alloy. It doesn't hold many power shots, but it excels in rapid-fire, and it's fairly easy to score a critical hit with it. Drive off Nemesis to get parts for it.	
	EAGLE PARTS A	
	Parts used to create the high-quality Handgun Eagle 6.0. Composed of a slide, body, and scope. Acquired after driving off Nemesis for the first time.	
	EAGLE PARTS B	
	The other part necessary to create the Eagle 6.0. Consists of the frame and magazine. Acquired after driving off Nemesis a second time.	
	H&K VP70	
	A large German-made Handgun. The frame is made with a special resin, and it fires 9mm parabellum bullets. Equipping Handgun Parts with it allows for a maximum firing speed of three shot bursts. Leon's default weapon.	
	M37 PARTS A	
	Parts for a high-quality lever-action shotgun, but only the tube magazine and stock. Acquired after the third time driving off Nemesis.	
	M37 PARTS B	
	The rest of the parts required to make the shotgun. Composed of the gun body and the lever-style trigger guard. Received after defeating Nemesis a fourth time.	
	M93R UPGRADE PARTS	
	Parts necessary to make the M93R Handgun into the Custom M93R Handgun.	
	EMPTY BOTTLE	
	A glass bottle that looks like it may have once contained wine, but now contains nothing. Acquired in a set of three. Used to create Flaming Bottles.	
	V-JOLT (PILL BOTTLE)	
	Empty bottle found in the medicine room on the 1st floor of the lodging house. By using this to mix together various medicines, you can create the drug, "V-Jolt."	
	ASSAULT SHOTGUN	
	A gun with attack power that far surpasses the normal Handgun, with four loadable shots. Normally, this is a gun beloved by Richard. You have to deliver him some serum before he'll let you have it.	
	ASSAULT RIFLE	
	Introduced as Carlos's main weapon, it uses rapid-fire to mow down zombies. Its major drawback is that it quickly consumes its low-powered ammunition.	
	ASSAULT RIFLE (AK47)	
	An old Soviet-made rifle that excels in high-speed fire. Uses 7.62mm bullets. While not as fast as the Sub-Machine Gun, its attack power more than makes up for the difference. Even when you find yourself surrounded, you can maintain your distance and deliver a fierce fight to your enemies by using this rifle.	

	PAPERWEIGHT	
	A paperweight in the shape of a die. Its different marks include a double-A in two different colors, a crown, and a heart. Necessary to acquire Alfred's Ring.	
	JEWELRY BOX 1	
	A jewelry box with both sun and moon designs. Examine it to open the lid and receive the Mouthless, Earless, Noseless Mask.	
	JEWELRY BOX 2	
	A jewelry box with a hollow about 4 cm in diameter. Placing the Red Jewel in that hollow and solving the puzzle allows you to open the box and get the Broach.	
	JEWELRY BOX 3	
	A jewelry box with some kind of design on the front. Examine it to open it up and get the Stone Ring and the file "A certain family's pictures and memorandum 3."	
	MICROFILM A	
	Film for a microprojector. Found on top of one of the shelves in the library on the second floor of the Training Facility B2. Combine it with Microfilm B in the Strategy and Planning Room to get the MO Disc.	
	MICROFILM B	
	Film for a microprojector. Found on top of the fireplace in the meeting room on the second floor of the Training Facility. Combine it with Microfilm A in the Strategy and Planning Room to get the MO Disc.	
	GREEN LEECH OBJECT	
	A green object in the shape of a leech. Found in the hand of a statue in the collection room in the B2 laboratory. Place it in the statue of Marcus.	
	COMPASS OF THE FUTURE (BEFORE IDENTIFICATION: BRONZE COMPASS)	
	Acquired in exchange for the Book of Knowledge. Place it in the statue of the mayor.	
	MOON CREST	
	An ornament engraved with an image of the moon. Use it, along with the Sun Crest and Star Crest, in the cemetery to get the Magnum Revolver.	
	EYELESS MASK (BEFORE IDENTIFICATION: DEATH MASK)	
	One of the Death Masks required for the puzzle in the underground room in the back of the mansion. Get it in the first-floor greenhouse.	
	MOUTHLESS, EARLESS, NOSELESS MASK (BEFORE IDENTIFICATION: DEATH MASK)	
	One of the Death Masks required for the puzzle in the underground room in the back of the mansion. Use it along with the others to lower the coffin to the ground.	
	ARROWHEAD	
	An arrowhead taken from the Golden Arrow. It glitters a beautiful emerald green.	
	UNICORN MEDAL	
	A gold medal with a unicorn engraved in it. Place it in the fountain of the first-floor hall of the Police Station to receive the Spade Key.	
	ARMY PROOF	
	A stone with a picture of a jeep carved on it. Claire uses it in the Airport Hangar; Chris uses it in the Training Grounds Gallery. Used together with the Navy Proof and Air Force Proof.	
	LUGER MODEL	
	Two model guns designed after the famous gold Luger. Get these to unlock Steve in the Battle Game after beating the main game.	
	CUSTOM HANDGUN (B)	
	Adding Handgun Parts to Billy's Handgun allows him to attach a scope. Stronger than the non-customized gun, it deals huge damage to its target and increases the chances of getting a critical hit. Can hold 15 shots.	
	CUSTOM HANDGUN (R)	
	Adding Handgun Parts to Rebecca's Glock 17 allows her to attach a scope. Stronger than the non-customized gun, it increases the chances of getting a critical hit that can defeat an enemy instantly. Can hold 15 shots.	
	CUSTOM HANDGUN (M93R BURST)	
	An improved Handgun made by adding M93R Parts to the M93R Handgun. At its highest speed, it can fire three-shot bursts, and it allows you to switch between automatic and manual. Its capacity also increases from 15 to 20, making it an easy choice in combat.	
	CUSTOM HANDGUN	
	A Handgun that's been customized with Handgun Parts; the addition of the stock holder allows for the firing of three-shot bursts. The stopping power is far greater than that of the normal Handgun.	
	CUSTOM MAGNUM	
	A Magnum that has been fitted with Magnum Parts. Changing to a 10-inch barrel creates a 20% increase in power. Its accuracy has also been greatly improved. But the time between shots due to its recoil has also increased to that near the Custom Shotgun.	
	GATLING GUN	
	A heavy-duty weapon designed to shoot hundreds of shots a minute from its multiple barrels. Normally it's used in helicopters, but this one has been redesigned for greater portability. This gun, with twice the firepower of a Sub-Machine Gun, can be obtained by fulfilling certain conditions in the secondary storyline.	
	GATLING GUN	
	A gun that is based on a 7.62mm Gatling Gun, usually used in helicopters, and redesigned as small as possible. Shoots bullets at high speeds from its multiple rotating gun barrels, powered by an electric motor. If you buy it in the unlockable mini-game, Mercenaries, it becomes available for use in the main game.	
	EXPLOSIVE ARROWS	
	Regular Bowgun arrows with gunpowder applied to their tips. Explode upon contact and deal up to 10 times the damage of a normal bowgun shot. Can't be found, only made.	
	GUNPOWDER A	
	Typically used to create bullets for standard Handguns. Combining it with different types of gunpowder allows for the creation of more powerful kinds.	
	GUNPOWDER AA	
	The result of mixing two Gunpowder A's together. Use it with the Reload Tool to create a larger number of bullets.	
	GUNPOWDER AAA	
	Add another Gunpowder A to Gunpowder AA for this. Allows for the creation of more Handgun bullets than AA.	

GUNPOWDER AAB	RE:3
The result of mixing Gunpowder AA with Gunpowder B. Creates more Shotgun shells than either B or BB.	
GUNPOWDER AC	RE:3
Mix Gunpowder A with Gunpowder C. Creates Flame Rounds for the Grenade Launcher to use against Hunters, Creatures, and Drain Deimos.	
GUNPOWDER B	RE:3
Combine this with the Reload Tool to create Shotgun ammunition. Because this powder is so useful, you'll use a lot of it before the game is over.	
GUNPOWDER BB	RE:3
Combines two Gunpowder Bs. Allows for the creation of a greater number of Shotgun shells.	
GUNPOWDER BBA	RE:3
Mix Gunpowder BB with Gunpowder A. Allows you to make the most of Handgun Bullets of any mix.	
GUNPOWDER BBB	RE:3
Adds another Gunpowder B to Gunpowder BB. Allows for a larger number of Shotgun shells to be made than either BB or AAB.	
GUNPOWDER BC	RE:3
Made by combining Gunpowder B with Gunpowder C. Allows you to make Acid Rounds for the Grenade Launcher. This kind of gunpowder is good to stock up before the fight with the Grave Digger.	
GUNPOWDER C	RE:3
Created by mixing Gunpowder A with Gunpowder B. Lets you make Explosive Rounds for the Grenade Launcher. Combining these Explosive Rounds with other types of gunpowder lets you make every other kind of Grenade Round available.	
GUNPOWDER CC	RE:3
The combination of two Gunpowder Cs. Allows you to make the valuable Ice Rounds, which are extremely useful against Nemesis.	
GUNPOWDER CCC	RE:3
Adds another Gunpowder C to Gunpowder CC. An extravagant type of powder that allows you to make Magnum Bullets, which can defeat any normal monster with a single shot.	
CALICO M-100P	RE:CV
A pair of semiautomatic guns. Allows for rapid fire of the same type of ammo used by the Handgun. Effective against enemies that come at you from all directions, and also deals a lot of damage against stronger enemies with concentrated attacks.	
GRENADE	RE:2
Specialty ammo for the Grenade Launcher. Contains six rounds in a single unit. Short-range only, but deals damage over a large radius, so it's good for dealing with groups.	
GRENADE	RE:CV
Exploding ammunition that comes in packs of five. However, it explodes quickly, roughly 0.5 seconds after being fired, which makes for a short range of fire.	
GRENADE (EXPLOSIVE)	RE:3
Basic ammunition for the Grenade Launcher. Adding Gunpowder to these rounds allows for the creation of all different kinds of Grenade Rounds.	
GRENADE LAUNCHER	RE:3
Heavy weaponry that does exactly what its name says. Contains a revolver-like loading mechanism for multiple rounds, and can hold 225 shots by default. Has three types of ammo—Explosive Grenades, Acid Grenades, and Napalm Grenades—but has a slow rate of fire no matter which it uses.	
GRENADE LAUNCHER	RE
Fires three types of high-powered rounds. Explosive Rounds have a large damage radius. Acid Rounds do lots of damage to a single target upon impact. Napalm Grenades not only deal damage to enemies they hit directly and whatever's nearby, but can also set corpses on fire.	
GRENADE LAUNCHER	RE:2
Model number MP79. To add to its portability, its rifle stock has been customized to a grip type. Can fire four different types of ammo, and is an extremely helpful weapon to have at your side when going up against stronger enemies.	
GRENADE LAUNCHER	RE:3
A weapon used by the police to help quell riots. Can fire four different types of ammo, and is an extremely helpful weapon to have on your side.	
GRENADE LAUNCHER (M79)	RE:CV
A weapon that uses interchangeable 40mm ammunition. The different types of ammo are Grenade Rounds, Acid Rounds, Flame Rounds, and Anti-B.O.W. Gas Rounds. Although it only allows for three Gas Rounds to be fired at any one time, the effects of a single round are deadly to the right opponent.	

GOLD LUGERS	RE:CV
A pair of golden Handguns. They possess greater attack power than the Sub-Machine Gun, allowing them to destroy zombie heads with greater ease. In the main game, they're only used as a key to unlock a certain door, but in the Battle Game, they become useable as Steve's weapons.	
SELF-DEFENSE HANDGUN	RE
A gun that uses .22 Magnum rounds, giving it the power of the Magnum Revolver in a compact package. However, it's a one-time use gun and cannot be reloaded. Once you use the single shot it contains, it serves no purpose whatsoever.	
COLT S.A.A.	RE:2
A revolver handgun. The S.A.A. stands for Single Action Army. Only holds six bullets, but is quite powerful when it comes to Quick Draw shoot outs.	
COMBAT KNIFE	RE:2
A sharp blade and ease of use set apart this high-quality custom military knife. When using it, you may take some damage, but the blade will never break. It's an ideal replacement when you need to conserve ammunition.	
COMBAT KNIFE	RE:CV
A close-combat weapon. With its low attack power, you have to make each and every hit count, and its short blade also leaves you susceptible to counterattack. Used as a key item to rescue Claire in one of the scenes.	
SURVIVAL KNIFE	RE
A combat knife. Although it can be used indefinitely, it has low attack power and a short reach. Chris' version is larger than Jill's and has more ability to inflict damage. Can be used to slash the enemy with horizontal slashes or downward strikes.	
SUB-MACHINE GUN	RE:0
Received upon completing the game with an A rank or better. Uses special bullets. Displays its remaining ammo as a percentage instead of in numbers, but can run through an entire clip in just thirty seconds. Mows down the enemy with incomparable attack power.	
SUB-MACHINE GUN	RE:2
A .38-caliber sub-machine gun. Thanks to the heat suppressor on the barrel, it can fire consecutively for long periods of time. Can hold around 400 shots.	
SUB-MACHINE GUN (INGRAM)	RE:CV
Like the Calico M-100P, a pair of .38-caliber sub-machine guns. Uses DOT 380 bullets. Lets the bearer fire rapidly, but leaves them open to attack after doing so. Also, there's no way to reload it, so they must be used wisely.	
SUB-MACHINE GUN AMMUNITION	RE:0
Ammunition just for the sub-machine gun. The remaining bullets are displayed in percentages. Three shots equals 1%. It's rare to find a clip that will replenish 100% of the capacity.	
SUB-MACHINE GUN AMMUNITION	RE:2
An item to restore lost ammunition spent by the SMG. Using this will refill the gun to 100% capacity.	
NAPALM GRENADES	RE:0
Contains gunpowder, explosives, and various kinds of oils. Bursts into flame upon contact. One package contains six rounds.	
NAPALM GRENADES	RE
Fiery ammunition for the Grenade Launcher. One package contains six rounds. Wraps the main target as well as surrounding enemies in fire, and can also burn up zombie corpses.	
SHOTGUN	RE:0
A powerful pump-action shotgun. Can hold up to seven shots. Most effective at close range and takes a little time to reload, but its destructive power at point-blank targets is unmatched. Like the Hunting Gun, one of its weak points is its difficulty to carry around.	
SHOTGUN	RE
Shoots four number 12 rounds with high penetration power. Has a wide range of attack, and deals damage to all enemies that fall within it. Can blow off various zombie body parts, and can knock powerful enemies like Hunters or Chimeras to the ground.	
SHOTGUN	RE:2
Uses 12-gauge shotgun shells, but due to its short size, its overall attack power is lessened. Its grip has also been customized for greater portability.	
SHOTGUN (WHEN USING UPGRADED SHELLS: UPGRADED BENERI M3S)	RE:3
Automatic shotgun. Its shots cover a wide range, so it's easy to handle. Using Upgraded Shells improves its attack power, but the resulting recoil creates a greater susceptibility to counterattacks.	
SHOTGUN (SPAS12)	RE:CV
A military combat shotgun that boasts great power. Fire countless shots in a wide burst. Firing it repeatedly at point-blank range deals incredible damage to any enemy. It leaves Chris less vulnerable to counterattack than it does Claire.	
UPGRADED SHELLS	RE:3
Improved versions of the standard shotgun shells. They grant higher attack power but also create greater recoil, making them unsuitable for rapid fire. Cannot be used with the Western Custom.	
12-GAUGE SHOTGUN SHELLS	RE:0
Shells used with the Shotgun and Hunting Gun. Contain seven shells per box. Can be found in various locations on the train or in the training facility.	
SHOTGUN SHELLS	RE
Ammo for the Shotgun. One box contains six shells. Can also be used with the high-powered Assault Shotgun.	
SHOTGUN SHELLS	RE:2
Shells for the Shotgun. Contains seven shells in each box. Not as easy to find as ammo for the Handgun.	
SHOTGUN SHELLS	RE:3
Shells for both the Shotgun and Western Custom. High attack power and a large attack radius make them very reliable.	
SHOTGUN SHELLS	RE:CV
12-gauge shells for the Shotgun. These shells scatter upon firing, making a huge difference between close-range firing and long-range firing in terms of attack power.	
SHOTGUN PARTS	RE:2
One of the parts needed to upgrade the Shotgun. Use it when restoring the Remington M-1100P from Short Size to Full Size.	
JILL'S STUNGN	RE
A high-voltage weapon created specifically for defense. Any creature other than the S. Tyrant will have its health bar cut down by 70-90%. The weapon's number of uses goes up with each battery pack you find.	
SNIPER RIFLE (MR7)	RE:CV
The rifle used by Alfred Ashford, which is only used to fight Nosferatu. A specialty gun that lets you aim with a scope and pinpoint accuracy. Comes with seven shots and cannot be reloaded.	
SPARK SHOT	RE:2
A high-voltage gun developed by Umbrella to keep animals being experimented on under control. Shoots an electrode into its target, and then jolts them with a surge of electricity. This allows it to be effective against long-range targets as well.	
FLASH GRENADE	RE
A Chris-only weapon. After using it on an enemy in close-range combat, you can use it to kill the enemy instantly. Explodes 3-7 seconds after being planted, but explodes immediately on contact when shot. If you're not careful, the ensuing explosion will also inflict damage on Chris.	
ANTI-B.O.W. GAS ROUNDS	RE:CV
Explodes on contact, and also releases a gas that counteracts B.O.W.'s. Powerful rounds that deal damage to all B.O.W. enemies on the map.	
DAGGER KNIFE	RE
A small, short sword. Stab an enemy in close combat with it to lower their life to half. If you stab an enemy in the head and then destroy the head, you can recover the knife for later use. However, this weapon won't inflict damage on the S. Tyrant, but will only make him defenseless for a short time, so take caution.	
KNIFE	RE:0
A large knife for self-defense. Billy has it from the beginning. It's too big to carry around all the time, but it's great for taking out small enemies. When a strong man uses it properly, it becomes as deadly as the fangs of a snake.	
KNIFE	RE:3
A dagger knife for self-defense. One of your default weapons, it doesn't inflict much damage. However, unlike your guns, it can never be depleted, and you can use it as often as you like. Use it to deliver the final blow to a weakened enemy without using up ammo.	
BARRY'S .44 MAGNUM	RE
A gun that uses .44 Magnum ammo. Kills most enemies with a single shot, but there's no replacement ammunition. This can only be used six times before its ammo runs out. Available for use at the end of the game, only after fulfilling certain required conditions during Jill's part of the game.	
HANDGUN (B)	RE:0
The grip is finely carved, specially made for Billy. The grip is finely carved, almost as if it was made for Billy personally. Holds up to 15 shots, and in the hands of a master like Billy, it has the potential to deal large damage.	
HANDGUN (R)	RE:0
A Glock 17 standard S.T.A.R.S. issue that fires 9mm parabellum bullets. Contains 15 shots, and thanks to the light weight, allows Rebecca to fire them consecutively. In addition to the S.T.A.R.S. logo, the gun also contains the logo for the Kendo Gun Shop.	
HANDGUN	RE
A Handgun that fires 9mm parabellum bullets at the rate of 0.8 seconds per shot. Its attack power is on the low side, so it's not very good for dealing with stronger enemies. Occasionally capable of delivering a critical hit with power equal to the Magnum Revolver.	

HANDGUN (SAMURAI EDGE—BARRY VERSION)  

One of the hidden weapons, originally customized for Barry. In contrast to the normal Handgun, which can only attack one enemy at a time, the Samurai Edge can hit all enemies in its range. One of the unlockable weapons, a custom handgun for Barry only.

HANDGUN (WHEN USING REINFORCED BULLETS: UPGRADED M92F)  

You begin the game with the M92F, which is standard issue for all S.T.A.R.S. personnel. When fighting creatures, its stopping power pales in comparison to the Shotgun, but loading it with Reinforced Bullets gives it a huge boost in power.

HANDGUN (M93R)  

A large Italian-made Handgun with the same abilities as the Glock 17. It's quick to fire and good for rapid attacks, but its ability to inflict fatal damage is low, and its attack power grows weaker the farther away the enemy is. Can only attack one enemy at a time.

HANDGUN (GLOCK 17)  

By combining the Block with parts found in the Training Facility and Stock Warehouse, you can create this upgraded and more powerful version. While weak at the start, it can be powered up with customization parts. Holds a maximum of 18 shots.

IMPROVED HANDGUN (GLOCK17)  

By combining the Glock with parts found in the Training Grounds and Spare Warehouse, you can create this upgraded and more powerful version. While the 18-shot capacity is left unaffected, it also gains the ability to fire a critical shot that can deal as much damage as the Magnum.

REINFORCED HANDGUN AMMO  

Regular 9mm bullets with the gunpowder stuffed to maximum, creating much more damage on impact. To load these bullets, you must exhaust the regular ammo currently inside the gun's magazine.

HANDGUN AMMO  

Series mainstay, 9mm x 19mm Parabellum ammo in red box. Says "Parabellum" on the box. Comes in boxes of 5, 15, and 30 rounds.

HANDGUN AMMO  

Bullets used mostly with the Handgun. Contains 15 shots per box, but occasionally you can find two boxes at once. Can also be used with the Colt S.A.A.

HANDGUN AMMO  

9mm parabellum bullets for the Handgun. Can be used with either Jill's M92FS or Carlos's Soldier Handgun. The most common kind of ammunition.

HANDGUN AMMO  

9mm x 19mm bullets. One box contains 15 shots. Can be used with the M93R, the Glock 17, and the improved versions of any Handgun.

HANDGUN MAGAZINE  

Specialized bullets for the Handgun. One clip contains 15 shots. Combine it with another magazine to take up less room in the inventory.

HANDGUN PARTS  

Parts that let you customize the Handgun and improve its accuracy. You can find the Scope and the Scope Mount in the Duralumin Case.

HANDGUN PARTS  

Parts used to improve the H&K VP70. Once added, it can then fire three-shot bursts.

BROWNING HP  

A large, Belgian-made Handgun. The HP stands for High Power. Uses the same 9mm parabellum bullets as the H&K VP70. Used by Claire and Ada.

BERETTA M92FS  

A military pistol made in Italy. Excels in firing speed thanks to its double-action trigger, and scores a critical hit approximately 1/16 of the time. Standard issue for S.T.A.R.S., which is why Chris uses it in the EX Battle minigame.

BOWGUN  

A modern take on an old-fashioned weapon. Able to fire three bolts in one shot. Made with high-quality lightweight materials, not only can it sustain damage, it's extremely portable.

BOWGUN (CROSSBOW HANDGUN)  

A hunting weapon capable of firing both Bowgun Arrows and precious Explosive Arrows. With a narrow range of attack, careful aim is required. Chris can use it to fire rapidly with a minimum exposure to danger.

BOWGUN ARROWS  

Arrows used with the Bowgun. One case contains 36 arrows, but it tends to be closer to 12 shots thanks to its firing mechanism, which shoots three arrows at once.

BOWGUN ARROWS  

Iron arrows for use with the Bowgun. Possesses the same level of power whether at long-range or short-range. Combine it with Bowgun Gunpowder to create the valuable Explosive Arrows.

BOWGUN GUNPOWDER  

An item necessary in the creation of Explosive Arrows. You can only find so many of them, so be extremely cautious in using them.

POLYTANK  

A Polytank forgotten in the cargo room. Contains gasoline. Combine it with the Empty Bottles to create 3-6 Flaming Bottles.

MINE THROWER  

A special weapon thought to be created by Umbrella. Fires mines that attach to their target and explode several seconds later. Can also be used to place mines on walls in ambush for approaching enemies.

IMPROVED MINE THROWER  

Setting the Mine Thrower with the Infinite Mine gives you this improved version of the weapon. Although it looks the same, it has undergone drastic changes. The mines fired from this weapon track the enemy and implant them before exploding. Especially effective against large groups of creatures.

MINE THROWER AMMO  

Special ammunition for use with the Mine Thrower. They cannot be created, and there are precious few waiting to be found.

MAGNUM  

A large, powerful automatic Handgun. Fires Magnum rounds at up to eight shots a clip. Huge power, but also huge recoil. Called the Magnum because of the double-sized bullets it fires.

MAGNUM  

Desert Eagle 50A.E., a large, Israeli-made military weapon. The 50A.E. refers to the 50-caliber Action Express ammunition it uses, giving it amazing destructive power. Upgrade it to a 10-inch barrel to add even more punch.

MAGNUM  

A large, .44-caliber revolver made of stainless steel. Incredibly powerful, it can kill almost any creature with one shot.

MAGNUM (COLT PYTHON)  

A highly destructive weapon what also possesses great penetrating power, going through two or more enemies with the same shot. It can only carry six shots, and replacement ammo is hard to find. Its attack power is lessened the farther away the target is, so try to get into the best possible position for each shot.

MAGNUM ROUNDS  

Ammo for the Magnum Revolver. One clip contains six extra rounds. While not as rare as ammo for the Grenade Launcher, it's still hard to find.

MAGNUM ROUNDS  

Ammo for the Magnum. One magazine contains eight shots. These are rare, but occasionally you're lucky enough to find two magazines at once for 16 rounds.

MAGNUM ROUNDS  

Magnum bullets with double the power of normal bullets. Eight shots per box. There are several to be found in the mansion in the second half of the game.

MAGNUM ROUNDS  

Bullets for the Magnum. Extremely powerful, and can kill all but the most powerful creatures with a single shot. Precious and hard to find.

MAGNUM ROUNDS  

A cartridge containing extra .357 Magnum rounds. Amazingly strong; can kill almost any enemy with a single shot.

MAGNUM PARTS  

One of the parts for customization. Using it on the Magnum gives you the Desert Eagle 50A.E. 10-inch.

MAGNUM REVOLVER  

A revolver type of Magnum. Although it's an old model, its craftsmanship is solid and it's still as deadly as it ever was. Holds five shots, each of which contains enough power to go right through an enemy.

MAGNUM REVOLVER  

Fires penetrating .357 Magnum rounds. Deals damage to all enemies within its range of attack, and probably destroys the body part it hits. However, replacement ammo is rare, so it cannot be used as frequently as the Handgun.

INFINITE AMMO  

A dream item that provides unlimited ammunition for whatever weapon it's combined with. Get it after fighting Nemesis off seven times while playing through Heavy Metal a second time.

MERC'S HANDGUN (WHEN USING REINFORCED AMMO: UPGRADED SIGPRO)  

A 9mm-caliber Handgun with a tough polymer frame. Possesses the same abilities as Jill's Handgun, and becomes the Upgraded SIGPRO when loaded with Reinforced Ammo.

LINEAR LAUNCHER  

A weapon with an infinite amount of shells. Like the Sniper Rifle, it lets you aim at the enemy with one shot, and can deal even more damage through the resulting explosion. However, shots travel slowly so leading the target is crucial.

ACID ROUNDS  

Sticky and colorless rounds with strong acid inside them. The acid sprays out upon impact and melts away at the enemy. Extremely effective against living creatures. One container contains six rounds.

ACID GRENADES  

Rounds for the Grenade Launcher. One package contains six rounds. Only deals damage to the targets they strike directly, which makes them valuable in boss fights.

ACID GRENADES  

Specialty ammo for the Grenade Launcher. Splashes powerful acid all over its target upon impact.

ACID GRENADES  

Can also be created by mixing Explosive Rounds with Gunpowder B. Effective against the Grave Digger and zombies.

ACID GRENADES  

Explodes approximately 0.7 seconds after impact, spreading powerful acid across any living or undead creature in its radius. As expected, they're incredibly damaging to enemies who are weak against acid.

GRENADES  

Ammunition with a thin outer shell and plenty of powerful explosives inside. Inflicts damage on enemies with the explosion and the shell fragments. One pack gives you six extra shots for the launcher.

GRENADES  

The default ammunition for the Grenade Launcher. One container gives you six extra rounds. Also deals damage to enemies caught in the blast after impact.

HUNTING GUN  

A rifle that can hold only 2 shots at a time, but each of those shots is among the most powerful ammo available. There's a pattern carved on the receiver. One of the important items available on the train. Uses Shotgun Shells and deals damage across a wide radius.

RELOAD TOOL  

A tool that lets you create ammunition from Gunpowder. After you've made either eight Handgun Bullets or eight Shotgun Shells, it also lets you make their improved Reinforced versions.

ICE ROUNDS  

A type of ammo that's extremely effective for dealing with the Nemesis. Because Gunpowder C is rare, try to make it from Explosive Rounds as often as possible.

ROCKET LAUNCHER  

Acquired after beating the game with an S rank or greater. A fearful weapon whose ammunition is unlimited, and it boasts some of the highest attack power in the game. This weapon is so powerful, you won't care at all about the lack of rapid fire.

ROCKET LAUNCHER  

Heavy weaponry that fires powerful explosive rockets. Brad Vickers drops this to you from the helicopter he pilots during the final battle with the S. Tyrant. Can only fire on a level plane, and only has four non-reloadable shots.

ROCKET LAUNCHER  

Also known as the Stinger. Heavy weaponry that fires 81mm HE rounds, it boasts enough attack power to take out most enemies with a single shot. However, its limited two-round capacity requires careful planning to use it effectively. The hidden version of this item is the same as the one from the previous version: unlimited ammo.

ROCKET LAUNCHER  

A portable military Rocket Launcher. Fires up to four 60mm napalm shells. A powerful weapon that can incinerate most enemies in the game with a single shot. If you get it during the Mercenaries minigame, you can use it from the beginning.

ROCKET LAUNCHER  

An unlockable weapon with unlimited ammo. Able to take out all enemies with a single shot. However, it can't aim up or down, so when you're using it against low-crawling enemies, aim for something nearby and envelop them in the resulting blast. Unlocked after beating the main game with an S rank.

ROCKET LAUNCHER  

An unlockable weapon with infinite rounds. The weapon that lets you defeat the S. Tyrant with ease gives you the same kind of power in all other areas of the game. Only this version of the weapon will never run out of ammo and can fire at all angles. This is a huge change from the original. Acquired after beating the main game at any difficulty level other than Easy in less than three hours.

ROCKET LAUNCHER  

KEYS

ROOM 001 KEY

(CATEGORIZATION: DORMITORY KEY)

RE

A key used to enter one of the rooms in the dormitory. The number 001 is written on the back, indicating the room number. It can be found in the bathroom of room 002 on the first floor of the dormitory.

ROOM 003 KEY

(CATEGORIZATION: DORMITORY KEY)

RE

A dormitory key with the room number 003 written on the back. You get it by exterminating the wasp hive in the Dormitory 1F gallery hallway.

DOWN KEY

(CATEGORIZATION: FACTORY KEY)

RE:2

Found in both Leon and Claire first scenarios. It's needed to lower the turntable from the factory 1F to B1. Insert into the keyhole in the turntable's control switch.

S.T.A.R.S. KEY

(CATEGORIZATION: A KEY WITH A SEAL)

RE:2

The key needed to enter the S.T.A.R.S. office on the Police Station 2F. It's under protective custody in the locker due to the emergency situation.

UP KEY (CATEGORIZATION: FACTORY KEY)

RE:2

A key with the letter U written on its tag. It was dropped on the ground in front of the passageway monitors in the monitor room in factory B1. You need it to operate the turntable.

UP KEY (CATEGORIZATION: FACTORY KEY)

RE:2

Found in both Leon's and Claire's second scenarios only. The factory key needed to raise the factory B1 turntable to 1F. Insert into the keyhole in the control panel within the factory panel room.

REAR EXIT KEY

(CATEGORIZATION: WAREHOUSE KEY)

RE:2

The item needed to open the back door to the warehouse at the first area. You must obtain it to begin the story.

BACK GATE KEY

(CATEGORIZATION: PARK KEY)

RE:2

The key to open the rear gate in the park. Found in the hidden room in the graveyard hut used as a guard station point.

ELEVATOR ACTIVATION KEY

RE:2

The key needed to restore power to the elevator. It was dropped carelessly in a corner of the research facility hallway in factory B4. When you pick it up, the Tyrant will attack.

GOLD KEY

RE:CV

A golden key with the Ashford family seal etched into it. Use it to unlock the door connecting the conference room hallway and the portrait area in the official residence 1F.

CARD KEY

RE:2

A card key used by Umbrella employees. It has the word incinerator written on it. It can be found in the rocky area in the garden/treatment plant B7.

CARD KEY

RE:2

A card carried by a treatment facility worker. Used to operate the elevator and shutter.

IMITATION KEY

RE

A copy of the Armor Key. Its shape is the same, but it lacks the rigidity to be used as a key. It can be used to disable the trap in the mansion 3F armor hallway of death.

HELMET KEY

RE

(CATEGORIZATION: MANSION KEY)

A key with a helmet emblem etched into the reverse side. Usable only on doors with the same emblem engraved on them. There are four doors this key will open.

MACHINE ROOM KEY

RE:CV

The key used to open a door in the Cargo Sorting Room B1 in the Antarctic Base. The door has Machine Room written on it, making it easy to spot. It's needed when moving to the Mining Room B1.

GALLERY KEY

RE

(CATEGORIZATION: DORMITORY KEY)

The key used on the Gallery door in the dormitory 1F. There's a wasp's nest in the gallery that you must exterminate with Insecticide Spray before you can access the entire area.

SILVER KEY

RE:CV

A key made of pure silver with the Ashford family seal engraved on it. After obtaining it from the private residence, use to open the conference room and casino bar doors in the palace.

AIRPORT KEY

RE:CV

A key with K-402 inscribed on its tag. It opens the electronic shutter blocking the door to the airport elevator in the airport cargo hold.

CLUB KEY

(CATEGORIZATION: POLICE STATION KEY)

RE:2

A Police Station key in the shape of a club. With this single key, the doors to three areas in the Police Station become accessible: the night watch room, press room, and autopsy room.

CRANE OPERATION KEY

RE:CV

A key used in a control panel in the cargo sorting room B1 in the Antarctic Base. After using this key, you can operate the crane to retrieve the corpse of Nosferatu.

CLOSET KEY

RE:2

A key that can open the closet on the train. Get it by clearing the game on any difficulty except Easy. The closet contains alternate costumes for the characters.

CLOSET KEY

RE

A key with a relief of a woman's profile. Enables access to the hidden dressing room in the mansion 1F, where characters can change costumes.

CHRONOS KEY

RE:2

An item made by combining the Winder Key and Chronos Chain. You need it to progress beyond the study in the clock tower.

SWORD KEY

RE

(CATEGORIZATION: MANSION KEY)

RE

The mansion key set into the Book of Curse. An emblem of a sword is on the reverse side. Use it to open doors that are engraved with the same emblem. There are four such doors in all.

HUT KEY

RE:2

The key needed to enter the Police Station 1F storage hut, through the guard hut from the northern parking lot in the residential area. It appears only in the second scenario with either Claire or Leon.

MINING ROOM KEY

RE:CV

A key used on a door in the Cargo Sorting Room B2 in the Antarctic Base. The door is easy to spot because Mining Room is written on it. You need this to move to Mining Room B2.

BREEDING ROOM KEY

RE:2

A key with the face of a monster etched into it. It's hidden inside the globe box in Marcus's research room B1 in the research facility. Hunters are kept in the breeding room.

CONDUCTOR'S KEY

RE:2

(CATEGORIZATION: TRAIN KEY)

RE:2

A key with Conductor's Room written on its tag. It's located next to the train/pantry door. The key is a lever tumbler model invented in the 18th Century.

DINING CART KEY

RE:2

(CATEGORIZATION: TRAIN KEY)

A key with Dining Cart written on its tag. Get it by searching the corpse in the train/2nd car hallway. The key is a pin cylinder type.

TREATMENT PLANT KEY

RE:2

The key needed to infiltrate the treatment control room in the processing plant. It can be obtained in the break room.

TREATMENT PLANT KEY

RE:2

The same as the Treatment Plant Key, but this one has a barcode on the attached plastic plate. You need it to obtain the Rocket Launcher.

SPADE KEY

RE:2

(CATEGORIZATION: POLICE STATION KEY)

RE:2

A Police Station key in the shape of a spade. In addition to opening the lock to the Police Station/data room, it also opens the door to the western hall 2F in both second scenarios.

CONTROL ROOM KEY

RE

A key obtained by pulling the bathtub plug in room 001. Use it to enter the control room containing the drainage controls in the flood tank beneath the dormitory.

MAIN GATE KEY

RE:2

The key to open the main gate in the park. Obtain it in the patrol room before entering the park.

TURNTABLE KEY

RE:CV

A key to operate the turntable in the Training Facility. By using this, you can travel between 1F and B1 by riding the turntable.

DIAMOND KEY

RE:2

(CATEGORIZATION: POLICE STATION KEY)

A Police Station key in the shape of a diamond. It opens the lock and enables passage to the Police Station/interrogation room, as well as the confiscated item storage.

SHIELD KEY

(CATEGORIZATION: MANSION KEY)

RE

A mansion key with an emblem of a shield etched into the back. For use with doors with a shield emblem on them. However, there's only one, the rear attic in the mansion 2F.

SMALL KEYS

Keys used to open drawers and doors. These appear only in Leon's scenarios. They serve the same function as Claire's lockpick, only they're discarded after use.

POWER AREA KEY

(CATEGORIZATION: RESEARCH FACILITY KEY)

RE

A key with an electricity symbol on it. It's only usable on doors with an electricity symbol on them. There are two such doors in the research facility.

POWER ROOM KEY

RE:2

The key to open the door to the Power Room in the Research Facility. It appears in both Leon and Claire's second scenarios. It can be found in the P-4 level experimentation room in the research facility.

PADLOCK KEY

RE:CV

A simple key used on the padlock. This opens the fence in the prison area hallway, and it gives you access to the guillotine area without taking a long detour through the prison area.

HEART KEY

(CATEGORIZATION: POLICE STATION KEY)

RE:2

A Police Station key in the shape of a heart. Use it to open the lock on the door connecting the East Office to the East Hallway 1F in the Police Station.

HANGER KEY (L)

RE:2

A gold-plated key with an L engraved into it. Get it after defeating the Queen Leech's first form. One of the keys needed to open the double doors in the treatment plant.

HANGER KEY (R)

RE:2

A silver-plated key with an R engraved into it. Get it after defeating the Queen Leech's first form. One of the keys needed to open the double doors in the treatment plant.

FIRE KEY

(CATEGORIZATION: TRAINING FACILITY KEY)

RE:2

A key with a fire design engraved into it. It opens doors with a similar design. It was dropped in the breeding pool in the Training Facility. The fire key is a lever tumbler key.

MEDICAL ROOM KEY

RE:2

The key needed to open room 402 in the hospital 4F.

WEAPON BOX KEY

RE:2

A key used to open a locker in the P-4 level experimentation room in the research facility. In Leon's scenario, the locker contains Magnum Parts. In Claire's, it contains Grenades x2.

BOUTIQUE KEY

RE:2

A key that's added to the item boxes during the next game after clearing the main scenario. With this, it's possible to enter the boutique up town.

BLUE CARD KEY

RE:2

A key used to disengage the electronic lock on the door to the first train car. Found inside the Conductor's Briefcase. Run it through the card reader in the 2nd car hallway to open the door.

BLUE CARD KEY

RE:2

A card key for the terminal in the reception area in the Police Station/hall 1F. In addition to unlocking the doors in the hall 1F, it also permits entry to the library from the hall 2F.

OLD KEYS

RE

Keys for the mansion, obtainable by Chris. Use to open simple locks. There are five in all. Jill uses a lockpick instead.

BEZEL KEY

RE:2

(CATEGORIZATION: CLOCK TOWER KEY)

A key that's used to lower the ladder on the balcony. Use it reach the machine room in the highest part of the clock tower.

PLATFORM KEY

RE:2

A key needed to open a door in the passage heading from the research facility platform to the footbridge. It appears only in Leon and Claire's second scenarios.

SAFE KEY

RE:CV

(CATEGORIZATION: TAGGED KEY)

The key needed to open the safe in the guard room of the Training Facility. When you pick it up, it appears as Tagged Key, but the name will change when you examine it.

	GRAVEYARD KEY (CATEGORIZATION: PARK KEY)	
	The key needed to pass from the park graveyard into the graveyard hut. Obtain from the body of a guard dispatched by Umbrella.	
	MASTER KEY (CATEGORIZATION: RESEARCH FACILITY KEY)	
	The key used to access the prison cell in the research facility B3, as well as the door to the helipad. Appears only when Rebecca dies in Chris's scenario, or when Barry dies in Jill's.	
	MASTER KEY	
	A key that appears only in each character's second scenario. It allows access to the underground transportation system in the research facility, and opens the emergency route for the elevator. Also unlocks the guard room door in Leon's scenario.	
	WATER KEY (CATEGORIZATION: TRAINING FACILITY KEY)	
	A key engraved with a water design. It opens doors with a similar pattern. It was dropped on the other side of the fence in the Training Facility, management Training Facility B3.	

TOOLS

	SQUARE HANDLE	
	A handle made by inserting the Octagonal Handle into the socket. It's used to drain the flooded underwater experiment storage tank in the Antarctic Base.	
	OCTAGONAL HANDLE	
	A handle with a specialized end to open and close octagonal valves. It's used in the mining room B2 in the Antarctic Base with Claire, and in the Antarctic Base power room with Chris.	
	G-VIRUS	
	A standard item that appears in Leon's first scenario only. Found in the east area hallway in the research facility, but you don't get the chance to use it directly.	
	NP-004	
	A purple chemical used as an ingredient in V-Jolt. Make it by combining UMB No. 3 and water in the empty bottle in the chemical room.	
	UMB No. 3	
	A red chemical used as an ingredient in V-Jolt. Combine with water in an empty bottle to make NP-004.	
	UMB No. 7	
	A green chemical used as an ingredient in V-Jolt. Create by mixing water with Yellow-6 in the chemical room.	
	UMB No. 10	
	An orange chemical used as an ingredient in V-Jolt. Create by mixing Yellow-6 with NP-004.	
	V-JOLT	
	A yellowish-brown chemical made by mixing VP-017 with UMB No. 3. Also known as UMB No. 20. It has the ability to weaken Plant 42.	
	VP-017	
	A blue chemical used as an ingredient in V-Jolt. Create by mixing UMB No. 7 and UMB No. 10.	
	W CYLINDER SHAFT	
	An item used to restore power to the elevator in the garden B1. To restore power, you must place this in the control panel and press the buttons in the correct order.	
	YELLOW-6	
	A yellow chemical used as an ingredient in V-Jolt. Mix with water in an empty bottle to create UMB No. 7.	
	ICE PICK	
	A tool used to chip ice. Discover it by searching the wagon in the third car hallway (2F) of the train. Use it to remove blockage from a clogged keyhole.	
	BLUE CHEMICAL	
	A blue chemical. Its makeup is unknown. Rebecca can use her chemical set to obtain it from a storage tank. Combine with the red chemical to create adhesive remover.	
	RED CHEMICAL	
	A red chemical. Its makeup is unknown. Rebecca can use her chemical set to obtain it from a storage tank. Combine with the green chemical to create adhesive remover.	
	INK RIBBON	
	A popular item used in a typewriter to save the game.	
	INK RIBBON	
	A disposable item used in typewriters. Use it to save the game.	

	STERILIZATION ROOM KEY	
	A silver key with a biohazard symbol etched into it. It opens the door between the sterilization room and the Antarctic hall/Antarctic base after Alexia appears.	
	SEAL KEY	
	A key that has the Spencer family seal on it. Use it to open the door to Sir Spencer's study in the mansion 1F. Examine the Broach to obtain it.	
	CHEMICAL STORAGE KEY	
	A key with Chemical Storage written on its tag. This key opens the Chemical storage unit in the Training Facility/chemical room. It allows access to Clement Σ.	
	ARMOR KEY (CATEGORIZATION: MANSION KEY)	
	A mansion key with an armor emblem etched into the back. It opens doors with the same emblem on them. There are six such doors in all.	
	LAB CARD KEY	
	A card key that allows access to Umbrella's research facility. Use it to open the doors to the computer room and active treatment experimentation room in the research facility.	

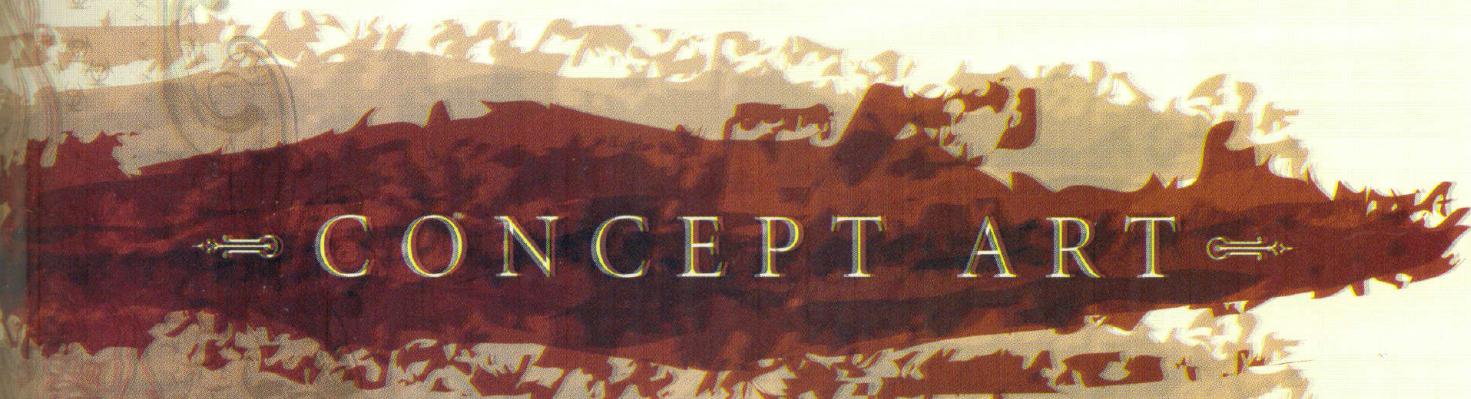
	WINDER KEY (CATEGORIZATION: CLOCK TOWER KEY)	
	Use it to open a door in the clock tower. Combine it with the Chronos Chain to make the Chronos Key.	
	RED CARD KEY	
	The card key needed to open the weapons locker in the Police Station. It only works when power is restored to the card reader next to the door.	
	LOCKER KEY	
	A key to open the locker. It's on top of the wooden box in the raw material storage/training Facility B3. It's a standard pin cylinder key.	
	LOCKER KEY (CATEGORIZATION: SPECIAL KEY)	
	A key used in the dark room at the Police Station. There are hidden costumes in the locker. Enables costume changes.	
	FUEL CANTEEN	
	A container to carry the flammable fuel found in tanks. Use with the lighter to ignite zombie corpses. It contains two uses of fuel.	
	SERUM	
	The medicine needed to treat Chris, Jill and Richard who was bitten by the poisoned Yarn. Found in the medical room in the mansion 1F.	
	SERUM	
	The antidote for the poison emitted by Nosferatu. It appears only if Claire is poisoned in battle. Get it in the Antarctic base weapons/chemical storage.	
	HIGH POWER BATTERY	
	A battery used to power large machinery. However, it doesn't contain any battery fluid. It's needed to operate the forklift.	
	MIXED OIL	
	A key item obtained by mixing Machine Oil with Oil Additive. Needed to repair the broken-down shuttle train.	
	SIDE PACK	
	Equip to increase item capacity from 8 to 10. After equipping it, Leon or Claire will wear this pack on his/her waist.	
	SIDE PACK	
	A mini-pack that's not counted in the inventory. Obtain it to increase item capacity by two. Chris and Claire can get it.	
	INSECTICIDE SPRAY	
	A sprayer used to dispense insecticide. Exterminate the wasp colony through the hole in the wall facing the hive in the moonlit hallway of the dormitory 1F.	
	RUSTED HEXAGONAL CRANK (CATEGORIZATION: RUSTED CRANK)	
	A well-known Resident Evil item. Use it to open the shutter in the gas station.	
	SQUARE CRANK (CATEGORIZATION: CRANK)	
	Use this item in the device next to the drainage pool in the garden. The pool drains through a flood gate and allows passage to the rock path.	
	SQUARE CRANK	
	A crank with a square end. Use it to bring down a hidden staircase by a hole in the wall when heading for the power room from the Police Station clock tower.	
	SQUARE CRANK	
	An iron crank used in a square indentation. It's needed to open the shutter in the garbage dump upthon.	
	MAGNETIC CARD	
	A key used by security officers, located in the control room of the train. Use it to operate the manual brakes. Brake System and Lock Card are written on its front.	
	HEMOSTATIC	
	Medicine used to stop bleeding. Use it to treat the wounded Rodrigo. After treatment, Claire will obtain the lockpick and Chris will obtain the lighter.	
	POWER COIL	
	An important coil needed to use the ropeway. It was dropped on the scaffolding on the platform in research facility B2. Place in the machine room control device.	
	JOINT N PLUG	
	An item used to activate the open/close switch to the platform gate. Use this with the Joint S Plug to restore power to the station transformer.	

JOINT S PLUG An item used to activate the open/close switch to the platform gate. Use this with the Joint N Plug to restore power to the station transformer.	 RE:CV	SOLVENT A chemical used to weaken the adhesiveness of certain substances. Form by mixing the Green Chemical with the Red Chemical. Use to obtain the Blue Leech Object.	 RE:0	WATER Tap water poured into an empty bottle. Mix this with various chemicals to make V-Jolt. The chemicals created in the process of making V-Jolt vary, depending how they're mixed.	 RE
FIRE EXTINGUISHER (CATEGORIZATION: EMPTY FIRE EXTINGUISHER) An item to put out fires. Changes into Empty Fire Extinguisher and after one use, but it can be refilled.	 RE:CV	BATTERY A standard battery. It's located in the hidden room in the Training Facility 2F bar. To enter the hidden room, you must play one song correctly on the piano.	 RE:0	GREEN CHEMICAL A green chemical. Its makeup is unknown. Rebecca can use her chemical set to extract it from the storage tank. If consumed while in that state, it will cure poison.	 RE:0
 FIRE HOSE Attach to the fire hydrant on the uptown back path to put out the fire blocking the way.	 RE:0	BATTERY Use to restore power to the elevator in the park with the waterfall in the garden 1F. Place this in the outlet to run the elevator.	 RE:0	MAIN FUSE An electronic part needed to open the shutters in the east and west areas of the research facility B4. Insert into the main shaft breaker system.	 RE:2
HERBICIDE (CATEGORIZATION: PLANT CHEMICAL) A chemical used to kill plants. Dissolve it in water and spray onto the monster plant from a water pump.	 RE	BATTERY An item used to operate the elevator in the construction site.	 RE:3	STERILIZATION UNIT A small tank containing a chemical that will clear the air of any viral contagions. Found in the research facility B1 morgue.	 RE:0
TREATED SAMPLE Prepared by checking the drained water. Unless the treatment facility's operating system determines it to be clear, the doors to the abandoned factory will not unlock.	 RE:0	BATTERY FLUID Diluted sulfuric acid usable as Battery Fluid. Combine with the High Power Battery to make it usable.	 RE:0	LIGHTER A small lighter carried from the beginning by Billy. It's out of oil, so you must combine it with lighter fluid before it can be used.	 RE:0
CYLINDER A metal part discovered in the underground garden ruins. Combine this with the Cylinder Shaft to make the W Cylinder Shaft.	 RE	BATTERY PACK A battery pack that increases the number of uses for the Sun Gun defense item. Each uses one full pack, so try to collect many.	 RE:0	LIGHTER A zip lighter. It's Chris's standard item, although Jill can find one that was given to the mansion's architect George Trevor by his wife Jessica.	 RE
CYLINDER SHAFT A metallic shaft. Combine with the Cylinder to create the W Cylinder. Get it in the garden B1 cargo elevator room.	 RE	BATTERY PACK A battery used to operate large machinery. Place it in the lift in the Training Facility garage to reach the 2F section.	 RE:CV	LIGHTER Leon's standard item. It's useful on many occasions. Claire can obtain one in the Police Station in both of her scenarios.	 RE:2
FUSE Combine with Plastic Explosives to make a debris-clearing bomb. Use it on broken doors and walls in the Police Station, art room hall.	 RE:CV	PANEL OPENER A tool with a hook used to open panels. It was dropped on the floor in the train's salon car. You must defeat the Stinger B.O.W. before obtaining this.	 RE:0	LIGHTER A full lighter. It's used not to smoke cigarettes, but to burn rope and kindling.	 RE:3
SIGNAL BOMB A tool that shoots into the air and sends a visual signal. Use it to call Brad, waiting in the helicopter, when you're escaping from the Arklay research facility.	 RE	VALVE HANDLE A valve handle with a square plug. It was dropped on the rocks beyond the water tank in the treatment plant B7. Use it to open doors without a handle.	 RE:0	LIGHTER Claire's standard item. It's useful to light up the area and keep bats at bay, as well as to ignite certain objects. Clair presents it to Rodrigo at one time.	 RE:CV
CONTROL LEVER The lever needed to move the extendable iron bridge in the airport transport stop 2F. Attach to the bridge operation panel.	 RE:CV	VALVE HANDLE Use it to operate the water pressure valve on the Police Station roof, the hydraulic power device in the treatment plant, and the fan regulator in the sewer control room.	 RE:0	LIGHTER FLUID Fuel to be combined with the lighter. It's on top of the cooking table in the kitchen in the Training Facility 1F.	 RE:0
SOCKET A socket with an octagonal hole and a square plug. Attach to the Octagonal Valve Handle to change it to the Square Valve Handle.	 RE:CV	VALVE HANDLE A handle for opening and closing valves. The square plug on the end can be cut into an octagonal plug in the Antarctic base metal working room.	 RE:CV	LIGHTER FLUID Fuel for the lighter. Combine with the empty lighter to make a usable lighter.	 RE:3
CHEMICAL SET An item Rebecca carries from the start. Rebecca is skilled at mixing chemicals. The suitcase contains equipment to mix chemicals.	 RE:0	VISE HANDLE A handle for a vise. It was left in the broadcasting room of the Training Facility 2F. The obedience relief is clamped in the vise.	 RE:0	SULFURIC ACID Highly acidic sulfuric acid. Combine the blue chemical with the red chemical to mix this. Then combine with the industrial water to form battery fluid.	 RE:0
IRON PIPE A key item used to break through the graveyard hut fireplace and proceed to the hidden room on the other side.	 RE:3	CROWBAR An item used to open the entrance to the restaurant basement downtown.	 RE:3	ROOK PLUG A plug in the shape of a rook chess piece. Use it together with the Bishop Plug, King Plug, and Rook Plug to open the door leading to the sewer north entrance. It appears only in Leon's scenarios.	 RE:2
ELECTRIC CORD During either first scenario, use on either the west hallway 1F or east hallway 1F in the Police Station to close the window shutters. This will change a zombie appearance event.	 RE:2	BISHOP PLUG A plug in the shape of a bishop chess piece. Use with the Knight Plug, King Plug, and Rook Plug to open the door leading to the sewer north entrance. It appears only in Leon's scenarios.	 RE:2	WRENCH Clamp to the base of the Rusted Hexagonal Crank to open the shutter. Also use to obtain the Fire Hose downtown.	 RE:3
POWER CABLE A key item needed to operate the rundown trolley car. Borrow it from the recharging car in the downtown parking lot.	 RE:3	FUSE Obtain in the trolley transformer substation. A key item needed to move the trolley.	 RE:3	HEXAGONAL CRANK (CATEGORIZATION: CRANK) A crank with a hexagonal end. Use in similarly shaped holes. There are three such holes in the garden B1.	 RE:0
DOOR KNOB A removed door knob. Attach to the door in the security room hallway in the Training Facility to access the garage.	 RE:CV	FUSE CASE A case needed to obtain the Main Fuse. Obtain the Main Fuse by placing the Fuse Case in the operation box in the low temperature experimentation room in the research facility.	 RE:0	VACCINE Make the G-Vaccine in the P-4 level experimentation room in the research facility by placing the Vaccine Cartridge and Vaccine Base into the vaccine manufacturing device.	 RE:2
KNIGHT PLUG A plug in the shape of a knight chess piece. Use with the Bishop Plug, King Plug, and Rook Plug to open the door leading to the sewer north entrance. It appears only in Leon's scenarios.	 RE:3	FUSE UNIT A fuse that emits a strong electrical current. Place in the fuse box next to the elevator when moving from the research facility basement to the heliport by elevator.	 RE:0	VACCINE An important item that can save Jill from the T-Virus infection. It must be made by a special method.	 RE:3
INPUT REGULATOR COIL A coil needed to power the railway. Found on a shelf in Marcus's private room in the research facility B2. Use on the control panel in the machine room.	 RE:0	HOOK SHOT A device that fires a wire with a hook attached. It can carry one person. It's located on the rear deck of the lost train car. It's a large item, but it's indispensable.	 RE:0	VACCINE CARTRIDGE An item needed to make the Vaccine to save Sherry. Insert into the treatment machine in the treatment experimentation room in the research facility. Only appears in Claire's first scenario.	 RE:2
FUEL CAPSULE An item needed to replenish the nitro compound. After replenishing, return it to the power room hallway 1 in the research facility to restore power to the main elevator.	 RE	PLASTIC EXPLOSIVES Can be exploded when combined with a detonator. Use in the art room hallway in the Police Station to clear the rubble and enter the police chief's room.	 RE:0	RAW VACCINE A very important item needed to make the T-Virus Vaccine. It can be obtained from the hidden safe in the medical room.	 RE:3
FUEL CAPSULE (NITRO COMPOUND) The fuel capsule replenished with a flammable nitro compound. It's highly volatile, and moving violently risks explosion.	 RE	MACHINE OIL Found at the gas station. Needed to use the trolley car, but must be combined with the Oil Additive.	 RE:3	CULTURED VACCINE An important item combined with the Raw Vaccine to make the Vaccine.	 RE:3
CULTURED LIQUID BASE An item collected with mixing equipment from the hospital basement research room when making the Cultured Vaccine Solution.	 RE:3	MANHOLE OPENER A tool used to open manhole covers. Use it to reveal a ladder in the Police Station kennel. Proceed down the ladder into the sewer to reach the underground treatment facility.	 RE:0	VACCINE BASE An item required to make the Vaccine to save Sherry. It appears only in Claire's first scenario.	 RE:2

RECOVERY

 FIRST AID SPRAY	RESTORES 0
Restores all HP. However, it will not cure poison.	
 FIRST AID SPRAY	RESTORES 1
An item that can restore all HP with one use. It's crucial when you're near death but don't have mixed herbs. However, it has no effect on poison.	
 FIRST AID SPRAY	RESTORES 3
Restores 200 HP. It does not cure poison.	
 FIRST AID SPRAY	RESTORES 5
A recovery item in spray form. One can will cure any wound except poison. It cannot be combined like herbs can.	
 FIRST AID KIT	RESTORES 0
A small box containing a recovery item. Remove the item by examining it. The contents are fixed per location.	
 FIRST AID BOX	RESTORES 0
Carry up to three First Aid Sprays in one inventory slot. In Light mode, it's standard equipment, but it's a valuable treasure in Heavy mode.	
 FIRST AID SPRAY	RESTORES 0
A disposable item that will restore all HP. One can is found in the item box on all difficulty levels. It has no effect on poison.	
 GREEN HERB	RESTORES 0
Restores 50 HP. Mix green, red, and blue herbs together for various healing effects.	
 GREEN HERB	RESTORES 0
Restores a little bit of HP to the player character. Mixing green, red, and blue herbs will produce a variety of effects.	
 GREEN HERB	RESTORES 0
A disposable item that restores HP to the player character. Mix the green herb with other herb types for a variety of recovery effects.	
 GREEN HERB	RESTORES 0
An herb with the ability to heal wounds. Use it to restore 50 HP. Combine it with other herbs for improved effects.	
 GREEN HERB	RESTORES 0
A cultivated green herb that's native to the Raccoon region. It can be combined with other colored herbs. The lower the difficulty setting is, the greater the effect of this herb.	
 MIXED HERB (GREEN + BLUE)	RESTORES 0
A mixture of green and blue herbs. It restores 50% of HP and cures poison.	
 MIXED HERB (GREEN + BLUE)	RESTORES 0
A mixture of green and blue herbs. It restores 25% of HP and cures poison.	
 MIXED HERB (GREEN + BLUE)	RESTORES 0
A mixture of green and blue herbs. It restores 25% of HP and cures poison.	
 MIXED HERB (GREEN + BLUE)	RESTORES 0
A mixture of green and blue herbs. It heals wounds and cures poison. It heals 50 HP, the same as a normal green herb.	
 MIXED HERB (GREEN + BLUE)	RESTORES 0
A mixture of one green herb and one blue herb. It restores 25% health and cures poison.	
 MIXED HERB (GREEN + RED)	RESTORES 0
A mixture of green and red herbs. It restores health completely.	

 MIXED HERB (GREEN + RED)	RESTORES 0
A mixture of green and red herbs. It restores health completely.	
 MIXED HERB (GREEN + RED)	RESTORES 0
A mixture of green and red herbs. It restores health completely.	
 MIXED HERB (GREEN + RED)	RESTORES 0
A very powerful mixture of green and red herbs. It restores 200 HP. Only a blue herb can be combined with this mixture.	
 MIXED HERB (GREEN + RED)	RESTORES 0
A mixture of green and red herbs. It restores health completely, but does not cure poison.	
 MIXED HERB (GREEN + GREEN)	RESTORES 0
A mixture of two green herbs. The effect is doubled to restore 100 HP.	
 MIXED HERB (GREEN + GREEN)	RESTORES 0
A mixture of two green herbs. It restores 60% health, but has no effect on poison.	
 MIXED HERB (GREEN + GREEN)	RESTORES 0
A mixture of two green herbs. It restores health by 50%.	
 MIXED HERB (GREEN + GREEN)	RESTORES 0
A mixture of two green herbs. The effect is doubled to restore 100 HP.	
 MIXED HERB (GREEN + GREEN)	RESTORES 0
A mixture of two green herbs. It restores 50% health, but has no effect on poison.	
 MIXED HERB (GREEN + RED + BLUE)	RESTORES 0
A mixture of green, red, and blue herbs. It restores all health and cures poison.	
 MIXED HERB (GREEN + RED + BLUE)	RESTORES 0
A mixture of green, red, and blue herbs. It restores all health and cures poison.	
 MIXED HERB (GREEN + RED + BLUE)	RESTORES 0
A mixture of all three herb types. This one item restores 200 HP and cures poison.	
 MIXED HERB (GREEN + RED + BLUE)	RESTORES 0
A mixture of green, red, and blue herbs. It restores all health and even cures poison.	
 MIXED HERB (GREEN + GREEN + BLUE)	RESTORES 0
A mixture of one blue herb and two green herbs. It restores 100 HP and cures poison.	
 MIXED HERB (GREEN + GREEN + BLUE)	RESTORES 0
A mixture of one blue herb and two green herbs. It restores health by 60% and cures poison.	
 MIXED HERB (GREEN + GREEN + BLUE)	RESTORES 0
A mixture of one blue herb and two green herbs. It cures poison and restores health by 50%.	
 MIXED HERB (GREEN + GREEN + BLUE)	RESTORES 0
A mixture of herbs that restores health and cures poison. It restores up to 100 HP.	
 MIXED HERB (GREEN + GREEN + BLUE)	RESTORES 0
A mixture of one blue herb and two green herbs. It restores health by 50% and cures poison.	
 MIXED HERB (GREEN + GREEN + GREEN)	RESTORES 0
A mixture of three green herbs. It restores all health, but does not cure poison.	
 MIXED HERB (GREEN + GREEN + GREEN)	RESTORES 0
A mixture of three green herbs. It restores all health.	
 MIXED HERB (GREEN + GREEN + GREEN)	RESTORES 0
A mixture of three green herbs. It restores all health.	
 BLUE HERB	RESTORES 0
An herb that cures poison. It can be mixed with both red and green herbs to make a strong combination that will heal and cure poison.	
 BLUE HERB	RESTORES 0
An herb that cures poison. It can be mixed with both red and green herbs to make a strong combination that will heal and cure poison.	
 BLUE HERB	RESTORES 0
An herb that cures poison. It cannot be combined with the red herb alone, but can be mixed with both red and green herbs to make a strong combination that will heal and cure poison.	
 BLUE HERB	RESTORES 0
An herb that cures poison. It does not recover health by itself. It will only recover poison, not a viral infection.	
 BLUE HERB	RESTORES 0
A blue herb. It's needed to cure poison, and it appears in planters that can be used over and over. (You cannot take these herbs with you.)	
 RED HERB	RESTORES 0
A red herb. It cannot be used by itself, but can be mixed with the green herb to produce a recovery effect.	
 RED HERB	RESTORES 0
A special herb that cannot be used by itself. Combine it with a green herb, or both green and blue herbs to produce a full recovery effect.	
 RED HERB	RESTORES 0
An herb that cannot be used by itself. Combine with a green herb or both green and blue herbs to create a mixture that restores health completely.	
 RED HERB	RESTORES 0
An herb that increases the strength of the green herb. It's only effective when combined with other herbs, and cannot be used by itself.	
 RED HERB	RESTORES 0
A red herb. It cannot be used alone, but if mixed with a green herb, the combination can restore health completely.	



CONCEPT ART

This section is a collection of illustrations, CG art, and original images from each *Resident Evil* title. Image boards and rough sketches from the preliminary development stages are included, along with the official illustrations and material used in actual game development. Also revealed for the first time are must-see creative materials for *Resident Evil 1.5*!

Resident Evil 0	196
Resident Evil	205
Resident Evil 2	208
Resident Evil 1.5	218
Resident Evil 3	221
Resident Evil: Code Veronica	226
Wesker's Report III	241
Top Secret	243

RESIDENT EVIL 0

Resident Evil 0 fills in the events that transpired before the Mansion Incident. This title boasts superior quality over its predecessors, thanks to the attention to detail and precise design materials.

CHARACTER DESIGN

The designs for both Rebecca and Billy were created when the game was first being developed for the Nintendo 64. You can see clear changes in the design of Rebecca's costume. Shinkiro, a well-known fighting game designer, was in charge of the designs of the sub-characters who appear in the movies.

Rebecca Chambers



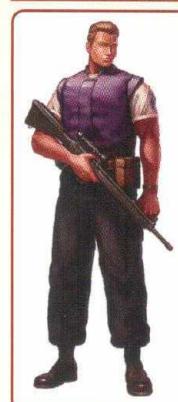
Billy Coen



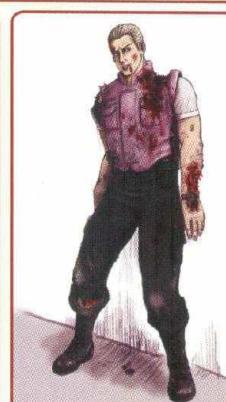
Enrico Marini



Edward Dewey



Kenneth J. Sullivan



Albert Wesker



William Birkin



ADDITIONAL CHARACTERS

Train Passenger A



Train Passenger B



Train Passenger C



Train Passenger D



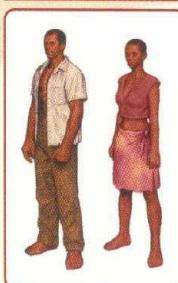
Train Passenger E



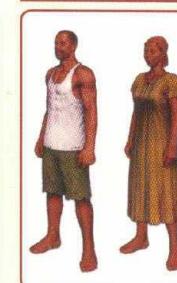
Special Forces Soldier



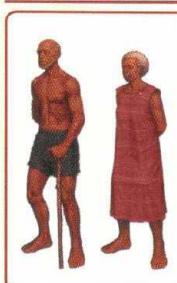
Villager (young)



Villager (middle-aged)



Villager (elderly)

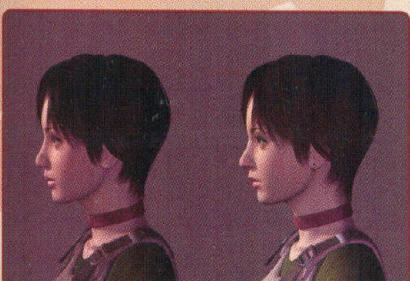


Marine Soldier

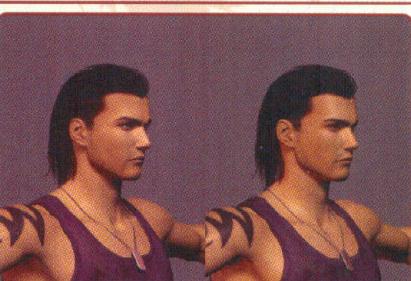


3D CHARACTER MODELS

Rebecca Chambers

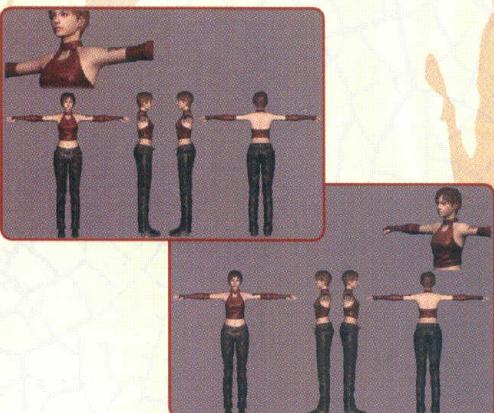


Billy Coen



Here are some of the CG character models used as the basis for their design. They underwent countless modifications up until they were completed. Note the Edward Zombie and Marcus models that weren't actually in the game. You can also see a few different hairstyles considered for Wesker.

Rebecca's Hidden Costume



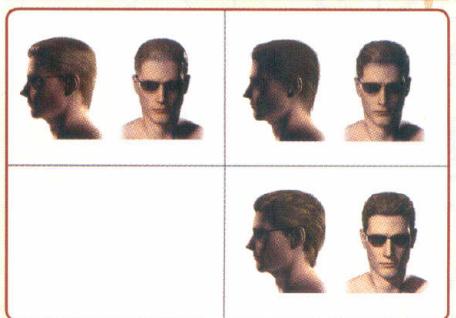
Edward Dewey



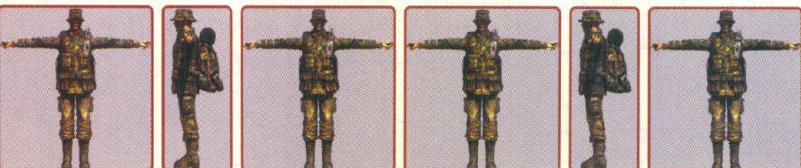
Richard Aiken



Albert Wesker



Marine Soldier



James Marcus



HIDDEN COSTUMES

Rebecca's Hidden Costumes Drafts

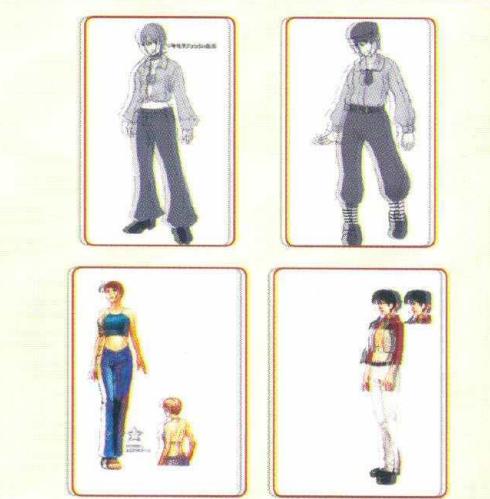
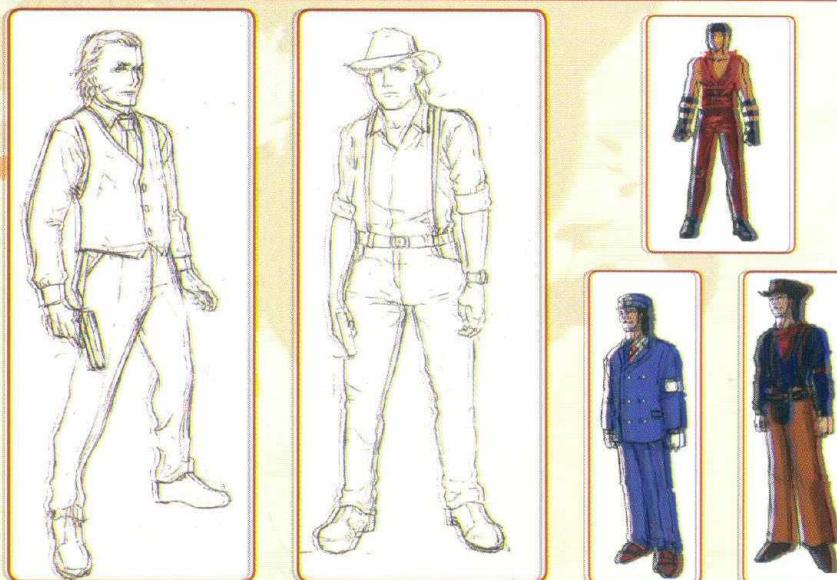


Hidden costumes are rewards for clearing the game. They were included to make sure the player enjoys the game each and every time. Many different ideas were considered over the course of the design process. Here you can also see the results of collaborative efforts by several designers.

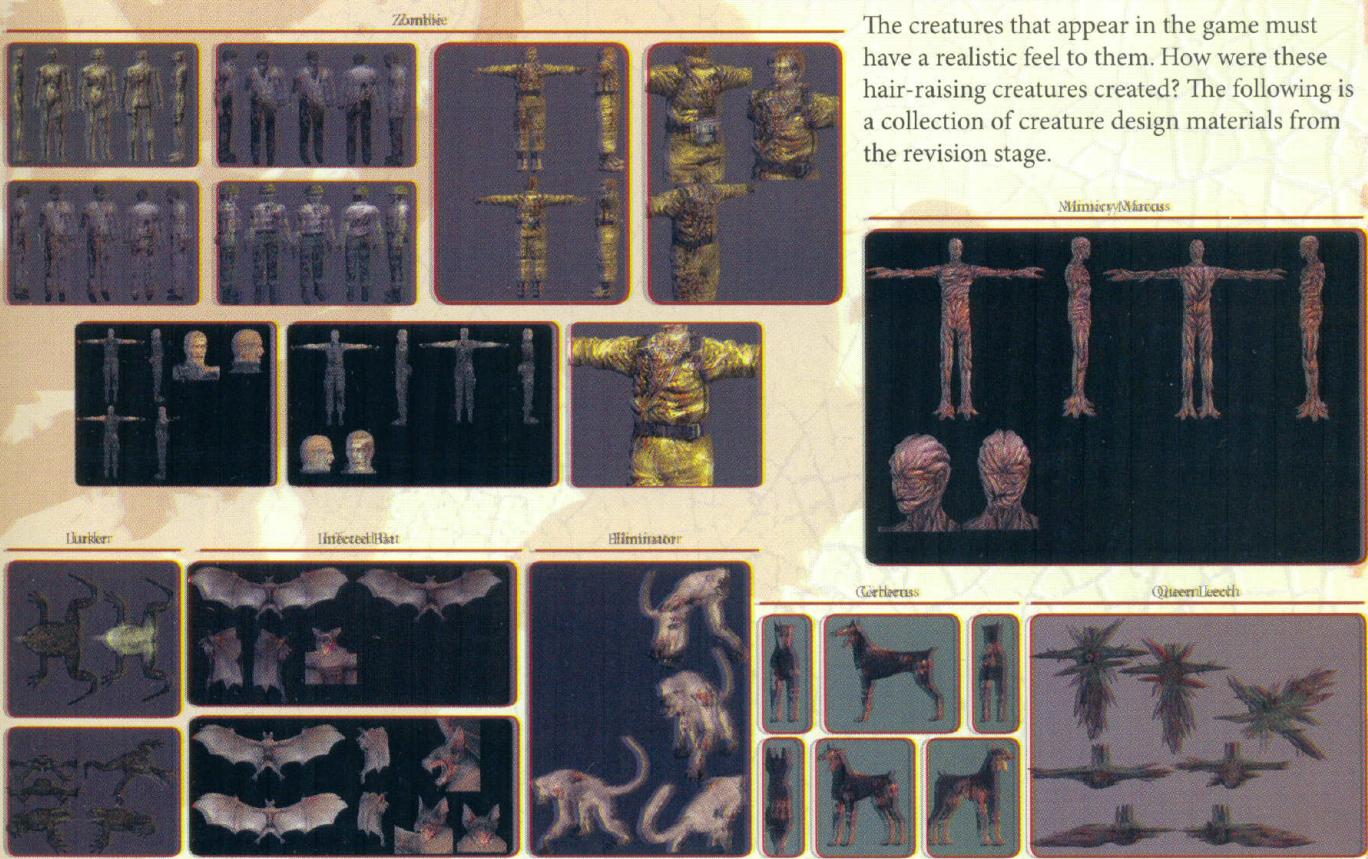
Rebecca's Other Hidden Costumes Drafts



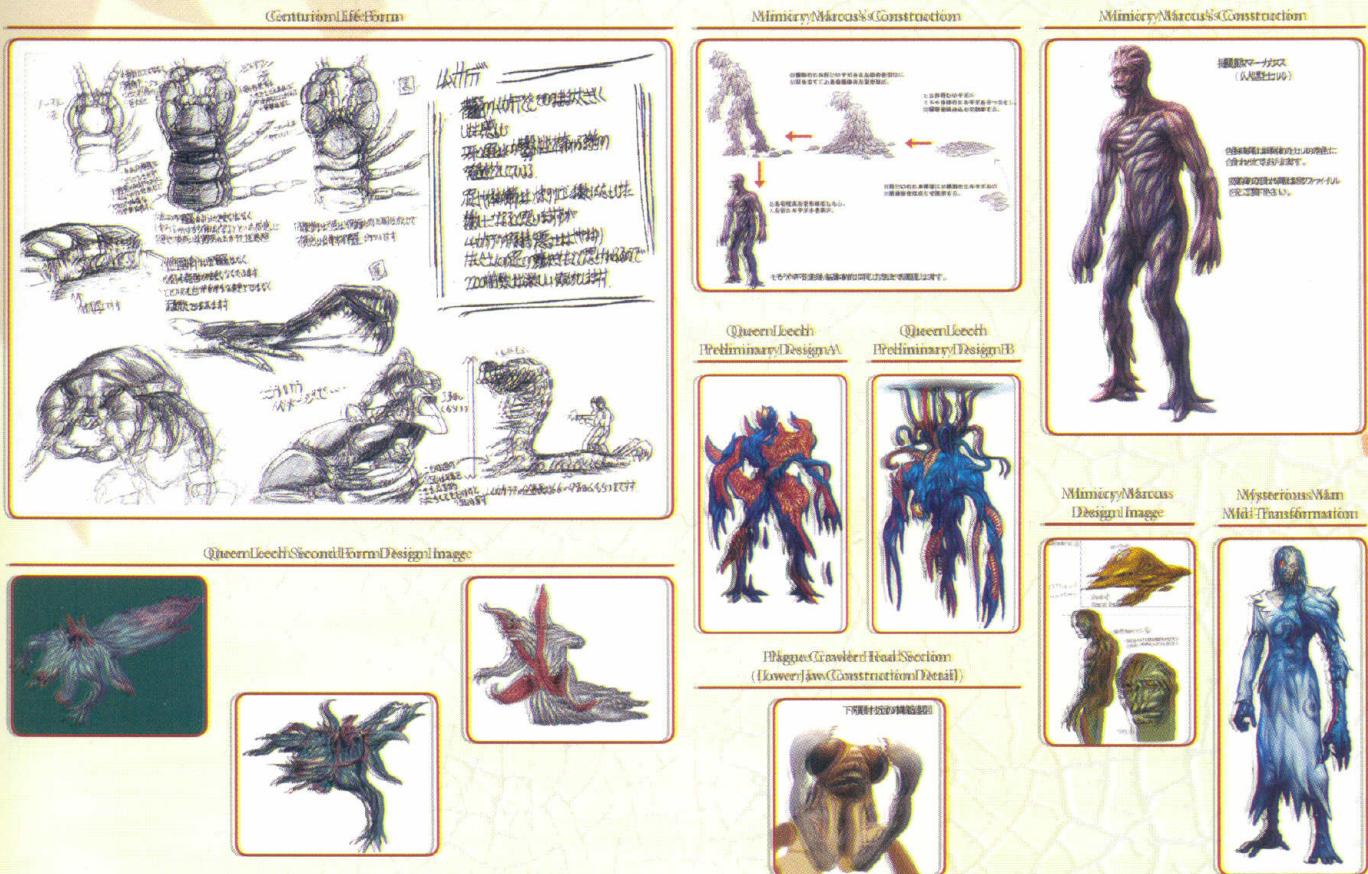
Billy's Hidden Costumes Drafts



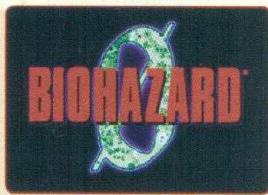
3D CREATURE MODELS



CREATURE DESIGN



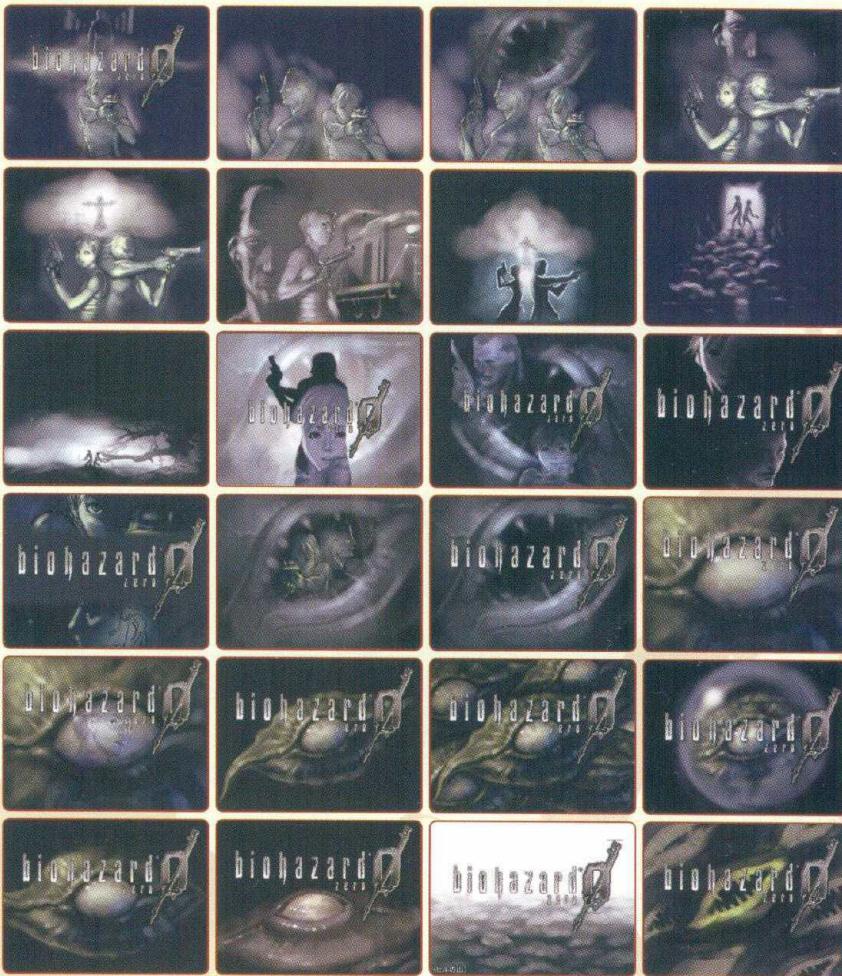
TITLE SCREEN DESIGN



Preliminary Title Logo

The difference between the Nintendo 64 Japanese version is even visible in the title logo. The preliminary logo above was for the Nintendo 64. After porting the game over to the Game Cube platform, a new logo was created, but nevertheless it took a lot of trial and error to arrive at the final layout.

Title Screen Layout Drafts



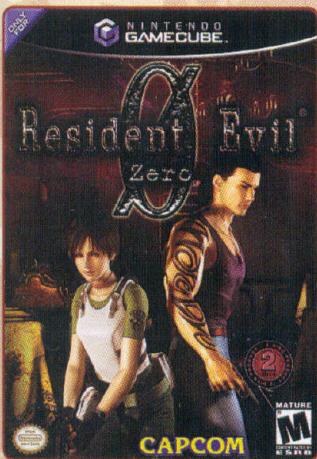
ITEM DESIGN, ETC.



S.T.A.R.S. 3D Helicopter Model



North American Package Layout Drafts

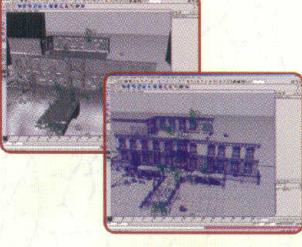
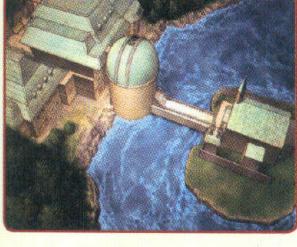
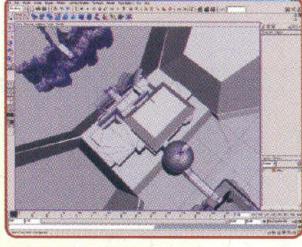
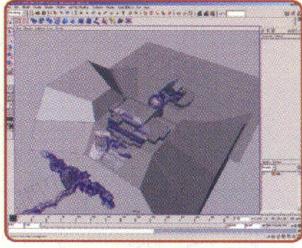
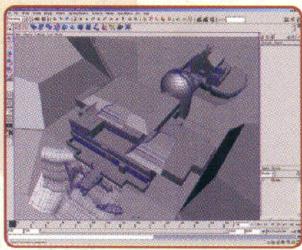
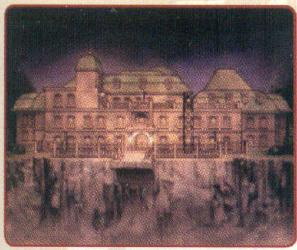


Below is a range of images, from the North American package design to background image boards. The Umbrella Management Training Facility, intended to draw in and confuse the player with its complex structure, was first drawn entirely to scale. Puzzle-solving devices were then created around it.

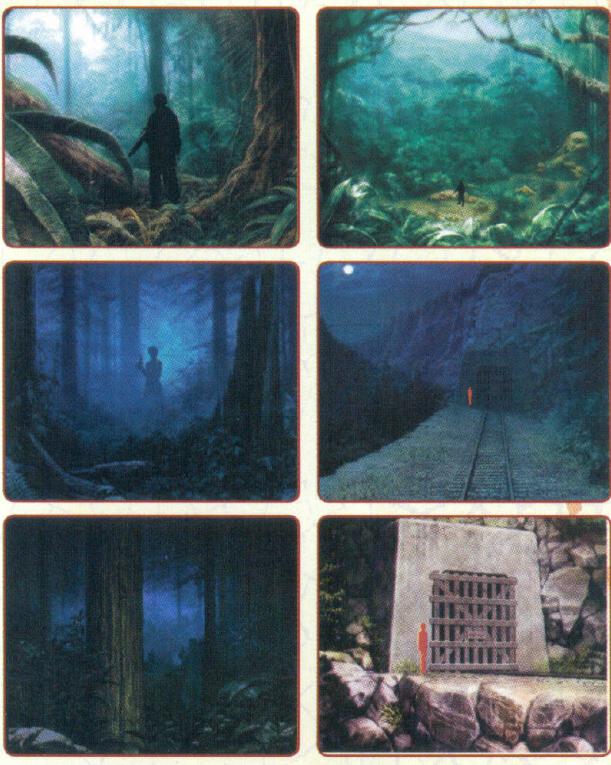
Completed CG Backgrounds



Umbrella Management Training Facility Design



Background Image Boards



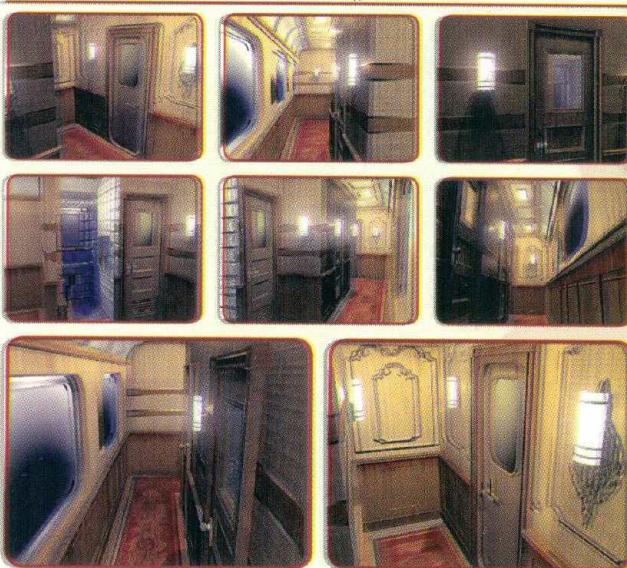
CG BACKGROUND IMAGES

Train Passenger Seats

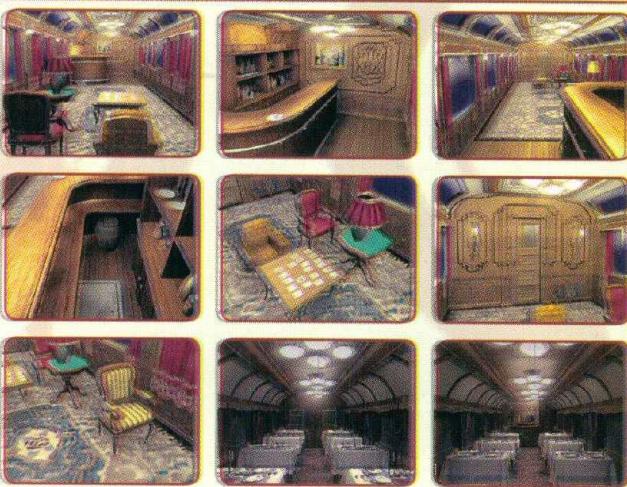


CG designers created these models, using the image boards created by the background designer as a base. They weren't done perfectly on the first try. Rather, they had to be put on a chopping block, and textures and small objects had to be intricately woven together first. These images were heavily scrutinized.

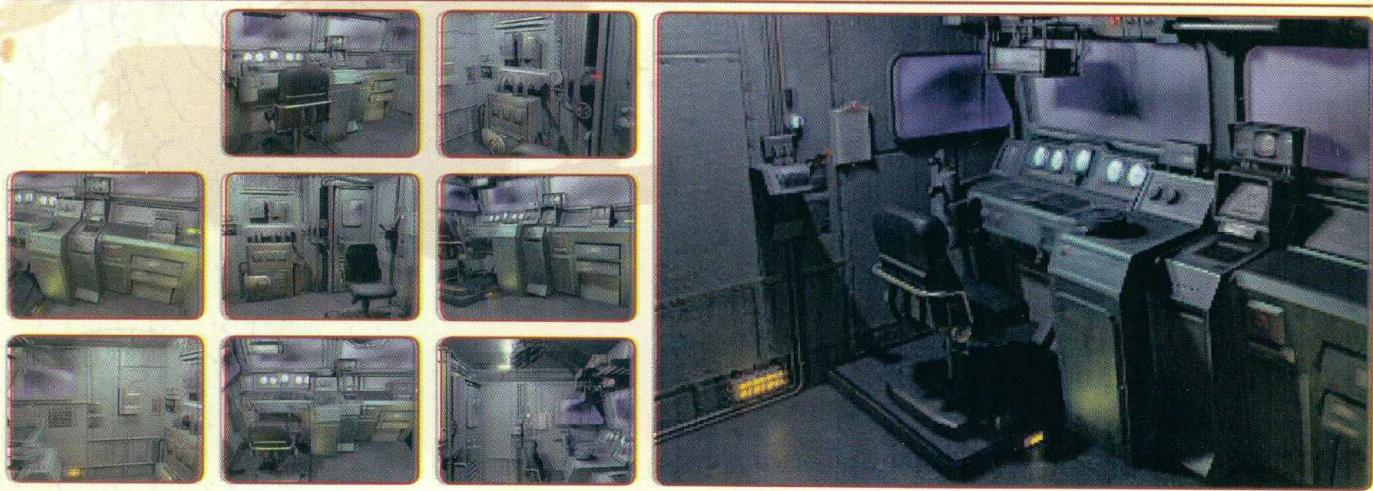
Train Hallway



Train Saloon Car, Etc.



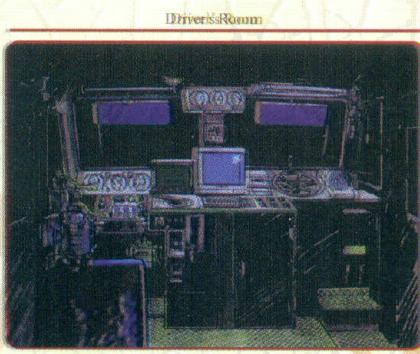
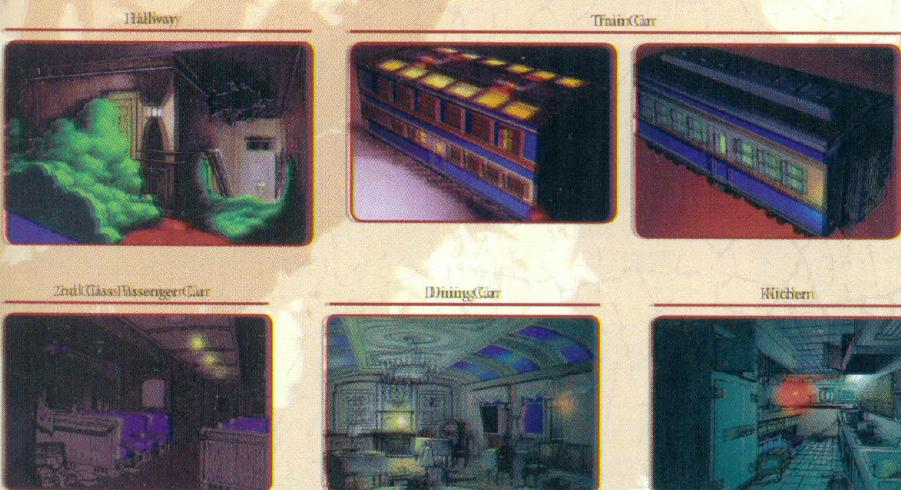
Train Driver's Room



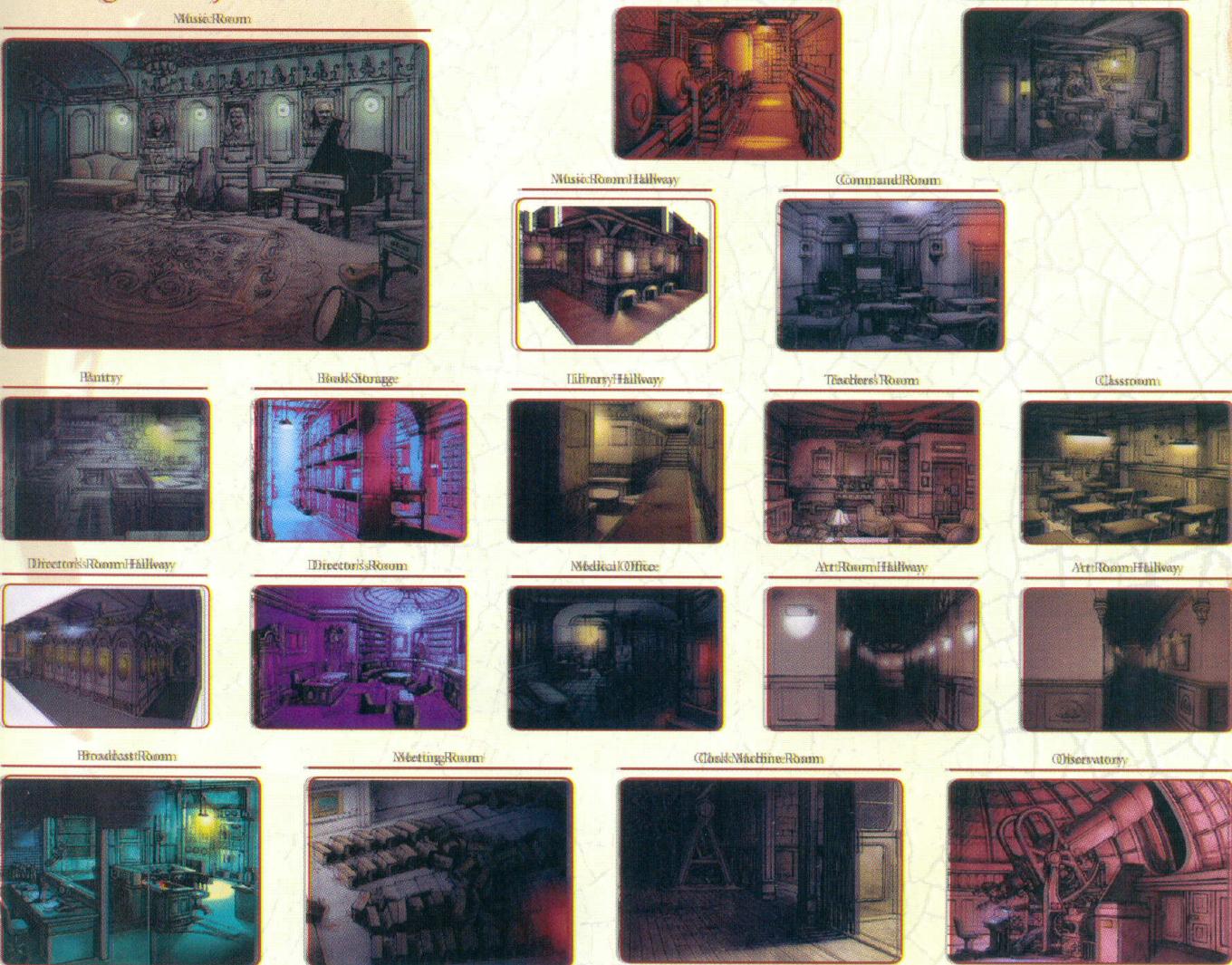
BACKGROUND DESIGN

The realism of the *Resident Evil* series comes from the attention to fine detail in the environments. This makes the player forget that they're exploring a game world. Take a look at these design images, some of which didn't make their way into the game.

Train



Training Facility

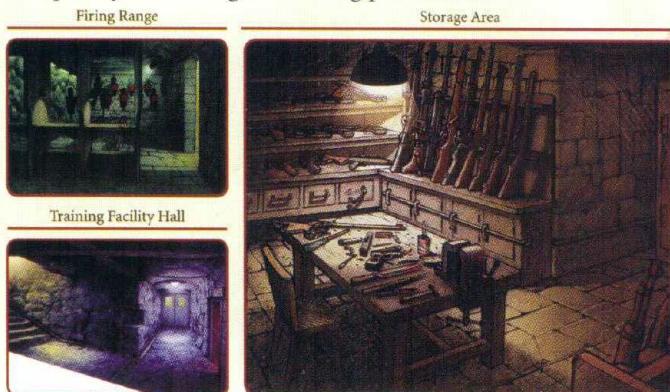


BACKGROUND DESIGN

Training Facility Basement

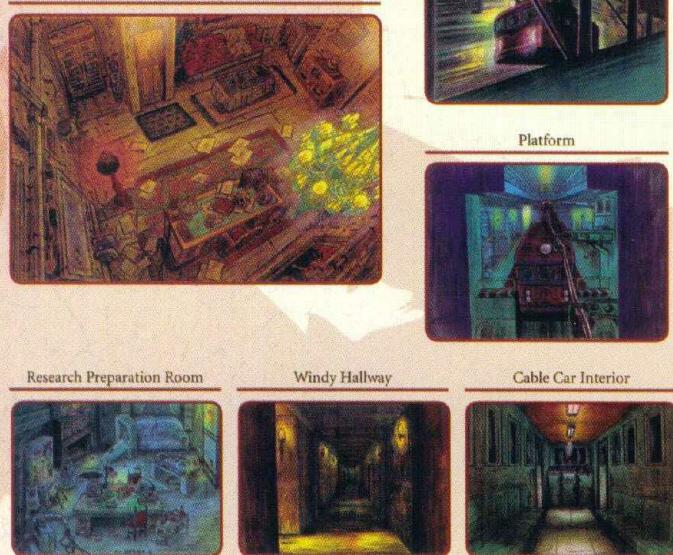


There are many maps that weren't used in the final game, so these designs have a fresh feel to them. Many of these designs weren't painstakingly recreated, but rather were altered while converting them to CG. Some maps did have to be cut completely from the game during production.

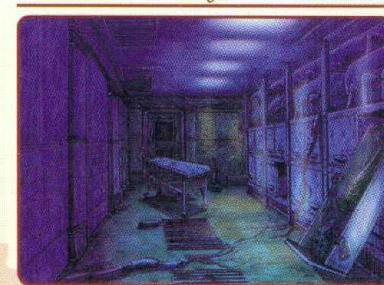


Research Facility

Marcus's Research Room



Railway



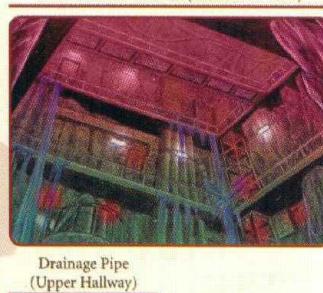
Morgue



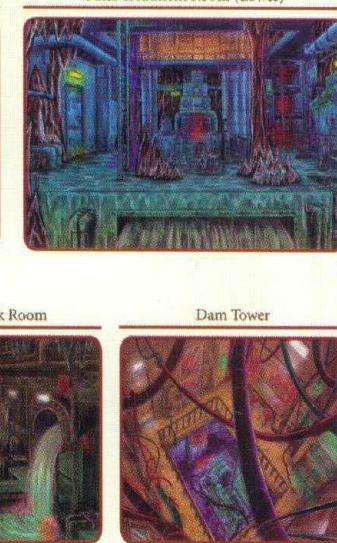
Treatment Plant



Final Treatment Room (Panoramic View)



Final Treatment Room (Lower)



RESIDENT EVIL

CHARACTER DESIGN

The remake of *Resident Evil* has graphics that are far superior to the previous installments in the series. Let's have a look at some of the development materials used in the game that would set the standard for all that followed it.

Chris Redfield Final Version

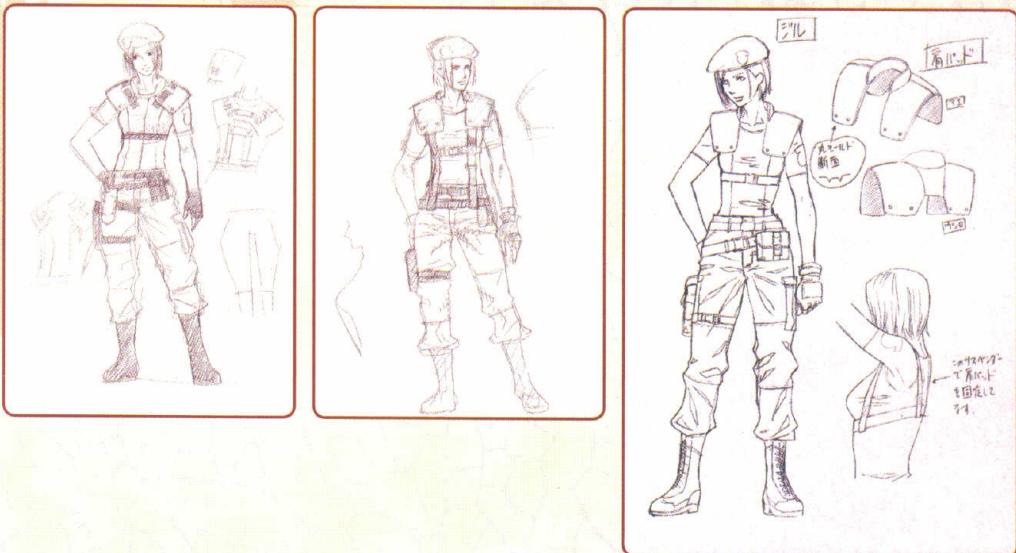


In *Resident Evil*, the first major change was to the characters encountered during the Mansion Incident. The new designs kept true to the original, but were given even more realism. The designs feel both nostalgic and fresh at the same time and were a big hit among fans.

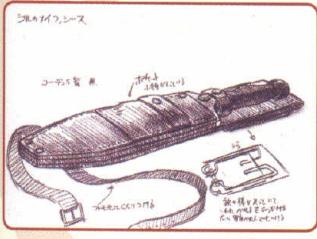
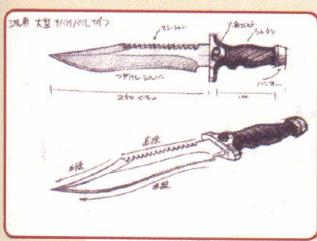
Chris Preparatory Version



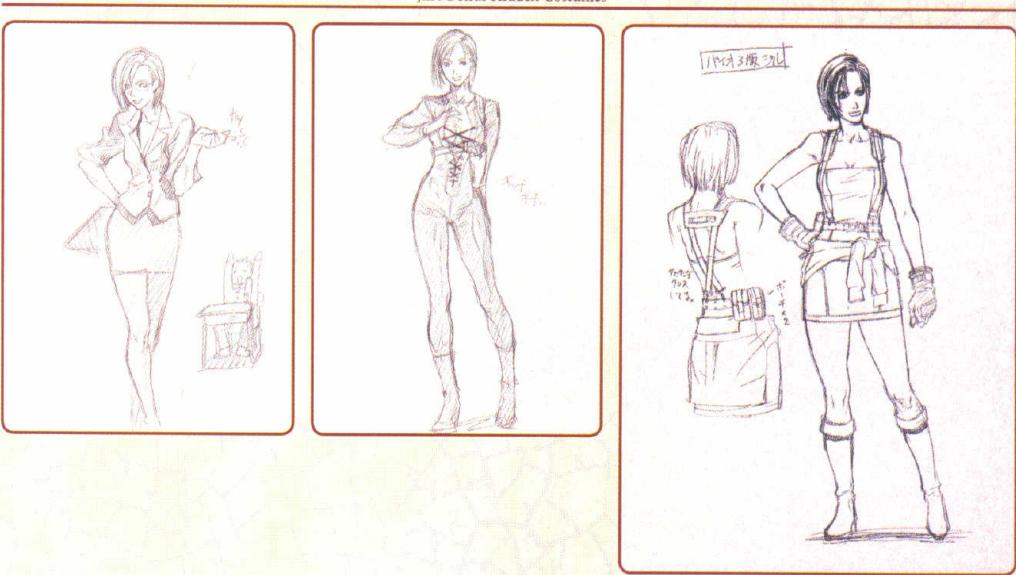
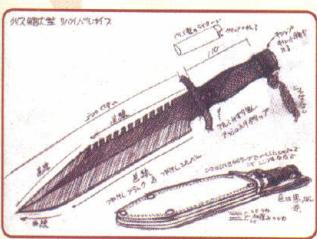
Jill Valentine Preparatory Version



Jill's Survival Knife



Chris's Survival Knife



CHARACTER DESIGN

Rebecca Preparatory Version



Rebecca Chambers Preparatory Version



Kenneth J. Sullivan Final Version



Kenneth J. Preparatory Version



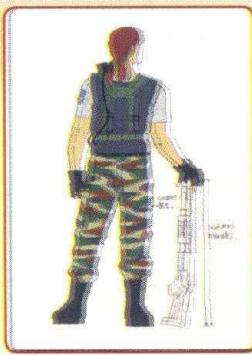
Kenneth J. Night Vision Scope Version



Joseph Frost Final Version



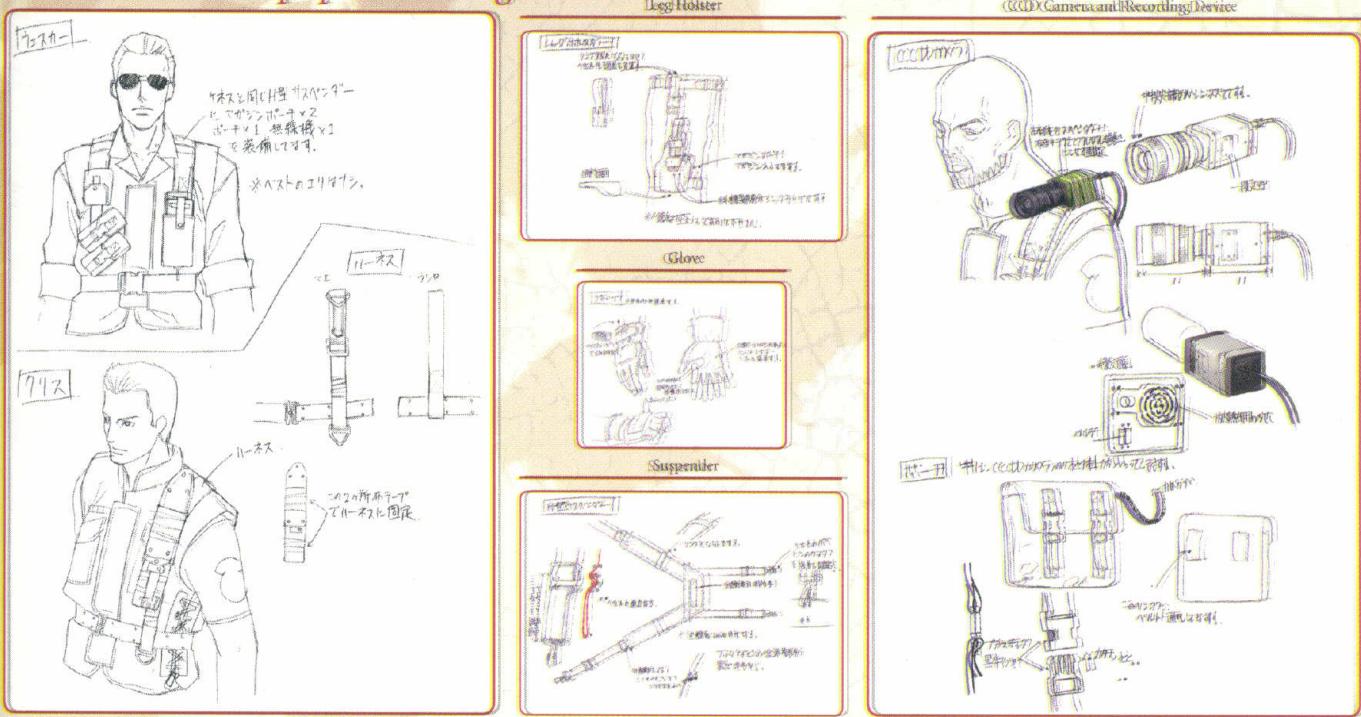
Joseph Frost Preparatory Version



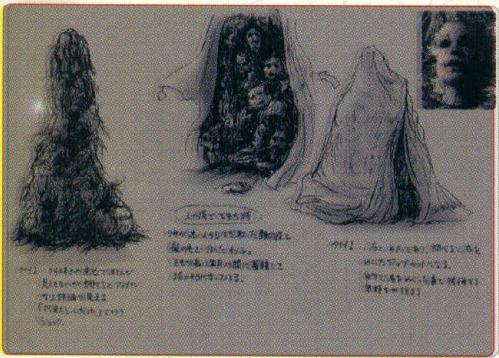
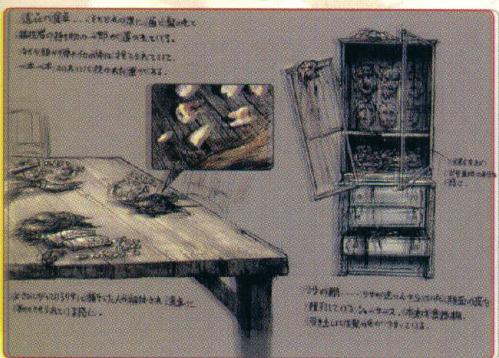
EQUIPMENT DESIGN

The equipment is one of the major factors in making *Resident Evil* such a high-quality game. The equipment really adds to each character's individuality. Even small devices that appear only briefly in a movie are fully thought out, increasing the realism of the characters.

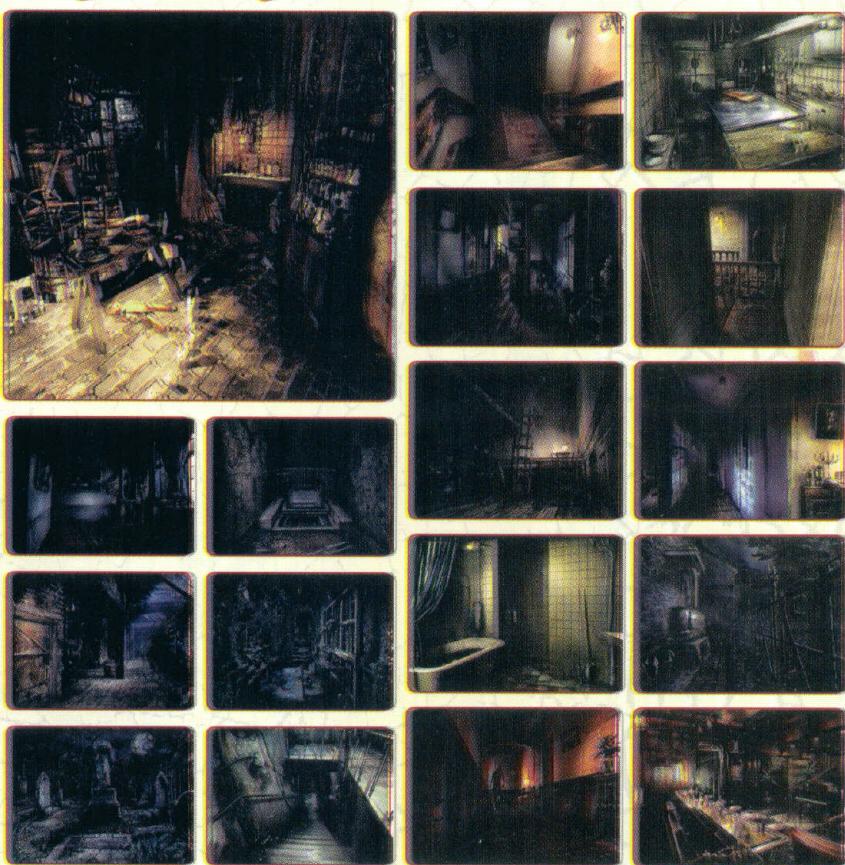
Wesker & Chris Equipment Design



Background Design



Background Image Board



RESIDENT EVIL 2

CHARACTER DESIGN

Leon's R.P.D. Costume Design Drafts



Casual Clothing and Other Costume Design Drafts



Resident Evil 2 is the epic sequel to the Mansion Incident. It's a title worthy of the series. Based on the enormous amount of material, you can tell that the staff did everything they could to top the first game.

Leon and Claire are the new main characters. Everything in Leon's costume design was planned to the smallest detail, and this is reflected in the texturing of the CG model. You can tell from these images that his uniform went through a variety of alterations until the final version was reached.

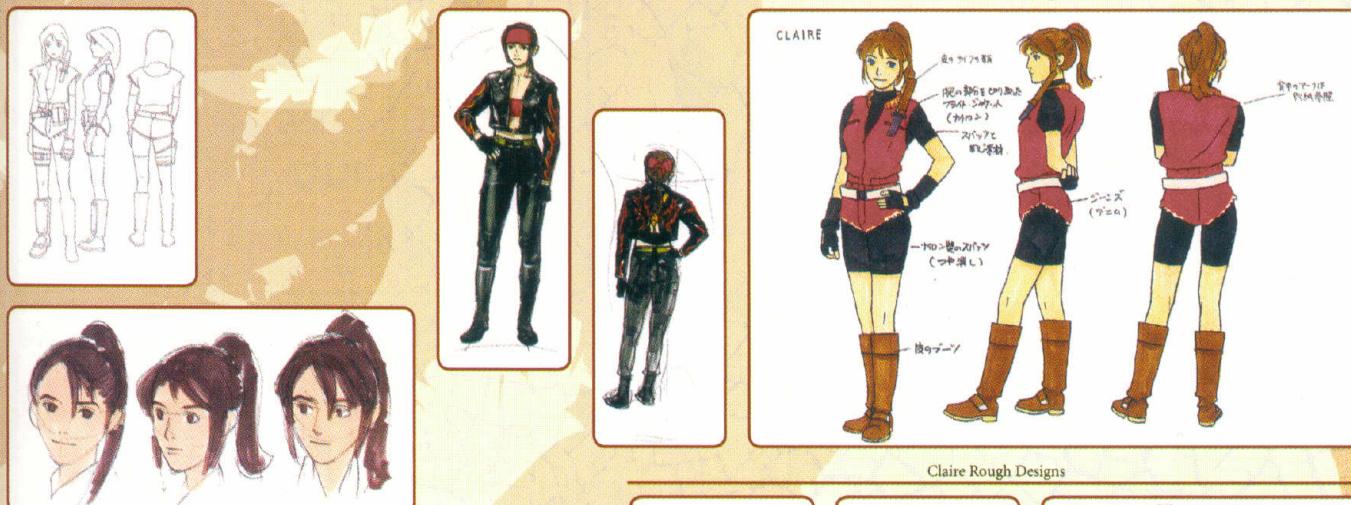
Leon S. Kennedy Final Version



CHARACTER DESIGN

Claire Redfield Designs

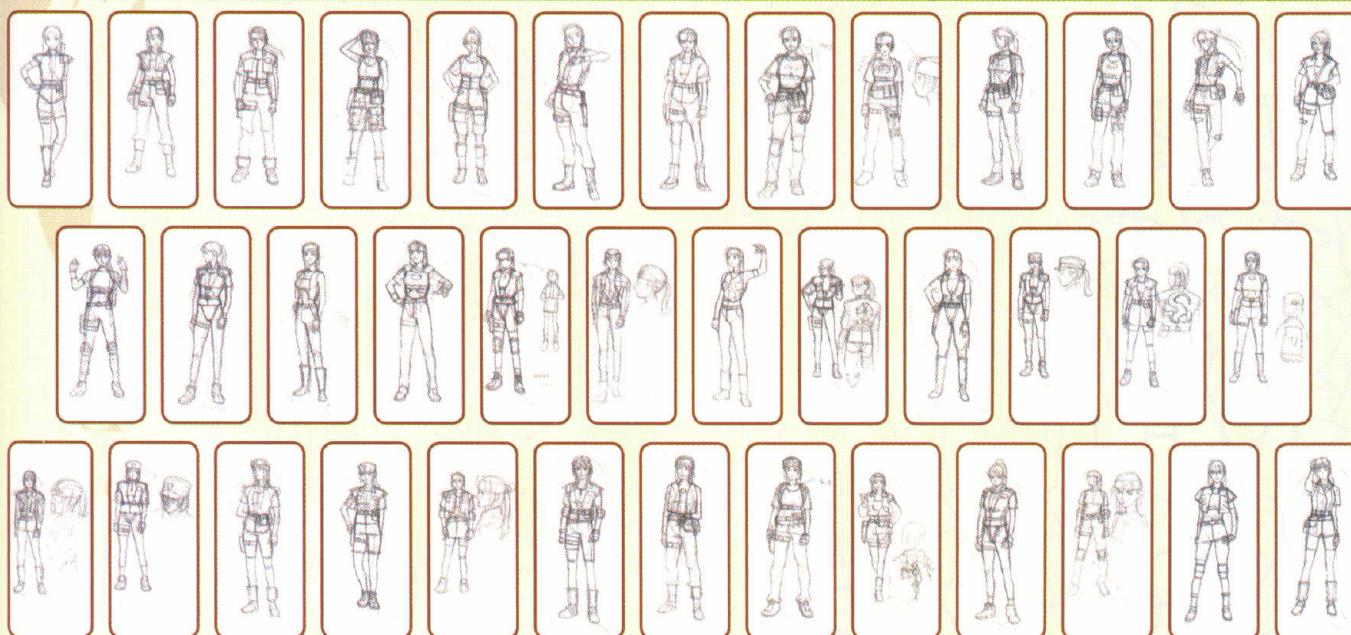
Claire's Costume Design Drafts



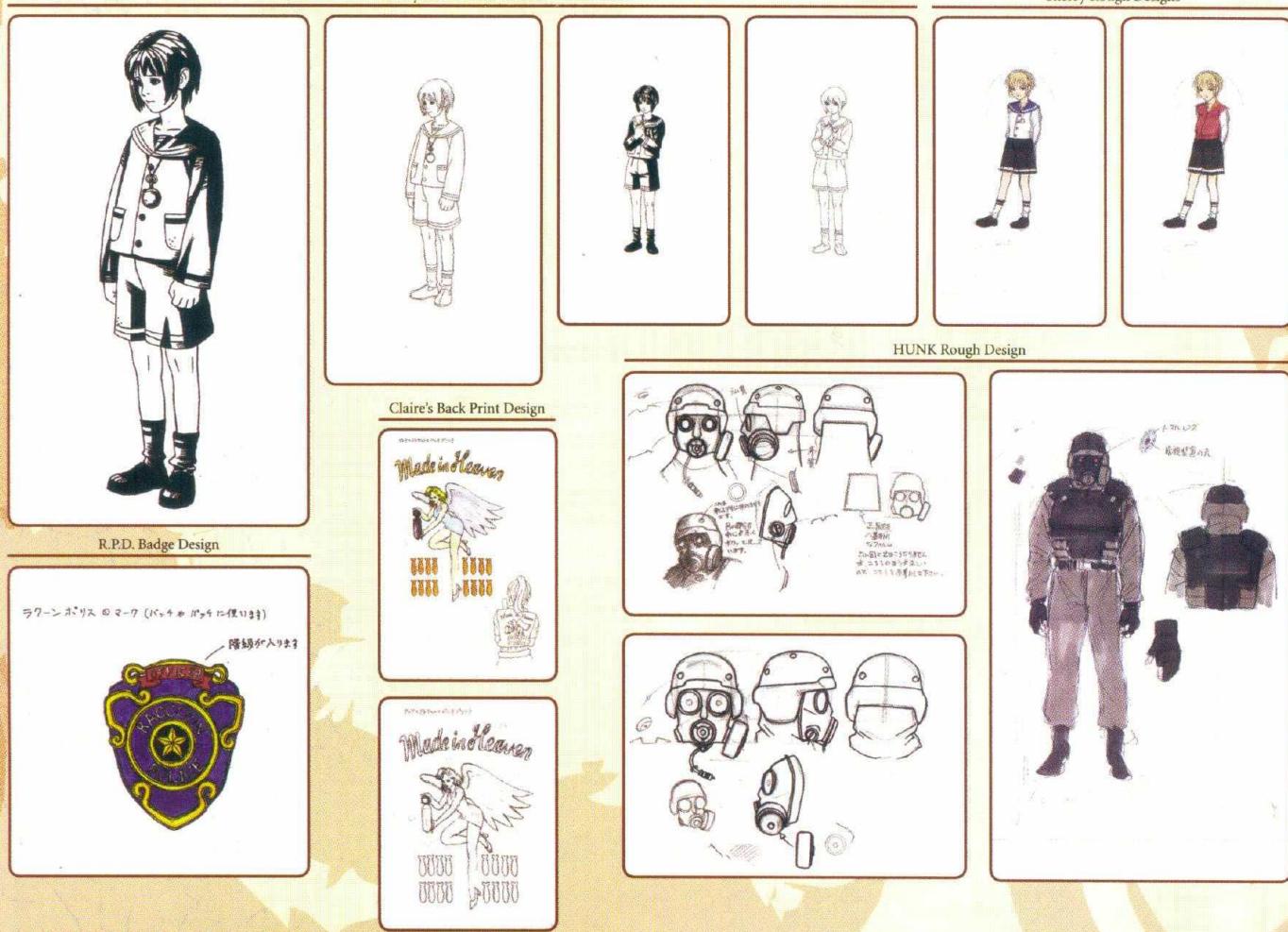
From different costumes to hairstyles, there are many discarded variations of Claire's character design. However, since the best parts were used, these versions weren't for nothing. The final version has all of the concept art's strong points.



Claire Rough Sketches

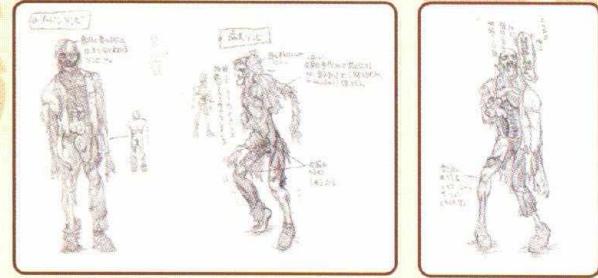
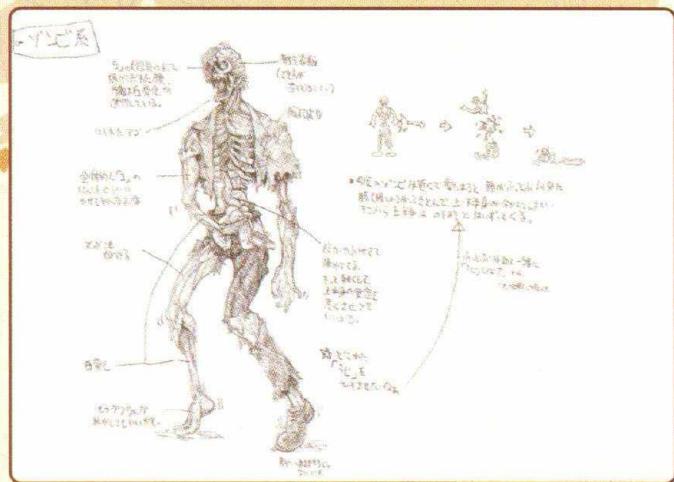


CHARACTER DESIGN



CREATURE DESIGN

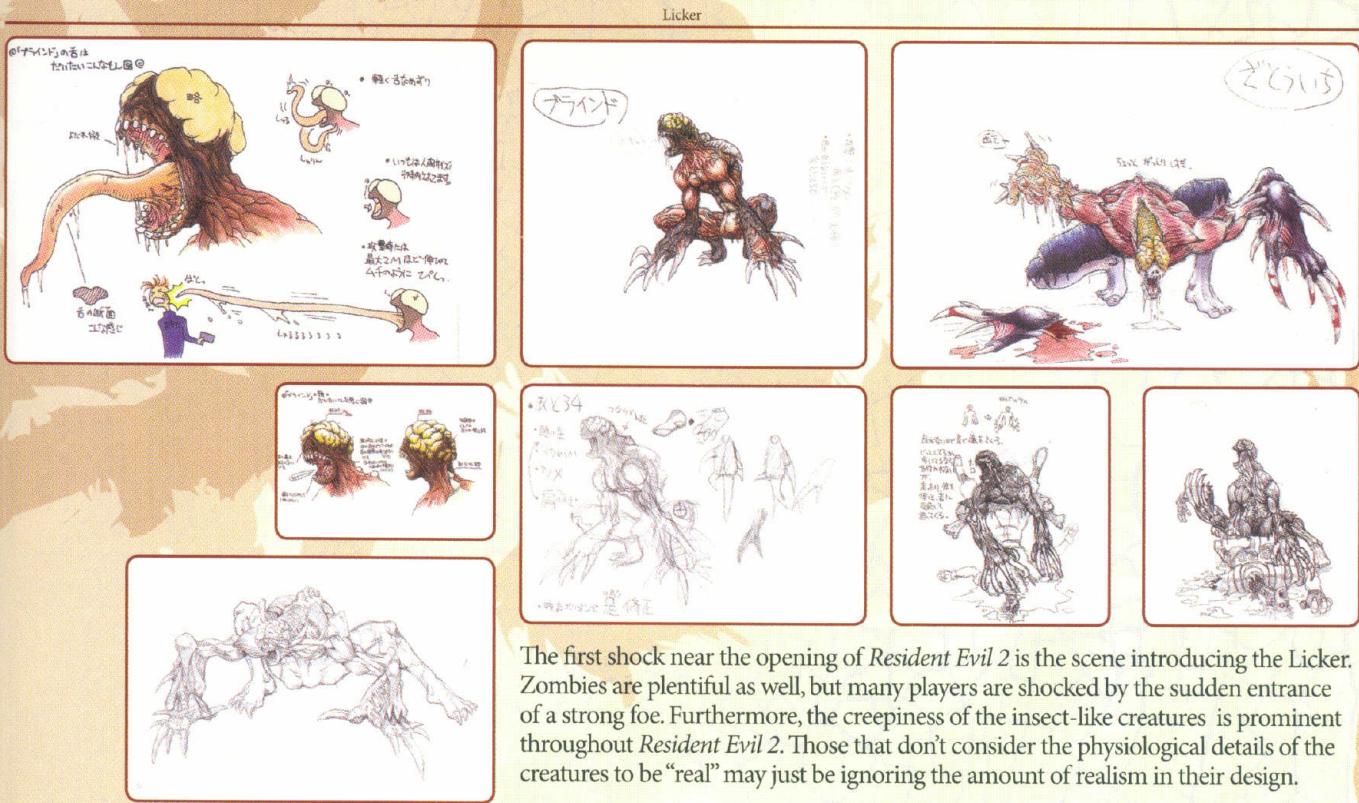
Many new types of creatures appear in *Resident Evil 2*. Zombies include details for destructible parts, and splatter colors were increased as well. The abundance of creatures infected in the T-Virus outbreak, animals and insects alike, invites players into a new world of fear.



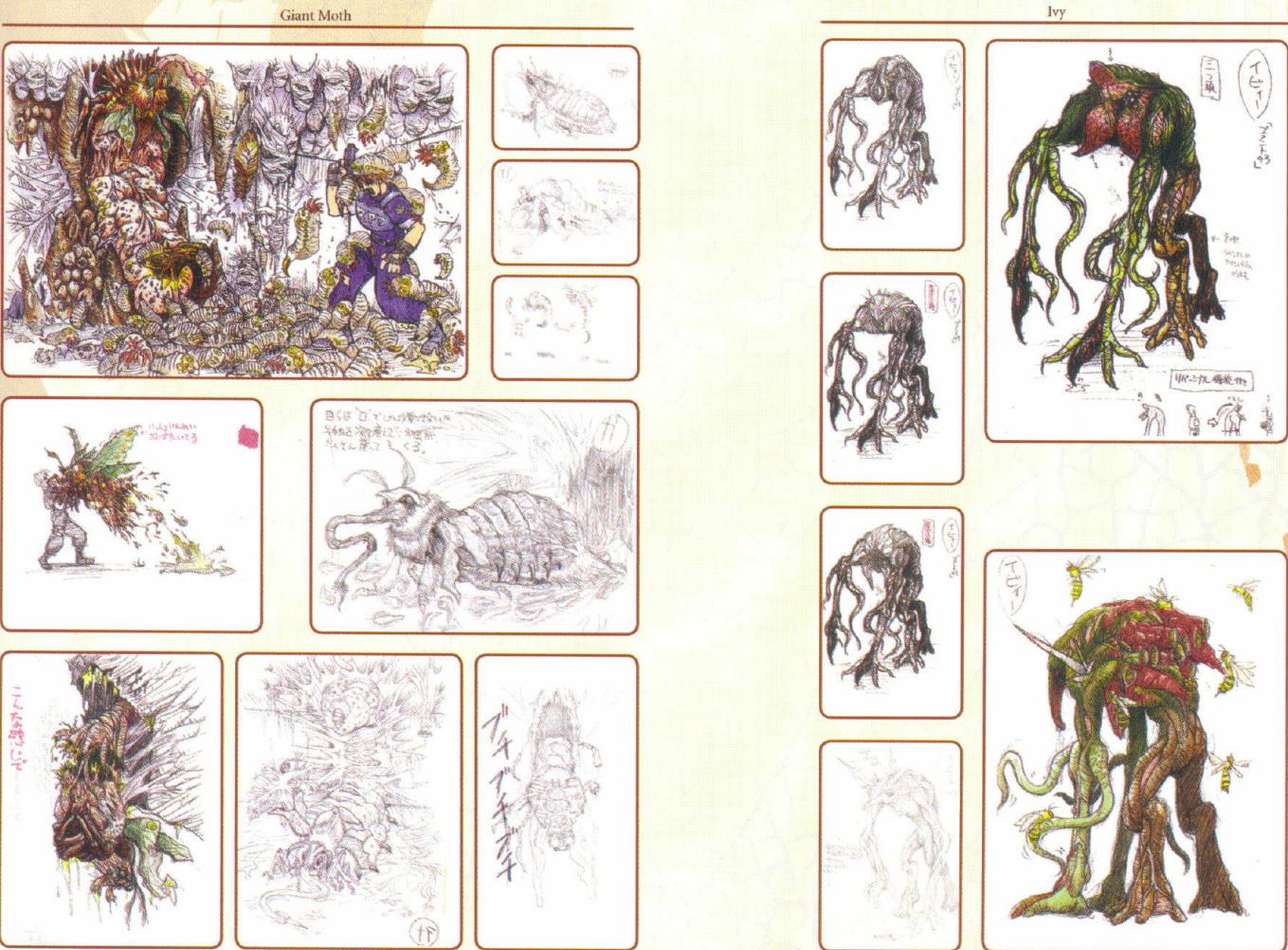
Alligator



CREATURE DESIGN

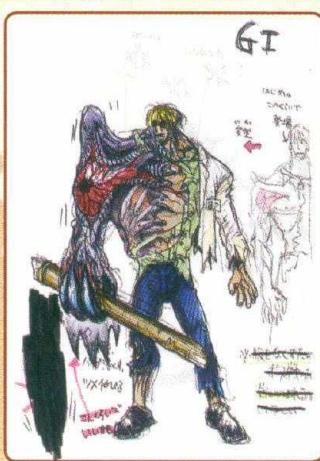


The first shock near the opening of *Resident Evil 2* is the scene introducing the Licker. Zombies are plentiful as well, but many players are shocked by the sudden entrance of a strong foe. Furthermore, the creepiness of the insect-like creatures is prominent throughout *Resident Evil 2*. Those that don't consider the physiological details of the creatures to be "real" may just be ignoring the amount of realism in their design.

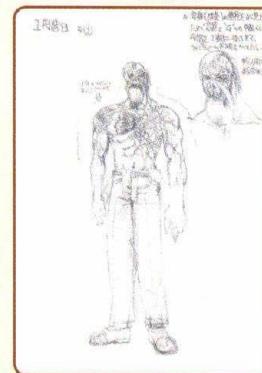
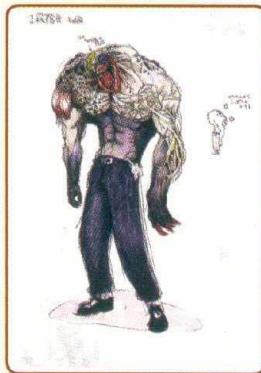


CREATURE DESIGN

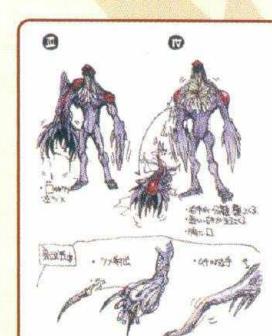
G (G-Type I)



This is the creature known as G. Over the course of the game, it goes through five transformations as it constantly pursues the player. At first, it wasn't even named G. There are far too many design images from the development of this leading boss character to show them all here. To start, let's take a look at various stages of its first two forms, beginning with rough sketches.



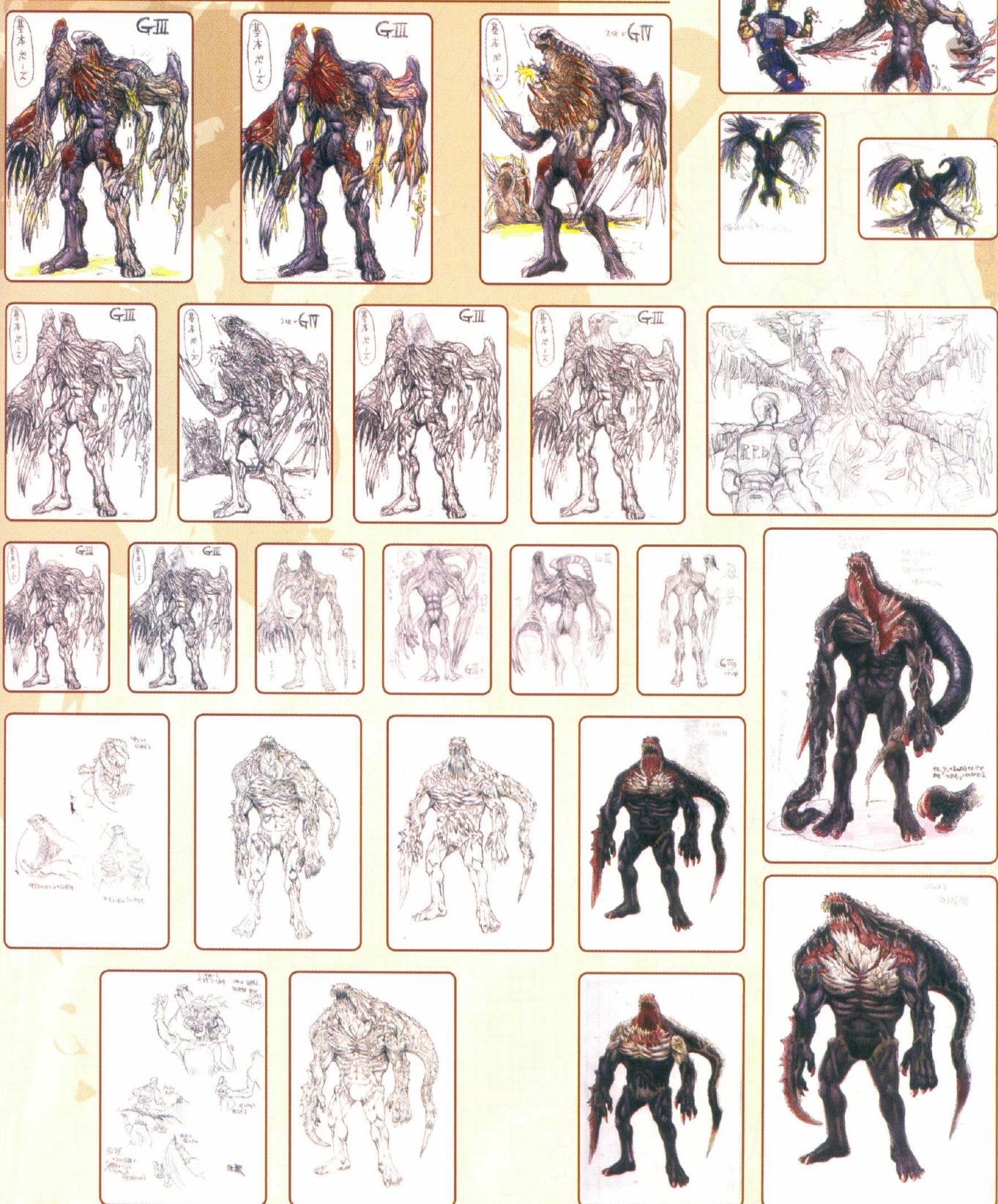
G (G-Type II)



CREATURE DESIGN

In the third form, the G cells have completely taken over, and not even William Birkin's face remains. From the beginning, this version was designed with the silhouette of a fallen angel in mind, and it wasn't long before a base for the final version was drawn. The name Gorgoda was attached to it because it took on a reptilian form.

G (G-Type III)

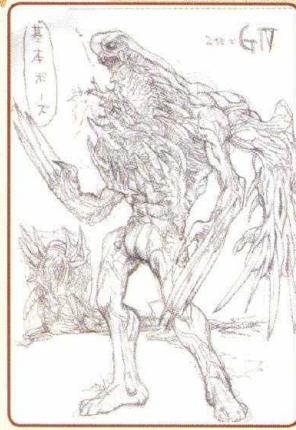


CREATURE DESIGN

G (G-Type IV)

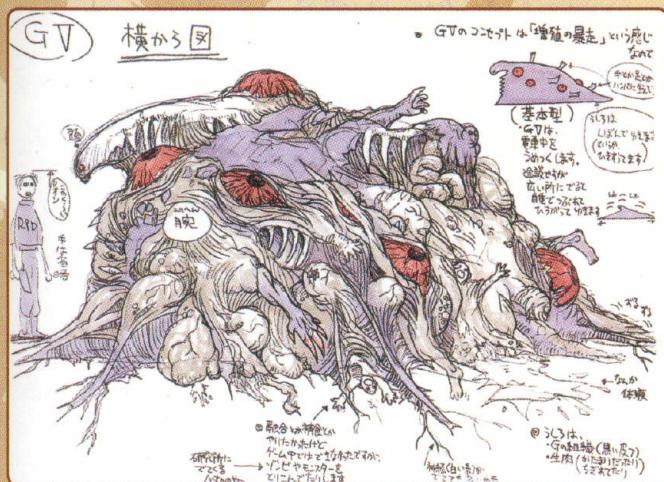


This is the fourth step that G takes away from its humanity. Its transformation into this form during the final stretch of the game is rather dramatic. The first concept sketches showed a dinosaur-like form, whereas the final version retained only the large chin-like area on its chest. You can see the trial-and-error process that the developers went through.



CREATURE DESIGN

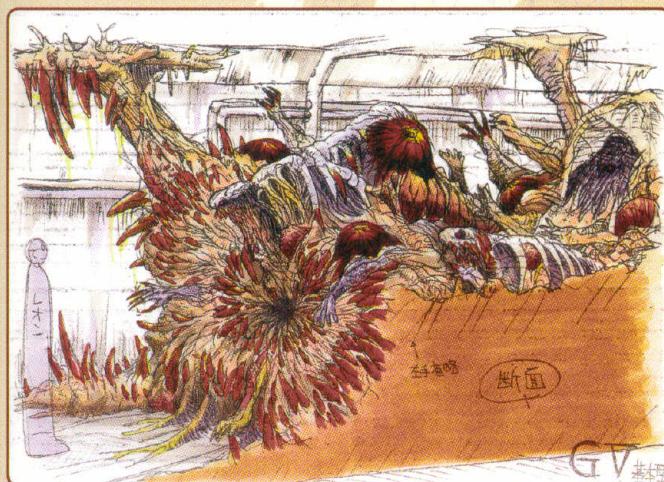
G (G-Type V)



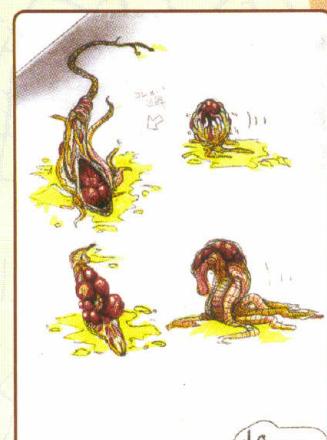
This is the form G takes in the epic battle during the climax of the story. The abomination that William Birkin has become retains nothing of his original form. Several designs were thought up with the concept of "violent growth." The adult form of G and its larva by-products came after many painstaking revisions.



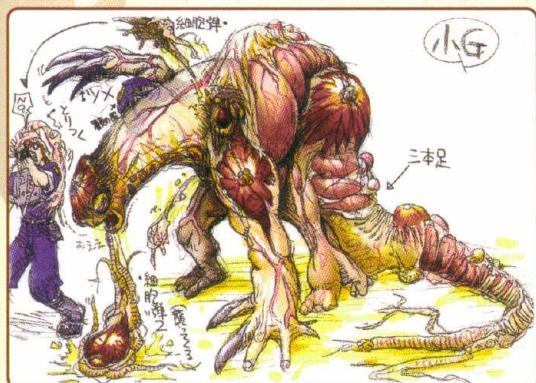
G Larya



G Adult



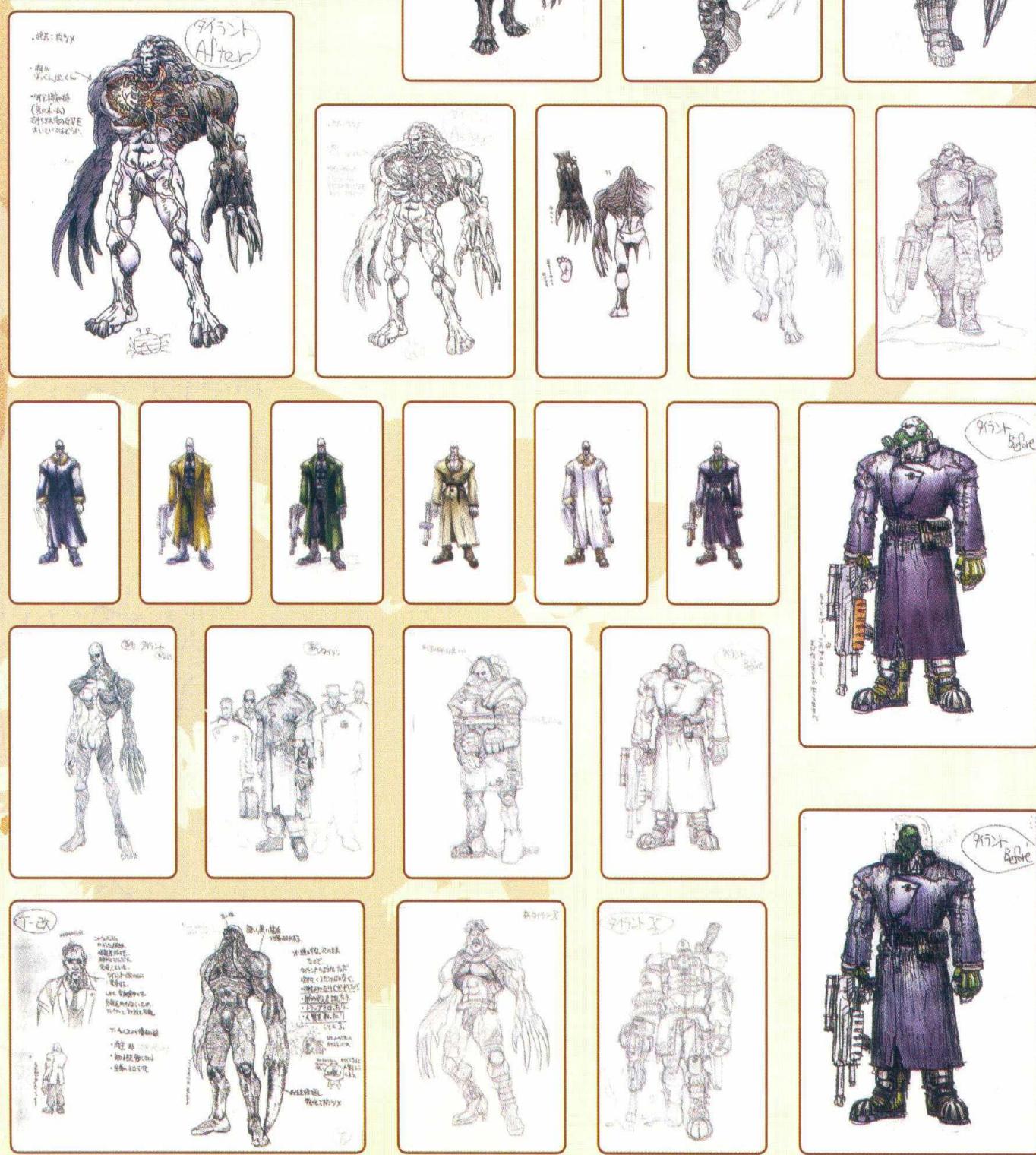
the 分道指掌



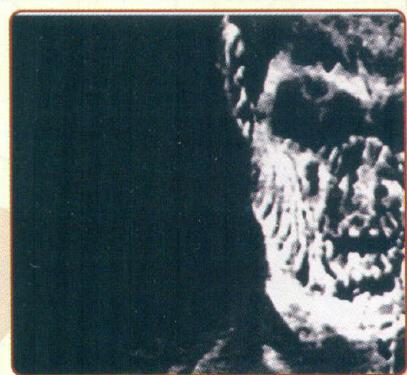
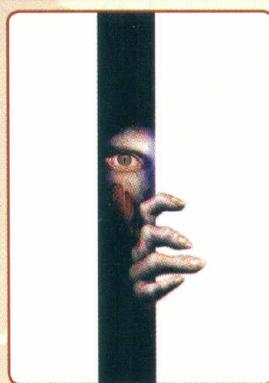
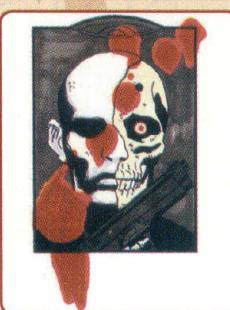
CREATURE DESIGN

The Tyrant in *Resident Evil 2* is an improved version of the first game's T-002 type. It has better intelligence and recovery ability than its predecessor. The basic idea of its coat-wearing, almost-human form was there more or less from the beginning stages. A transformation process similar to that of G was envisioned throughout the stages of the design.

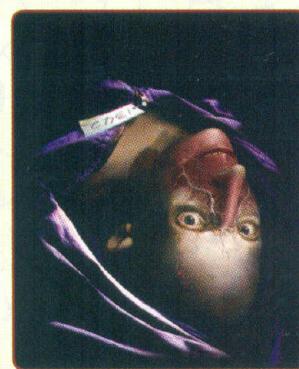
Tyrant



PROMOTION ILLUSTRATION COLLECTION

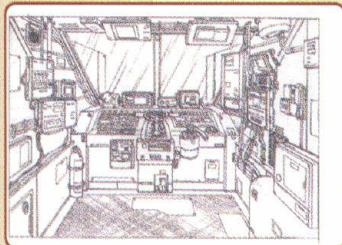


This page contains graphics used for packaging, posters, and publication material. One section of background designs is also introduced here. There are many rough sketches of the interior of the Raccoon City Police Station. It might be interesting to compare them with the final designs.

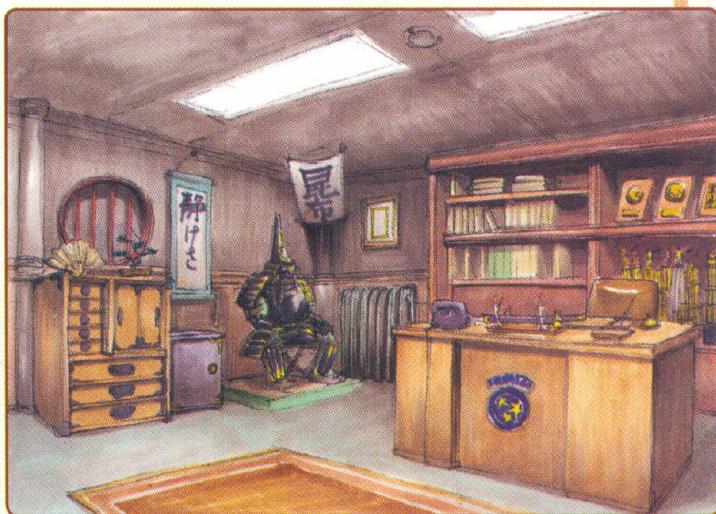
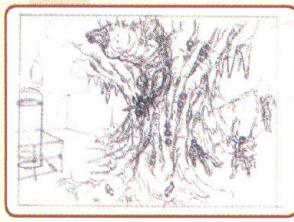
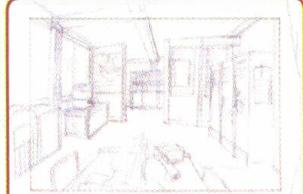
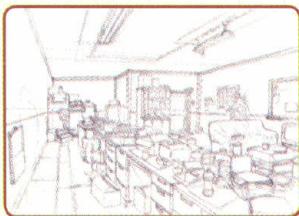
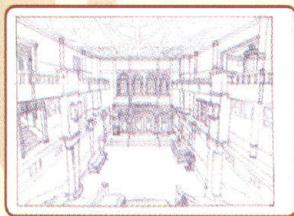
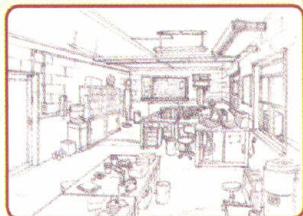
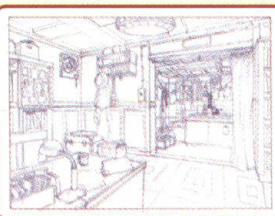
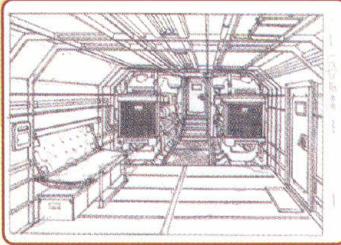


Background Design

Electric Train Control Room



Electric Train Interior



RESIDENT EVIL 1.5

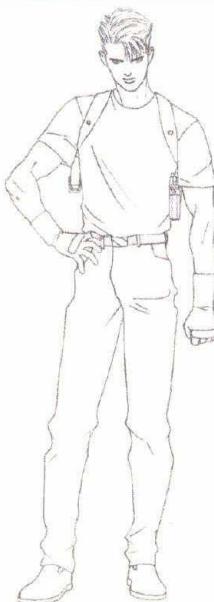
CHARACTER DESIGN

Main Character Comparison Image



Just like in *Resident Evil*, *Resident Evil 1.5* allowed the player to pick either a male or female character from the beginning. However, their scenarios were independent of each other, as opposed to the overlapping story used in *Resident Evil 2*. The main characters were Leon S. Kennedy (as in the released version), and a bike racer named Elza Walker.

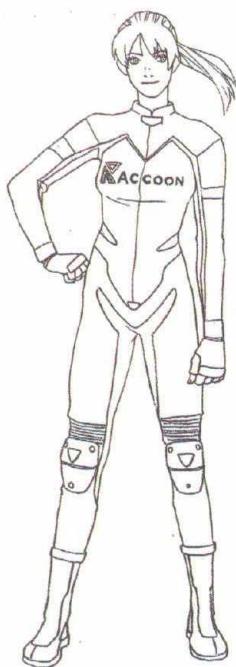
Leon S. Kennedy



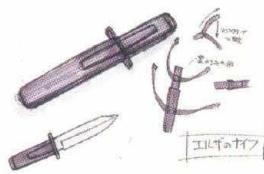
Leon Rough Design



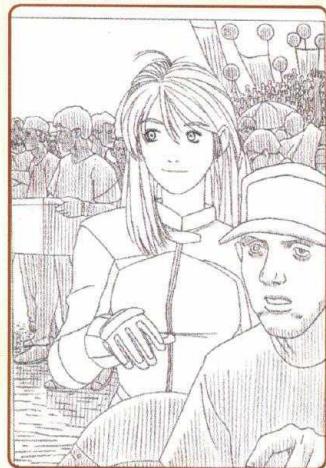
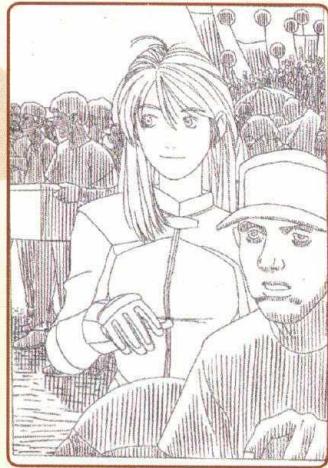
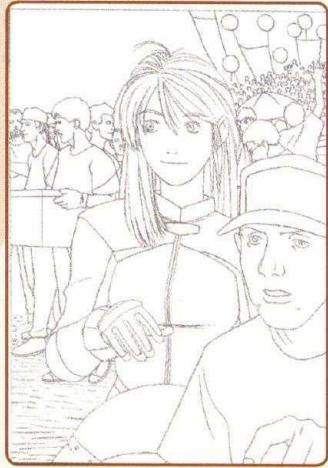
Elza Walker



Elza's Knife Design

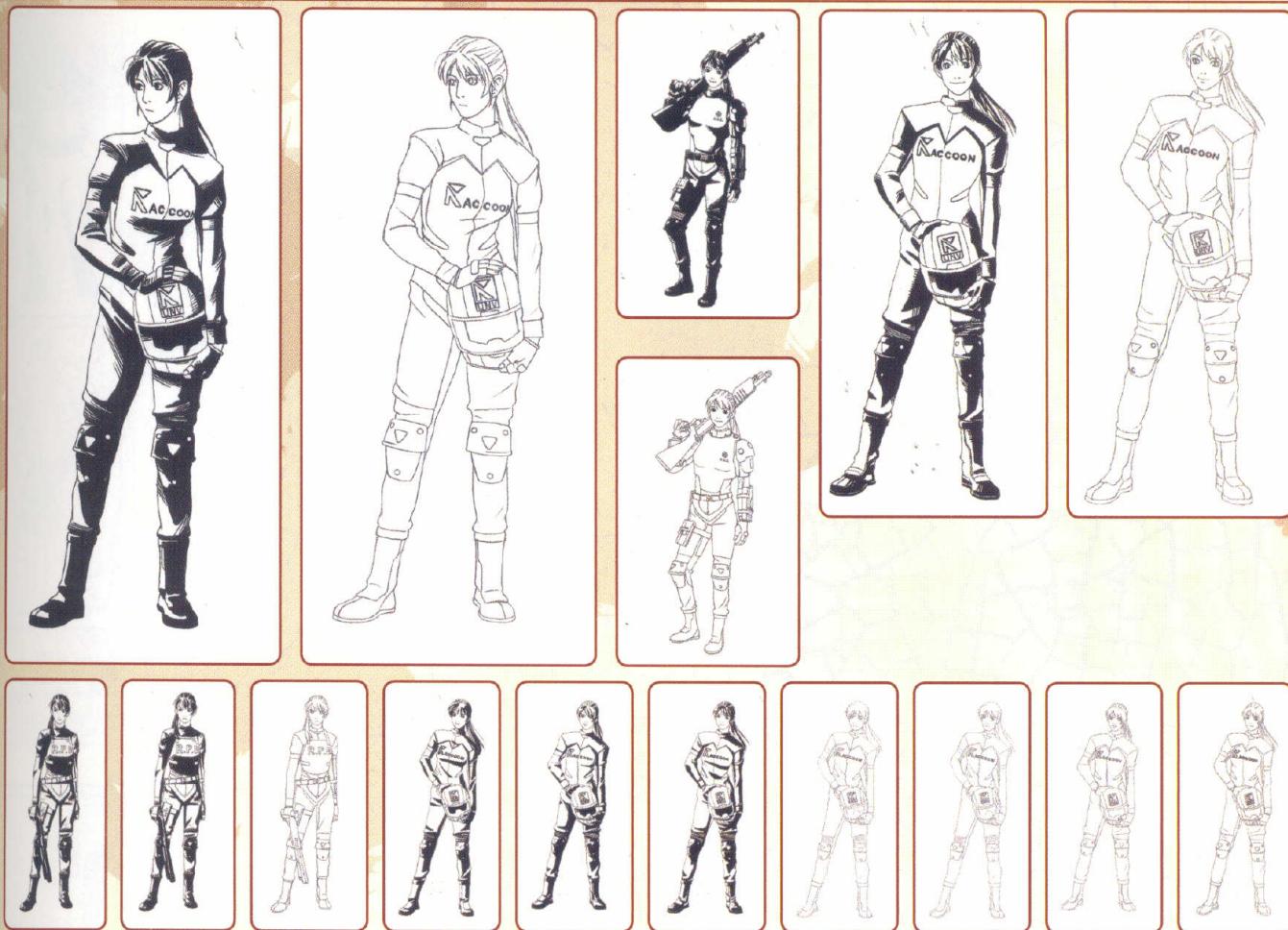


Elza Image Illustration



CHARACTER DESIGN

Elza Sketch Collection



Ada Wong

Ada Costume Draft A

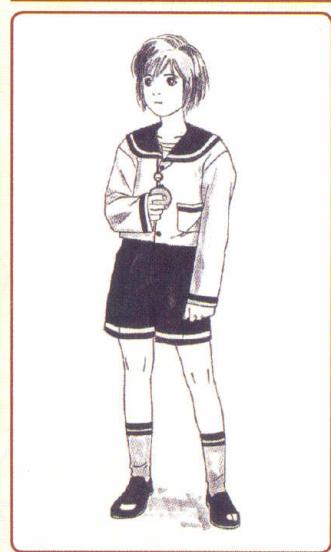


Ada Costume Draft B



As in the other games, each of the main characters had various partner characters they interacted with while trying to escape. The difference is that they each had two partners, with Ada and Sherry already counted among these. The version of Ada that was to cooperate with Leon was an official researcher.

Sherry Birkin



CHARACTER DESIGN

Annette Birkin



Marvin Branagh

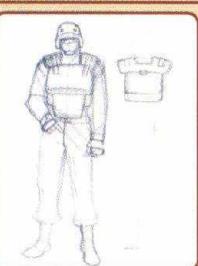


Brian Irons



Marvin Branagh, who is found in near death at the beginning of *Resident Evil 2*, was intended to be another of Leon's partner characters. Likewise, Robert Kendo was intended to be an important character who aids Elza. The interior of the police station was made to be more modern than the released version, and was on a smaller scale. There were also more living police officers than in *Resident Evil 2*.

Additional Police Officer



Leon's Superior Officer



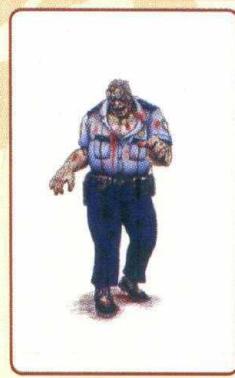
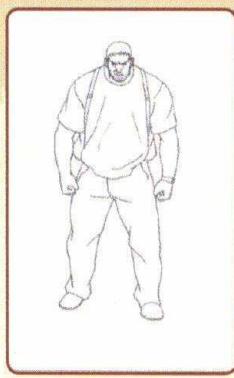
William Birkin



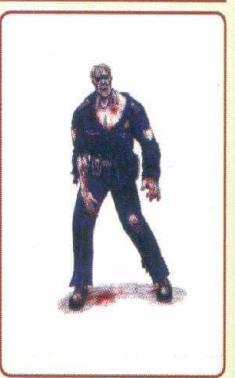
Ben Bertolucci



Robert Kendo



Zombies Appearing in Resident Evil 1.5



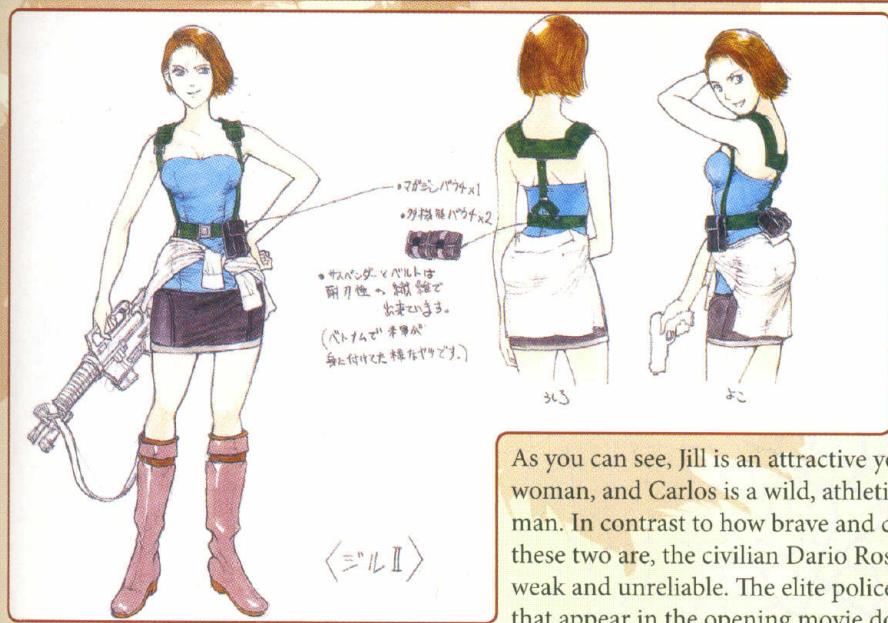
RESIDENT EVIL 3

CHARACTER DESIGN

Jill Valentine returns! Here we have designs for the characters and setting of this nail-biting tale of escape. You can see all the images that led to the final product, including new art never before released to the public. Enjoy!

Jill, Fully Accessorized

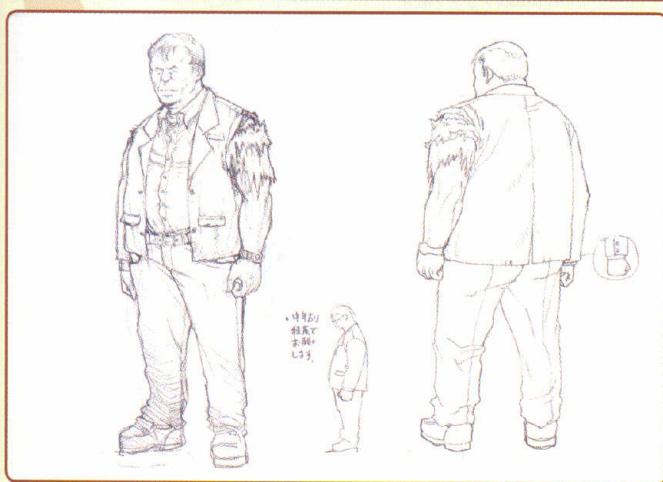
Jill's Final Design



Carlos Oliveria's Final Design



Dario Rosso's Final Design

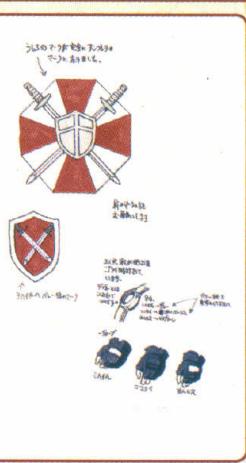


As you can see, Jill is an attractive young woman, and Carlos is a wild, athletic young man. In contrast to how brave and capable these two are, the civilian Dario Rosso looks weak and unreliable. The elite policemen that appear in the opening movie don't have many scenes, but their designs have also been thought out to the minutest details.

Carlos's Expressions



U.B.C.S. Logo



R.P.D. Select Police Officers



CHARACTER DESIGN

Nicholai Ginovaef's Final Design



Nicholai's Expressions



Mikhail Victor's Expressions



Mikhail Victor's Final Design

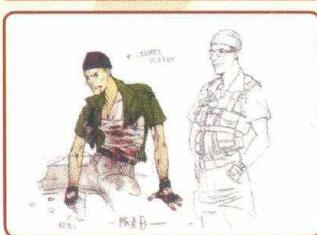


The supporting cast of Resident Evil 3 belong to the U.B.C.S, the private militia funded by Umbrella. The first artist's conceptions of Nicholai and Mikhail had people calling them the Ginovaef brothers, with Mikhail as the good older brother and Nicholai as the evil younger one. Murphy Seeker, who is in the middle of becoming a zombie when we meet him, may have a rather plain look, but his death scene ensures his place as one of the more memorable characters.

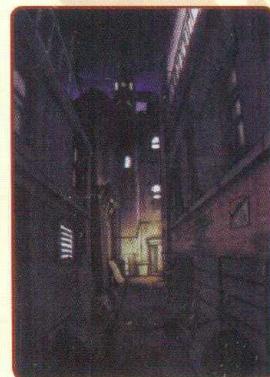
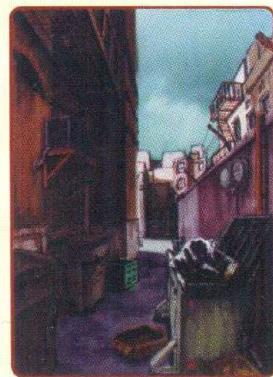
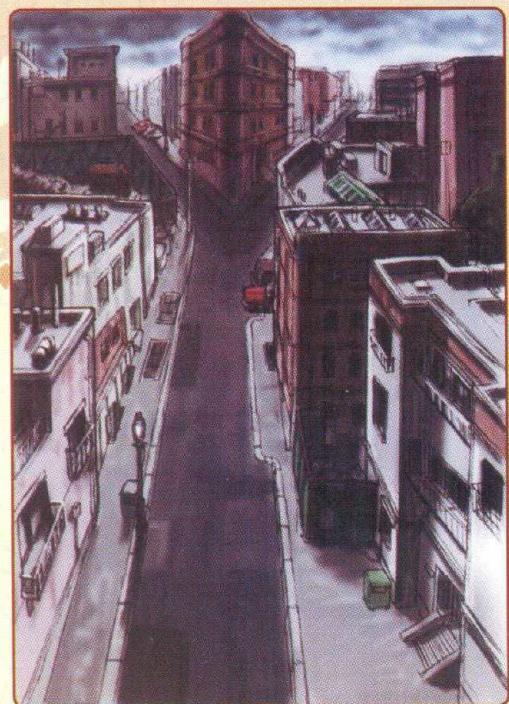
Suggestions for U.B.C.S. Member Face Designs



Murphy Seeker's Final Design

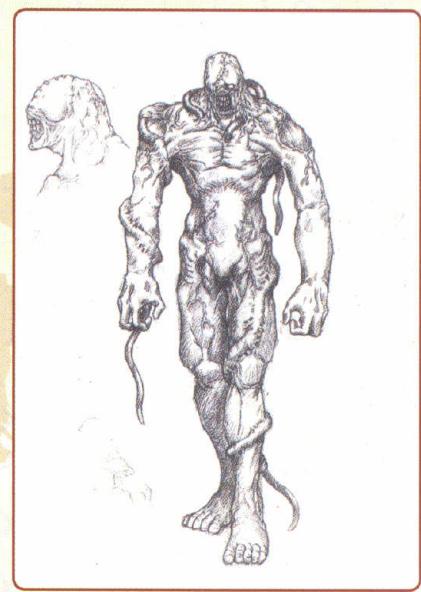
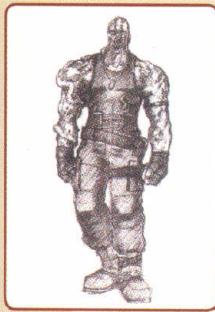


BACKGROUND IMAGE BOARDS



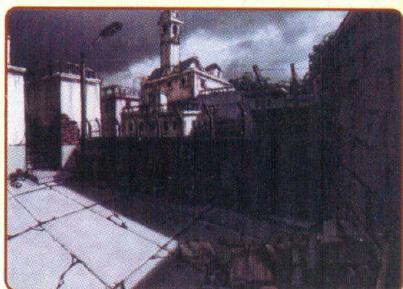
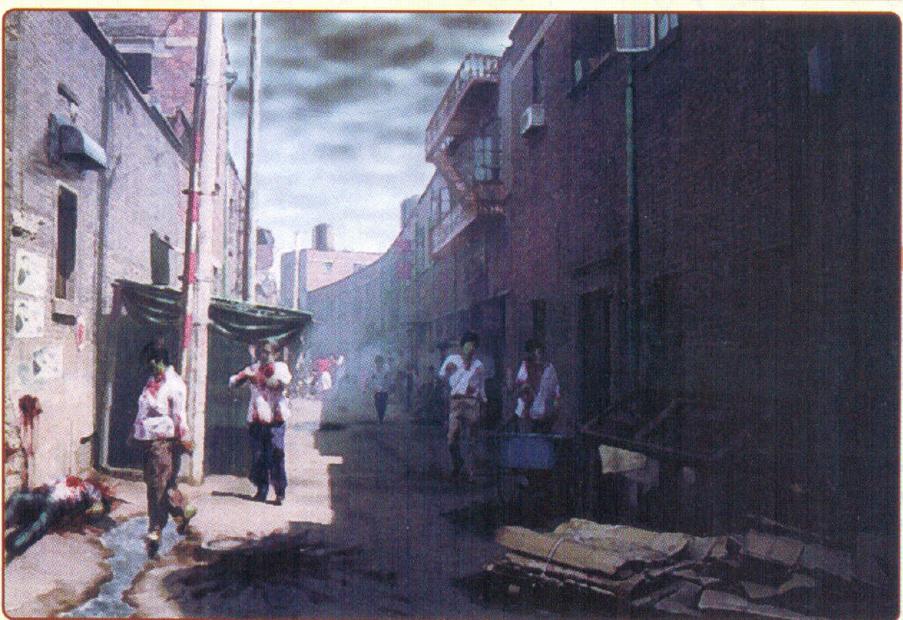
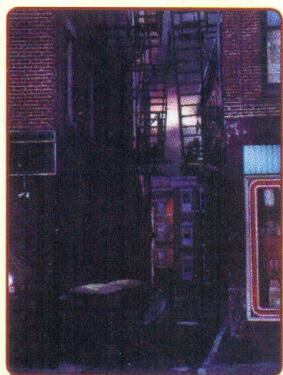
CREATURE DESIGN

The creature known as Nemesis was designed to be a "huge, overpowering monster that could use weapons and would intelligently track you anywhere." The initial design may appear to be the same as the final one, where Nemesis has undergone surface damage, but you can see a variety of changes from beginning to end.



BACKGROUND IMAGE BOARDS

Raccoon City After the Disaster

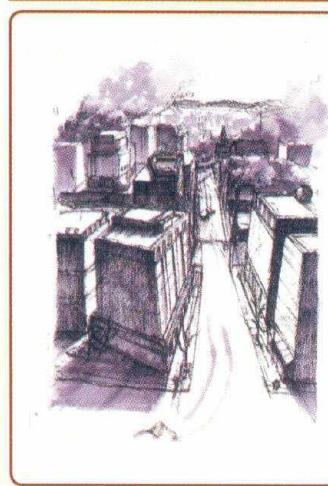


BACKGROUND IMAGE BOARDS

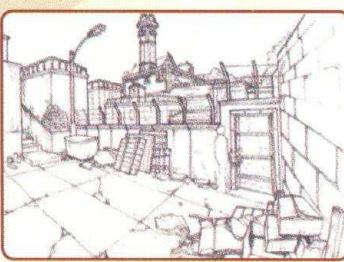
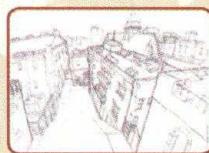
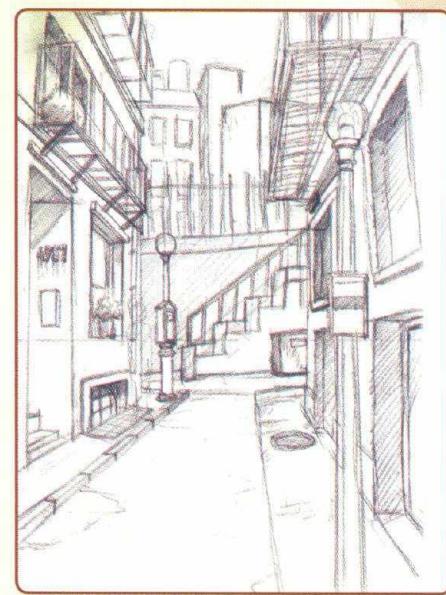
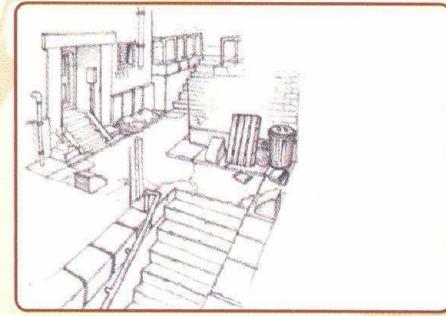
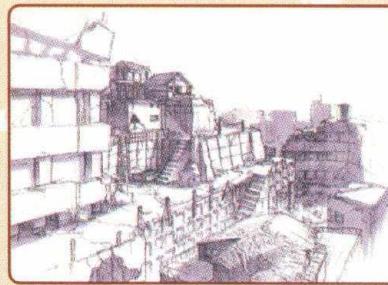
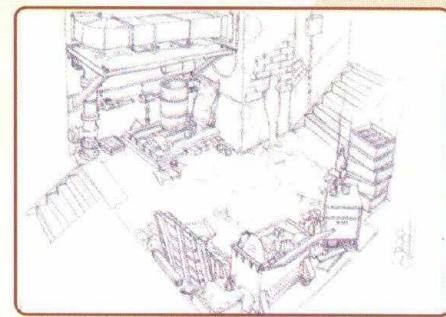
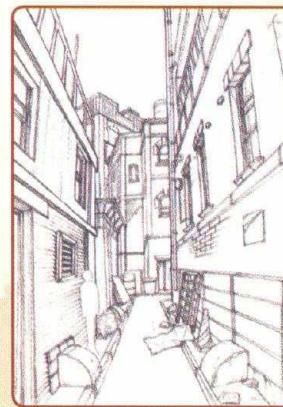
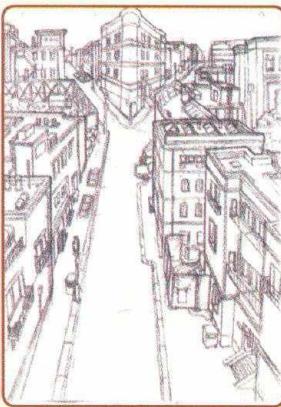
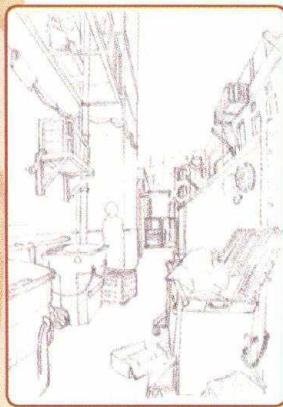
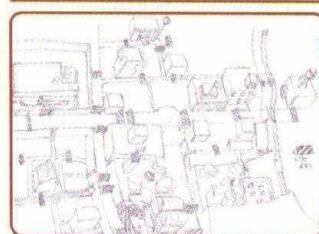
Raccoon City's Shopping Street



Main Street



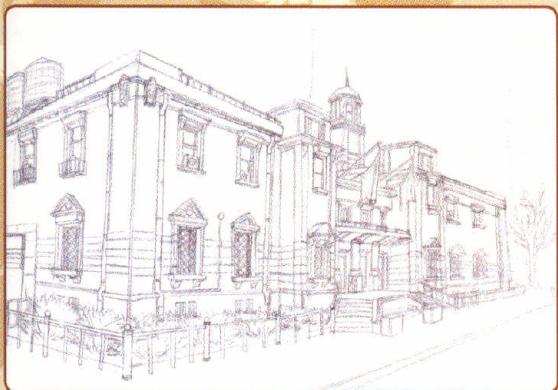
Panoramic View of the City



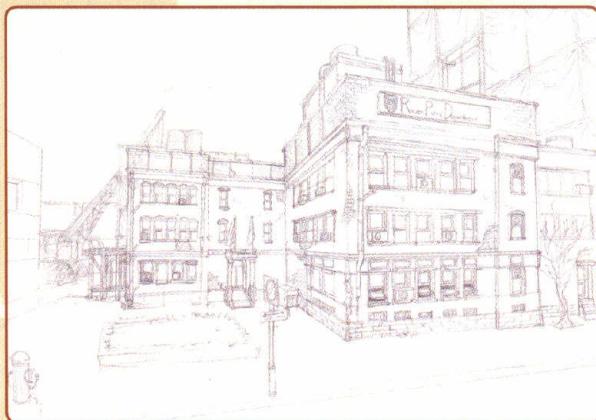
BACKGROUND IMAGE BOARDS

Because this game takes place during the same period of time as the previous one, the Raccoon City Police Department also make an appearance in Resident Evil 3. Hardly any changes were made to the outer appearance or the inner structure of the building. It was left almost perfectly intact from Resident Evil 2. Here we have transition images that showcase the different stages up until the final Police Station design.

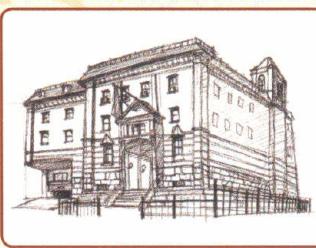
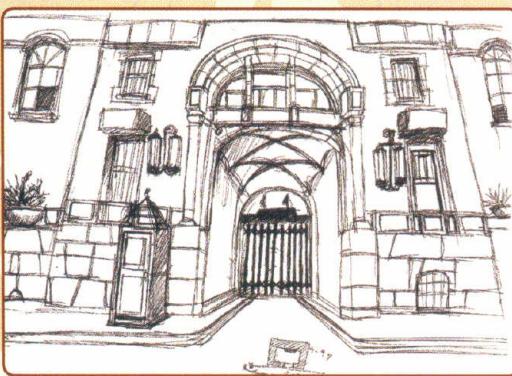
Panoramic View of the Front of the R.P.D.



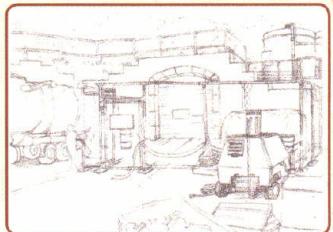
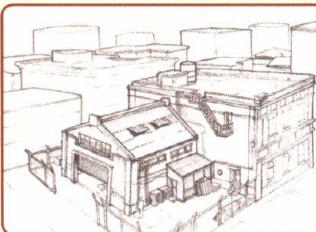
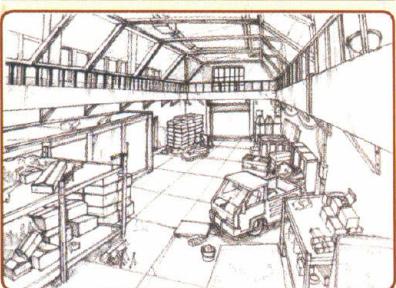
R.P.D. Exterior



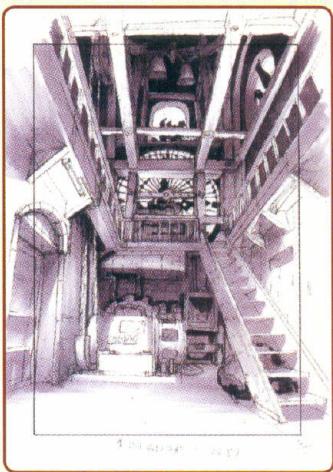
Other Raccoon City Buildings



Warehouse Interior



Saint Michael's Clock Tower Interior



PACKAGE VISUAL



RESIDENT EVIL: CODE VERONICA X

From Raccoon City to a solitary island. Resident Evil: Code Veronica X, a game that brings us much closer to the secrets of the Umbrella Corporation, has a large number of settings that make this section a must-read.

CHARACTER DESIGN

Chris Redfield's Initial Design



Claire Redfield's Initial Design



Albert Wesker's Initial Design

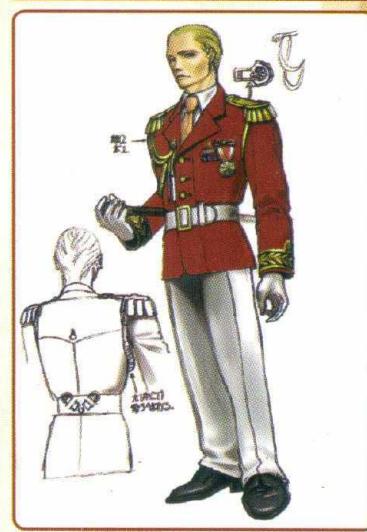


Rodrigo Juan Raval's Initial Design



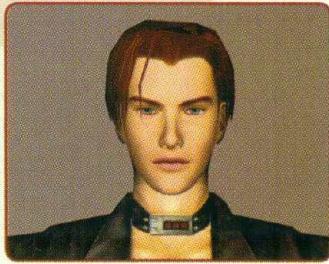
There are many interesting tidbits about the characters in Resident Evil CVX. For example, the twins Alexia and Alfred used to be named Hilda and Hilbert. Their last name used to be Krueger instead of Ashford.

Alfred Ashford's Initial Design



STEVE BURNSIDE'S HEAD MODELING

CVX Version



ASHFORD FAMILY PORTRAITS

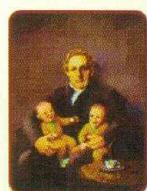
Veronica Ashford



Edward Ashford



Stanley Ashford



Alexander Ashford



Thomas Ashford



Alfred Ashford



Arthur Ashford



Alexia Ashford



CHARACTER DESIGN

Ashford Coat of Arms

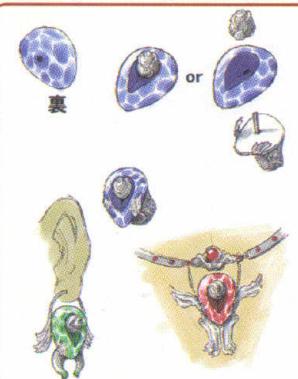


*この絵はあくまで基本です。
状況によってモディファイして下さい。

Alfred's Portrait



The Ashford Family Successor Jewels



CREATURE DESIGN

Zombie



Here we have assembled various preliminary designs for many of the creatures. For many of the quick-moving monsters, the ones that move with the same agility as a bat, you can tell many of their complex details by examining these designs. The Moth's fallopian tubes, which are hard to make out while playing the game, are worthy of attention.

Bandersnatch



Improved Hunter



Moth



蛾
1682

Bat



Adult Albino



ALBINOID

Tyrant



Tadpole of Albino

CREATURE DESIGN

Alexia's Second Form



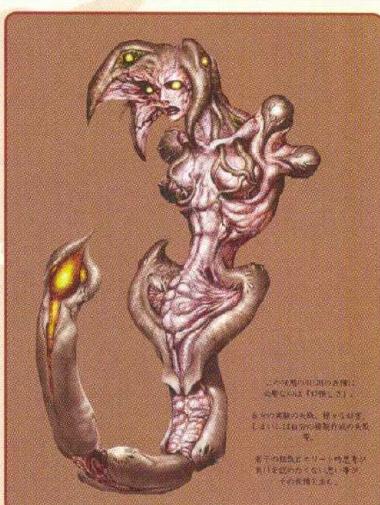
Alexia's First Form



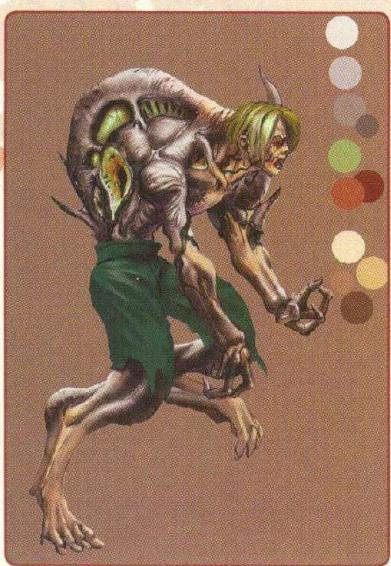
Alexia's First Form (Rear)



Alexia's Third Form



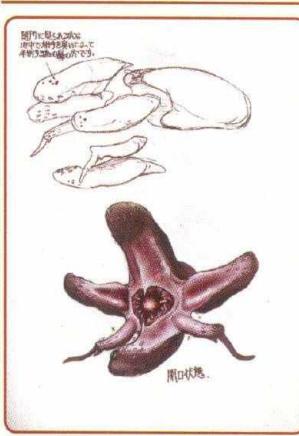
Monster Steve



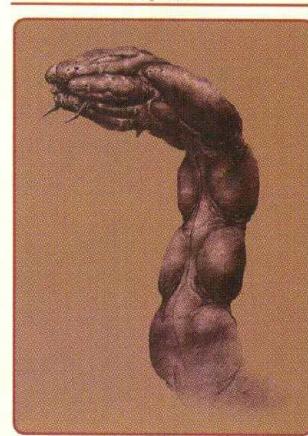
Moth Larva



Gulp Worm's Head



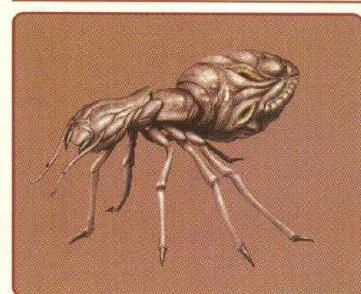
Gulp Worm



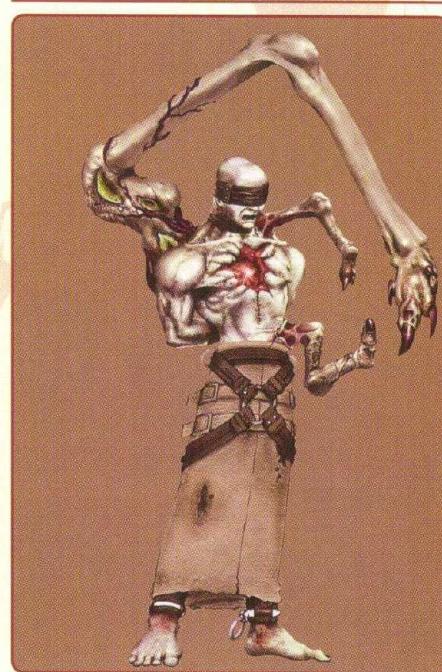
Spider



Ant



Nosferatu

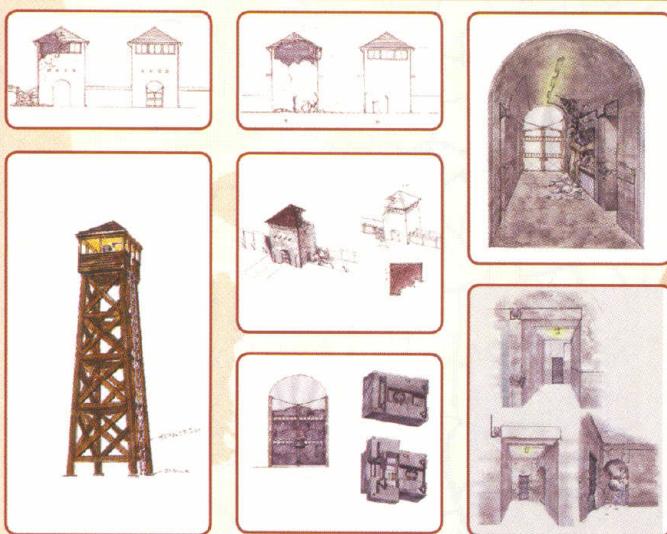


BACKGROUND DESIGN

Rockfort Island Panoramic View

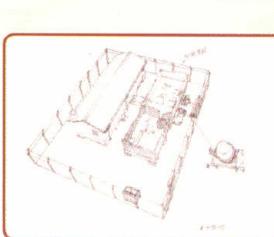
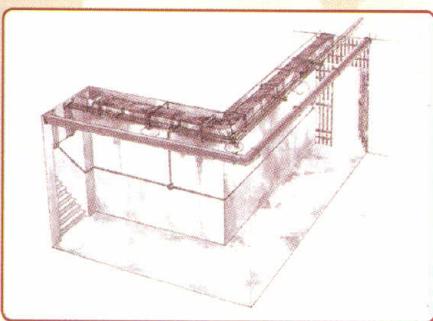
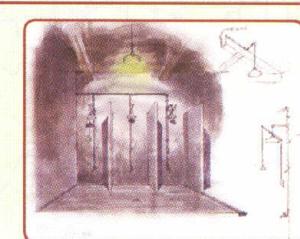
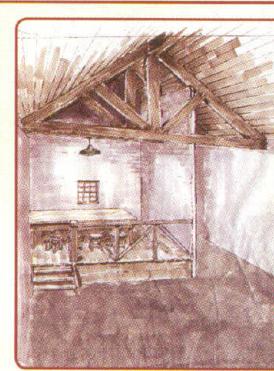
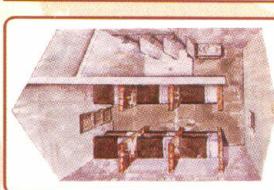
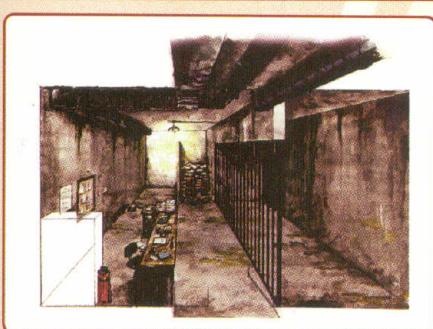


Observation Tower Surroundings



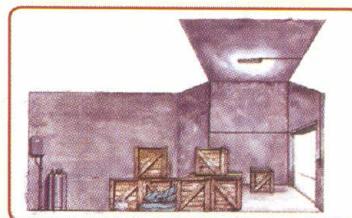
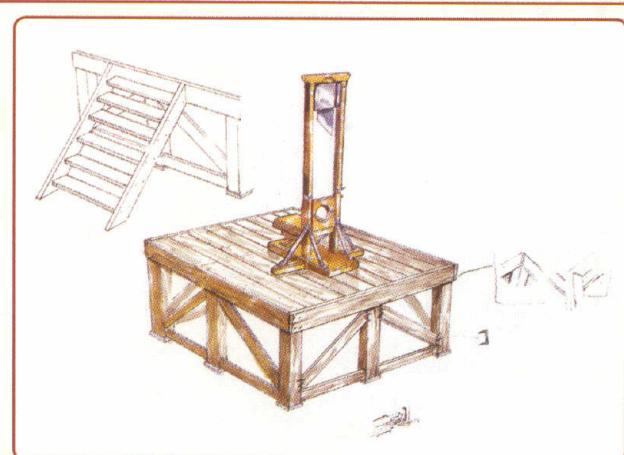
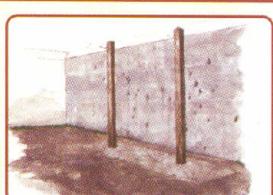
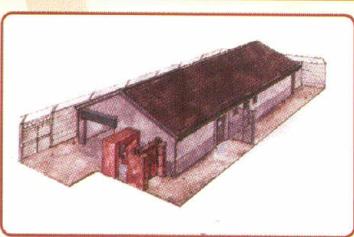
From here on, we will introduce the various settings of Resident Evil CVX, divided by area. Some areas have been used exactly as they were designed, while others underwent major renovations before reaching their final layout. Seeing these environments from angles other than the ones presented in-game is a new way to look at the work.

Prisoner Observation Room



Prisoner Shed

Guillotine Square



BACKGROUND DESIGN

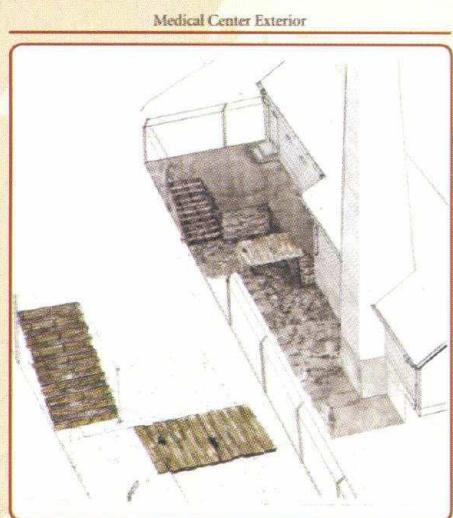
Operations Room



Special Alloy Emblem Design

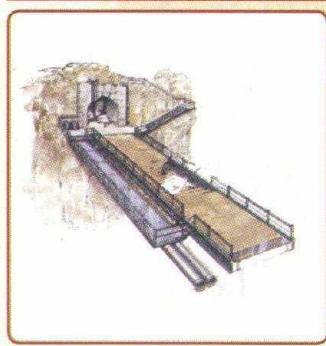
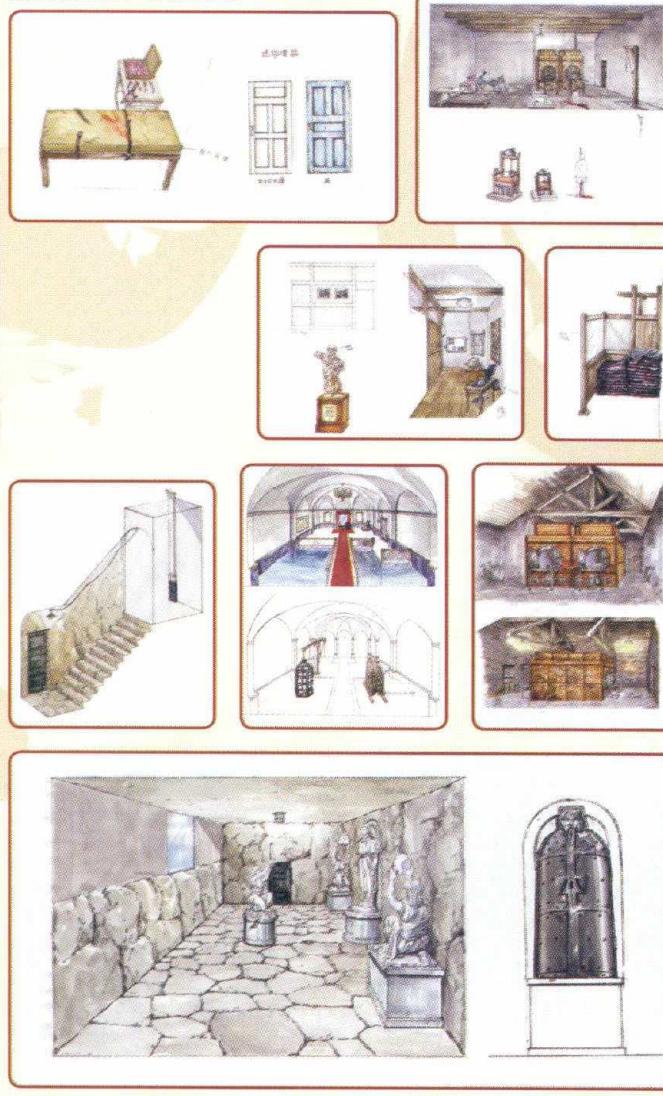


Medical Center



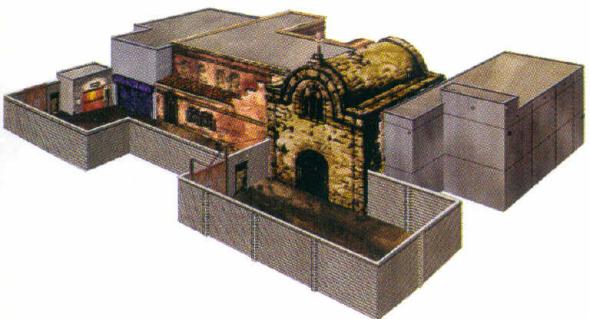
The prison plays a large part in the beginning of the game, and you must return there and search it after some time has passed. Because the range of explorable terrain becomes larger the more puzzles you solve, there are various traps and obstacles in place. The further you progress, the stronger the enemies, such as Doctor Zombies.

Iron Bridge

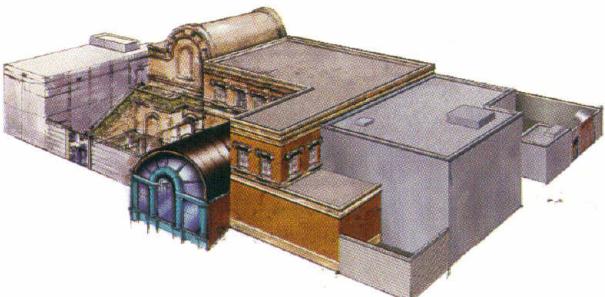


BACKGROUND DESIGN

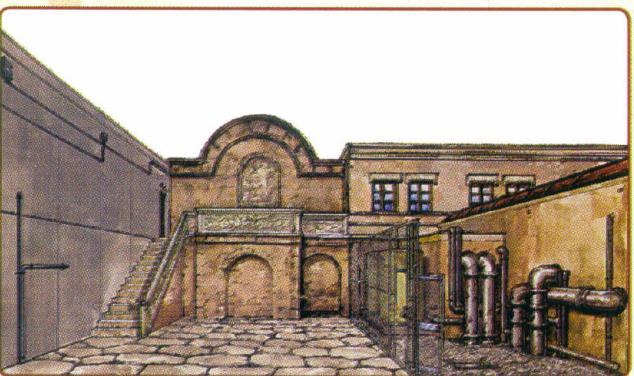
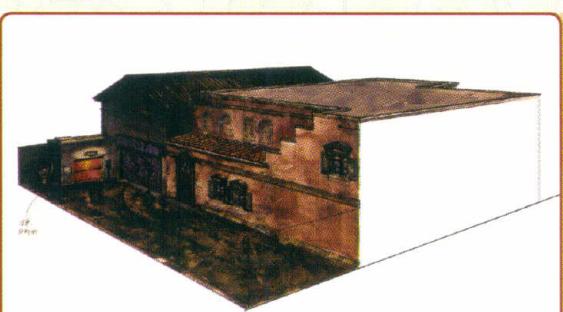
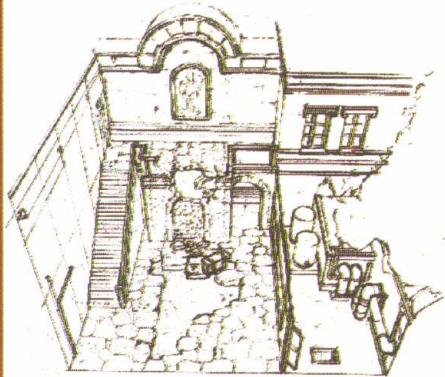
Training Grounds Exterior



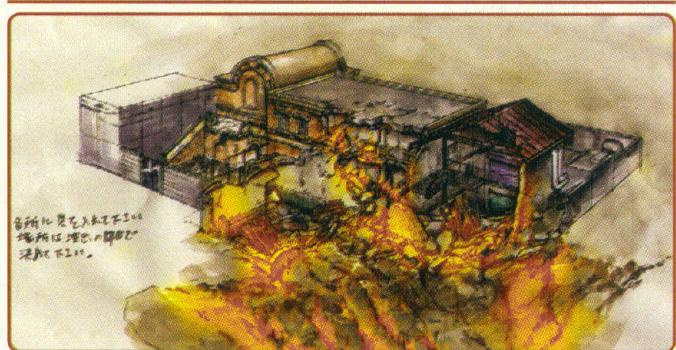
Although the Training Grounds may not appear to be very big from the outside, its crafty, multilayered construction gives it an extremely wide range of terrain to explore. During the Claire and Chris arcs, the central section of the Grounds are destroyed, creating drastic changes in the available terrain and pathways. Even though it's the same map, changing the way it interconnects makes it very easy to get lost, and we're sure there were many players who had a tough time getting through it.



Meeting Hall Post-Destruction

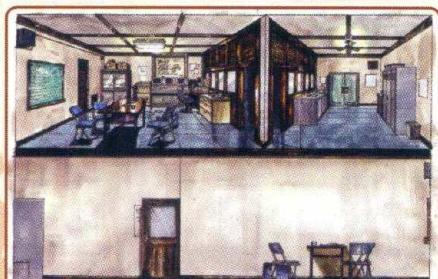


Training Grounds Post-Destruction Panoramic View

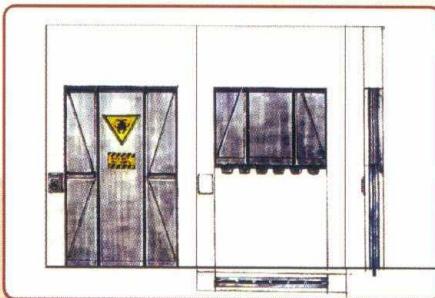
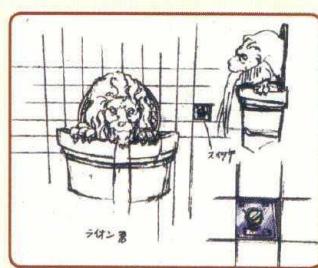
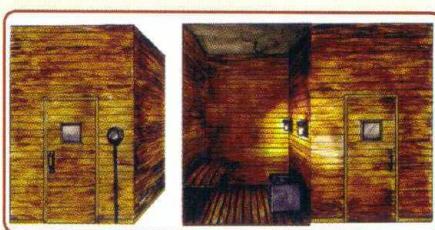
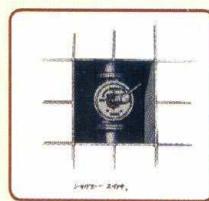
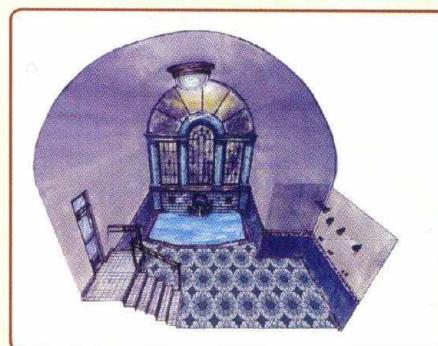
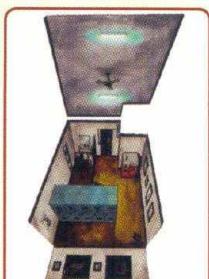
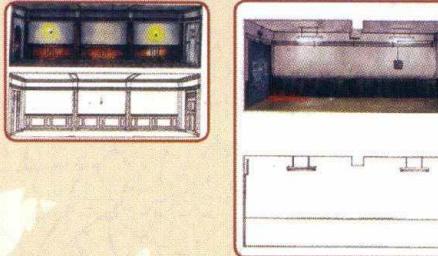
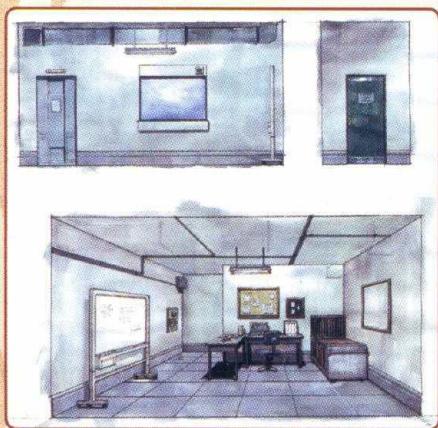


BACKGROUND DESIGN

Security Room

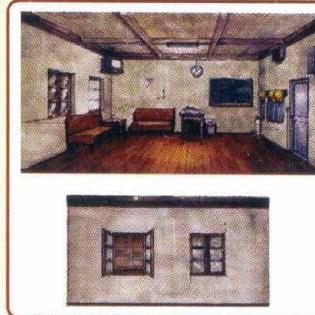


Preparations Room

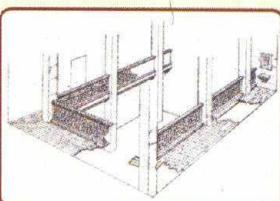
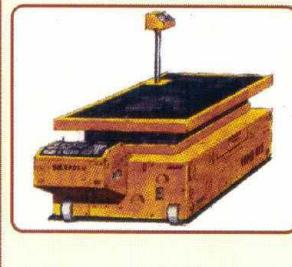
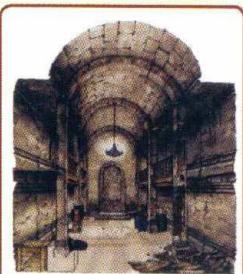
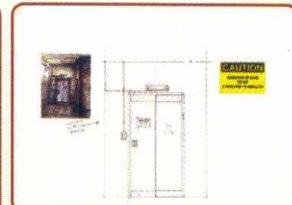
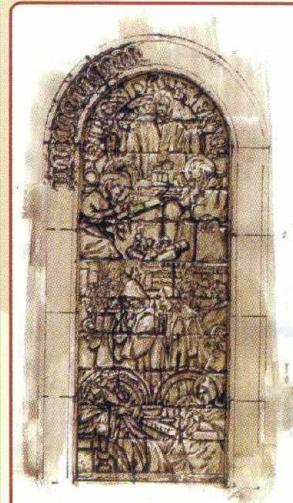
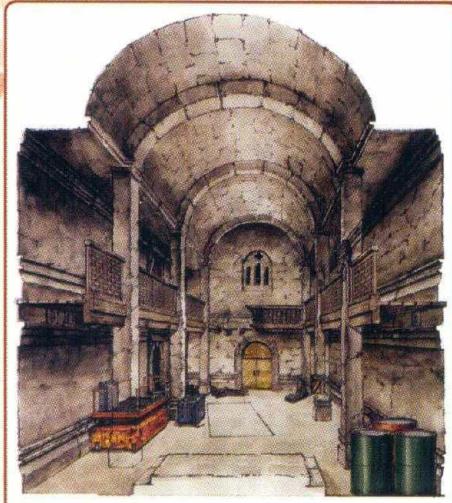


Inside this second floor building, you can tell a lot about the lifestyle of the Anti-B.O.W. Squad trainees just by looking at their various facilities. The bathroom and garage in particular contain many puzzles and events.

Break Room

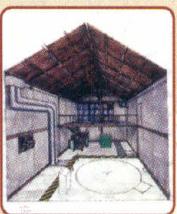
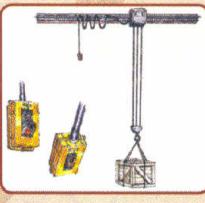


Garage

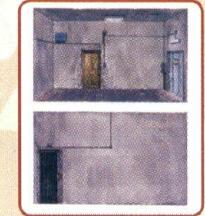
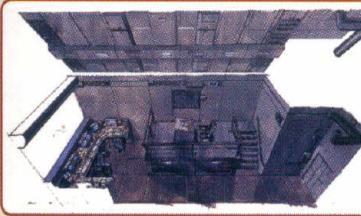


BACKGROUND DESIGN

Elevator Area

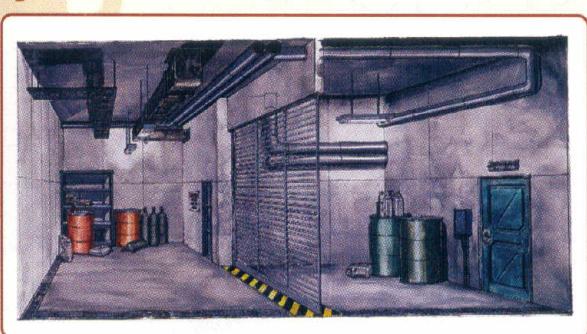


Commander's Office

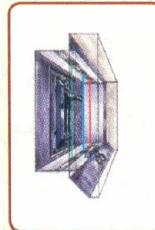
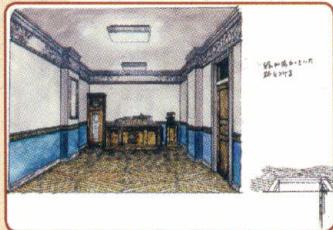


The Live Experiments Laboratory is a notable location. It's home to the memorable puzzles involving the quarantine shutters, and it's where you first fight the Baby Albinoids. The Commander Room and Model Gallery, where Chris and Claire both spend much of their time, are likely to have remained fresh in your mind, but all these other designs were recreated faithfully as well.

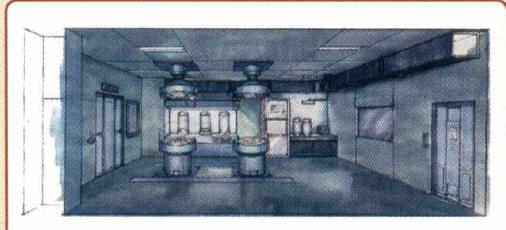
Spare Warehouse Entrance



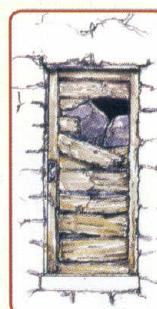
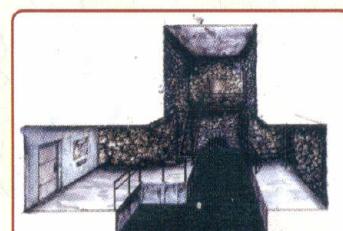
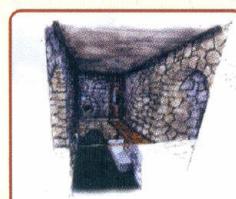
Model Gallery



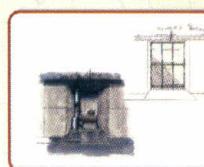
Live Experiments Laboratory



Southside Sewers

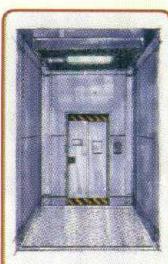


Warehouse



BACKGROUND DESIGN

Underground Graveyard



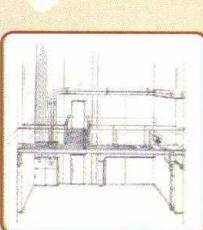
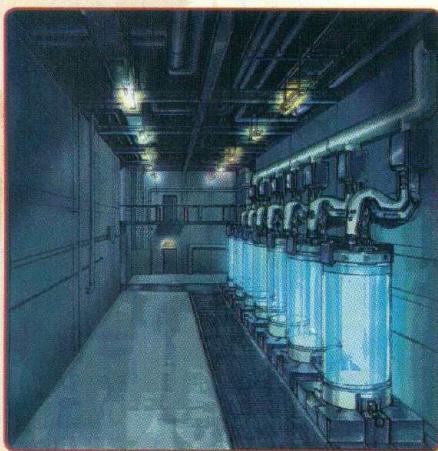
A quick glance at these illustrations reveals a few differences between the designs and what made it into the game, such as a cocoon on the ceiling of the graveyard, or stairs where none appeared in the game. Also worth noting is the flight jacket Alfred wore when flying the Harrier jet, which is in the Facility Manager's locker.



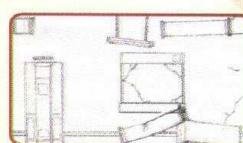
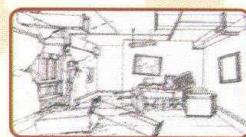
Facility Manager's Locker

Virus Preservation Room

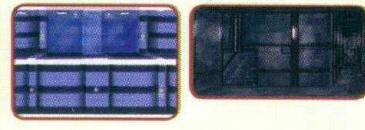
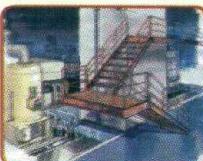
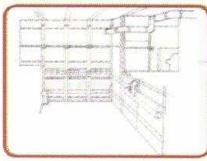
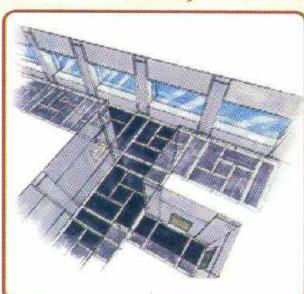
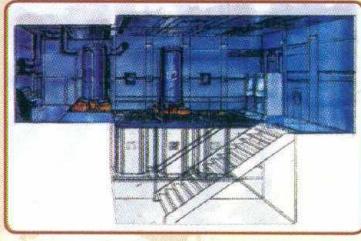
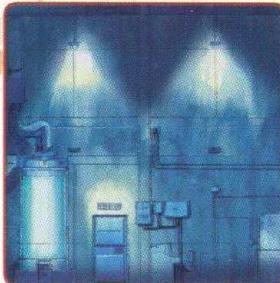
B.O.W. Containment Room



Preparations Room (Post-Destruction)

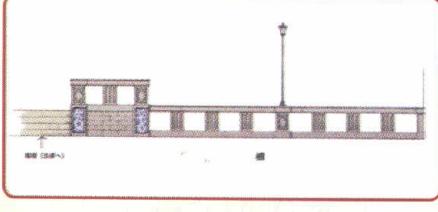
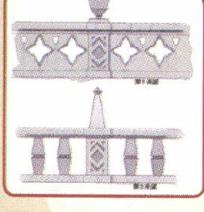
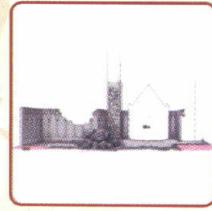
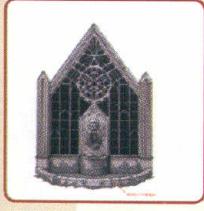
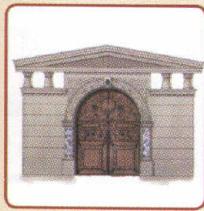
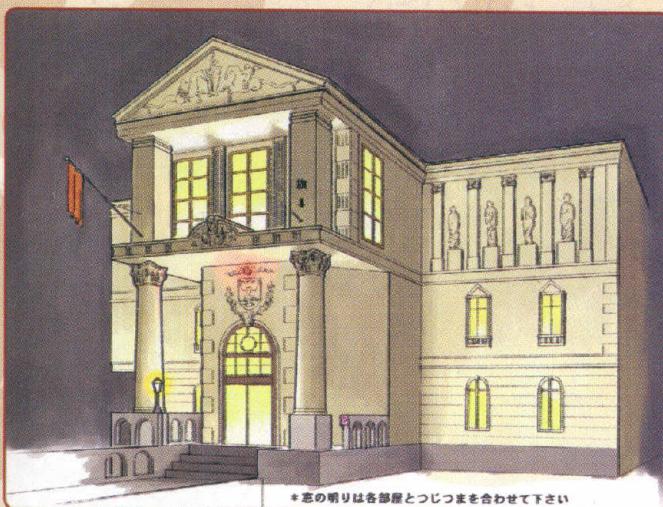


Research Facility Hallways

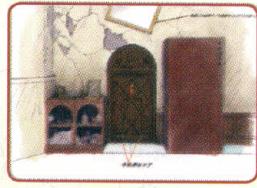


BACKGROUND DESIGN

Public Mansion Exterior

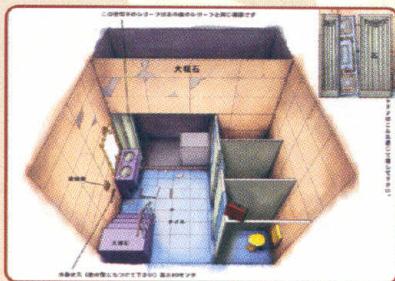


Office

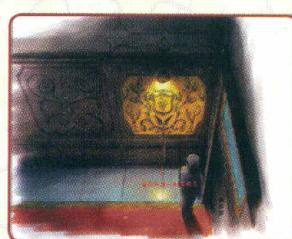
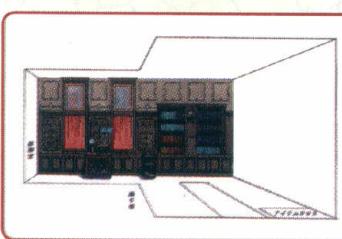


In the Office design, you can see minute details, such as the antique music box, and you can also see how the color and details are so exact during the design phase that they're often ported over for use as textures in the 3D models for the game. And because the designs are created in such detail, it makes putting them into the game much simpler.

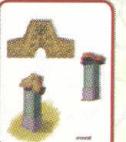
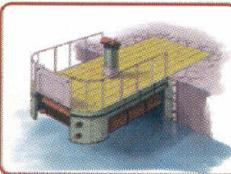
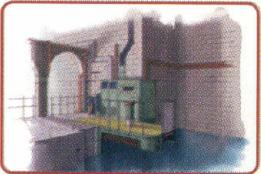
Bathroom



Secretary's Office

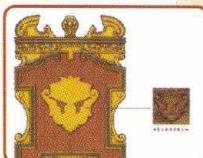
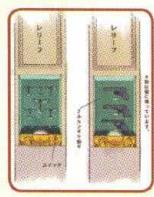


Mansion Anchorage



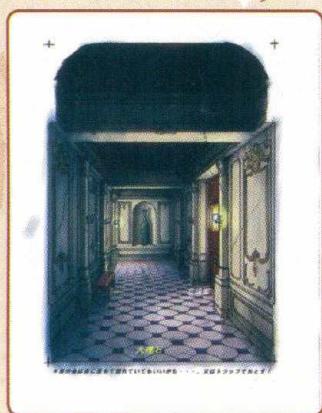
BACKGROUND DESIGN

Movie Room

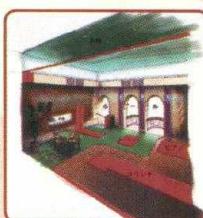
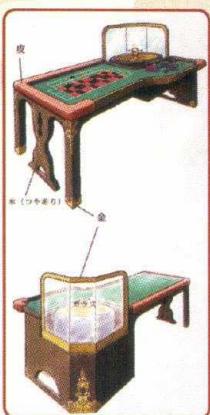
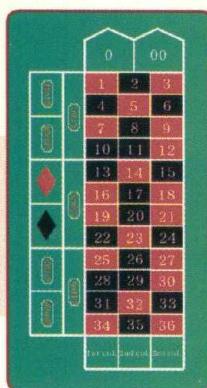


The Casino Bar designs let you see details you may have overlooked when playing through the game. The ceiling aquarium in particular is something you couldn't see while playing through the main game, although it is possible to view it by playing through the Battle Game in first-person mode.

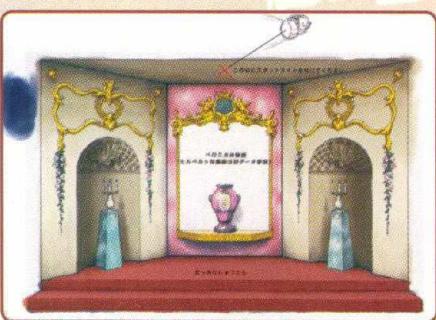
Mansion Hallway



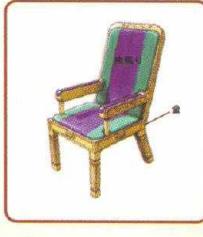
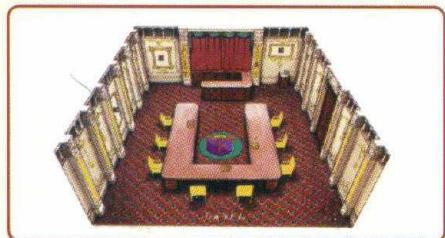
Casino Bar



Portrait Room

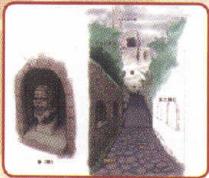
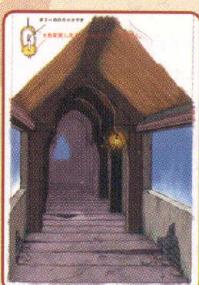
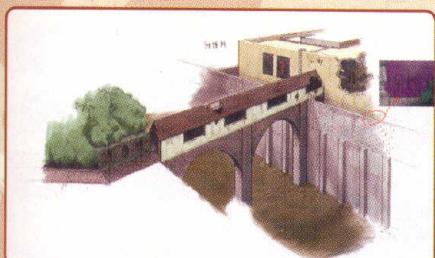


Meeting Room



BACKGROUND DESIGN

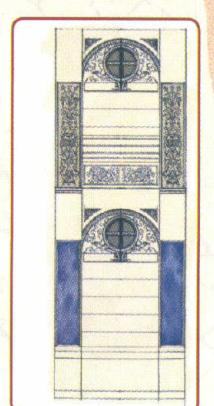
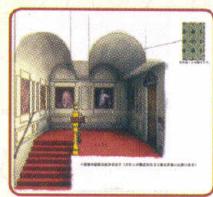
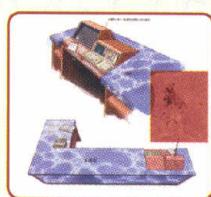
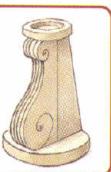
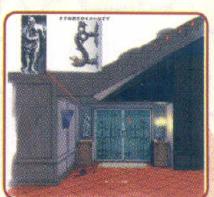
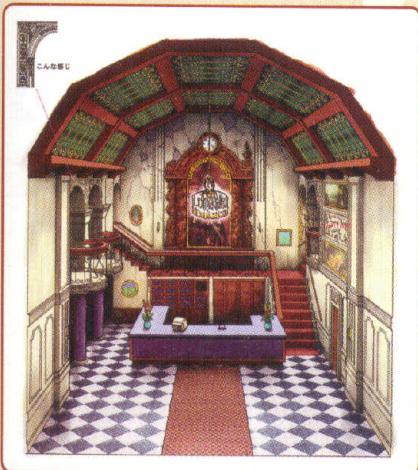
Stone Bridge



Private Mansion Exterior

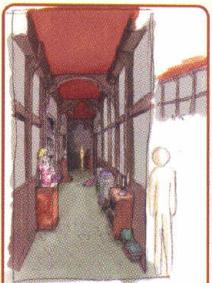


Private Mansion Hall

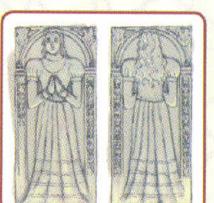
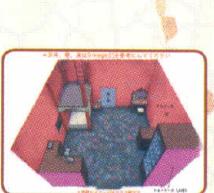
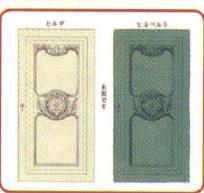


All the different parts of a room—the door design, the placement and appearance of various objects, the carpet pattern—are designed separately, and then brought together in a cohesive vision to make the completed room. The designs are as invaluable to the game as blueprints. Some, like the hallway marionette, undergo many changes in preparation for the final product.

Bedroom Hallway

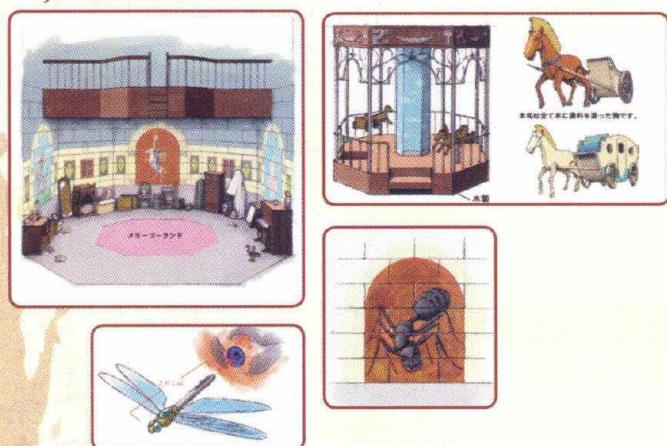


Bedroom



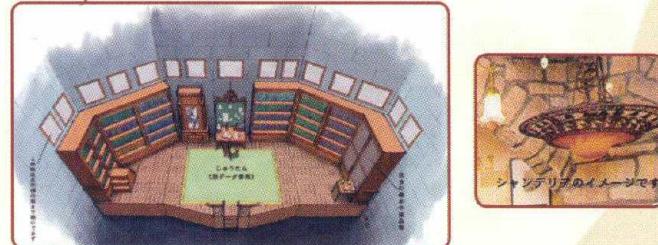
BACKGROUND DESIGN

Toy Room

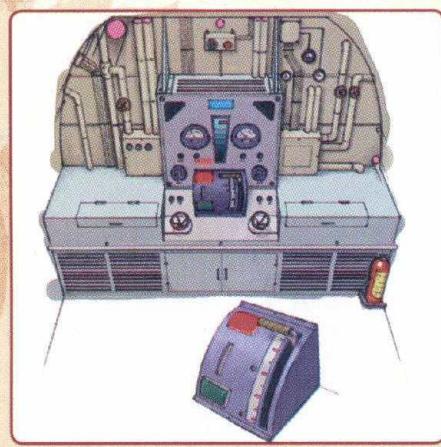


The basic designs don't change much from pre- to post-production, but the atmosphere surrounding them can sometimes change drastically. This is because of the textures used in the game. The final areas appear weathered for greater realism, and the light sources are changed to make them scarier and more dramatic as well.

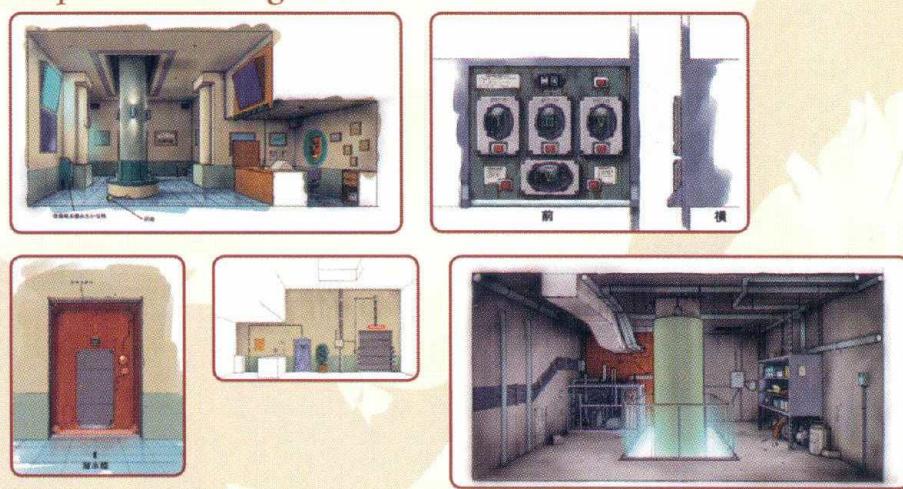
Study Room



Submarine—Submarine Port



Airport—Waiting Room

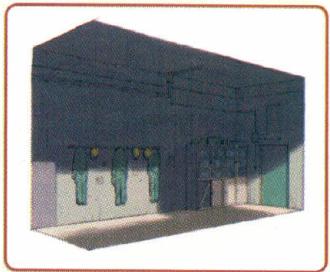
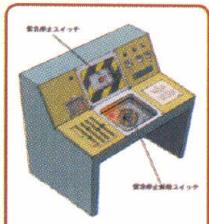
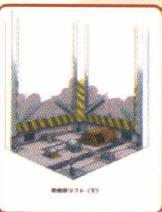
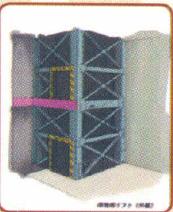
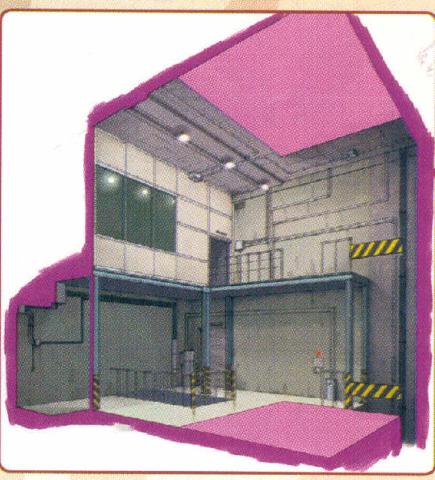
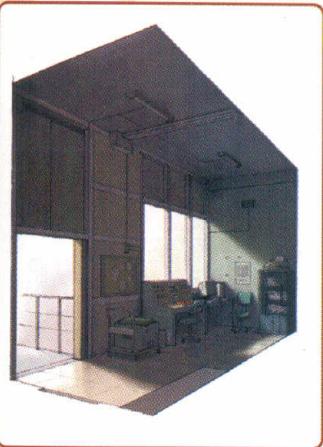
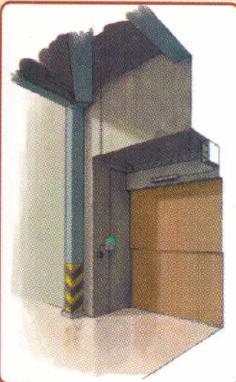
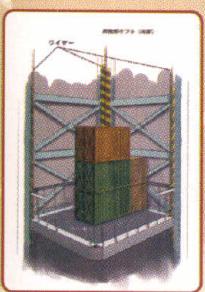


Export Plane Hangar



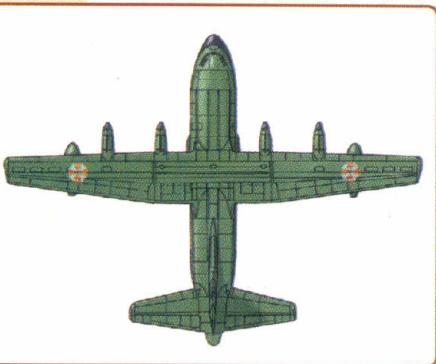
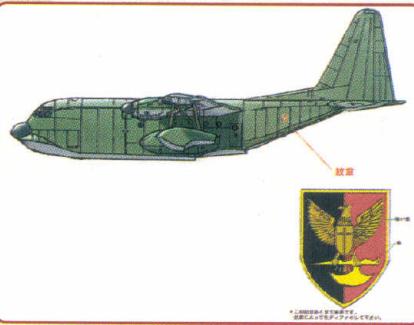
BACKGROUND DESIGN

Airport—Cargo Room

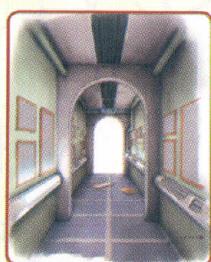
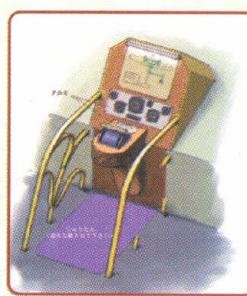
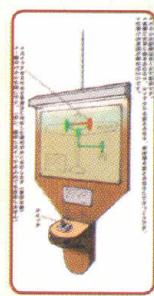


In the main game, gaining access to the airport involved a puzzle requiring the player to gather three militaristic proofs. In the designs, originally there were even more puzzles to impede the player from gaining access to the plane. These puzzles, intended to add to the tension of escaping from the island, were eventually cut for pacing reasons.

Cargo Plane

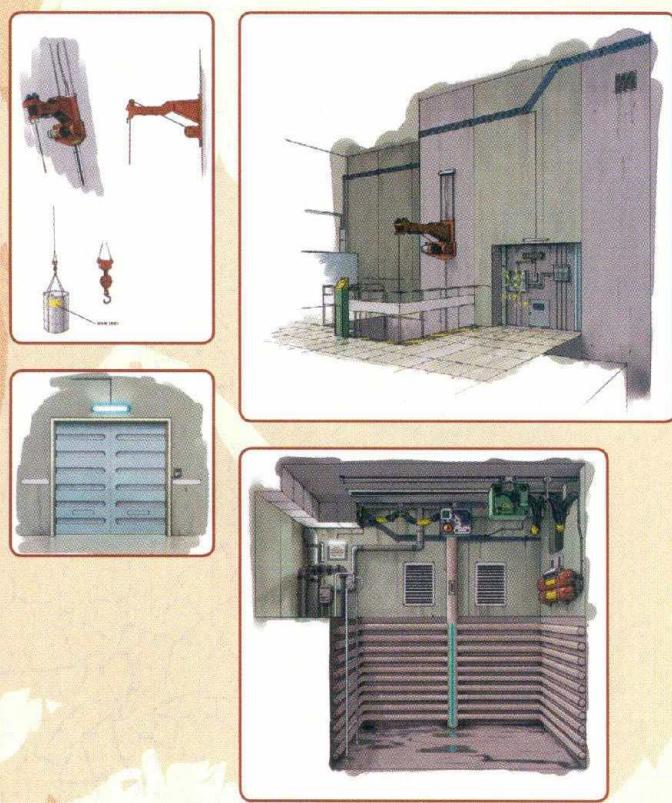
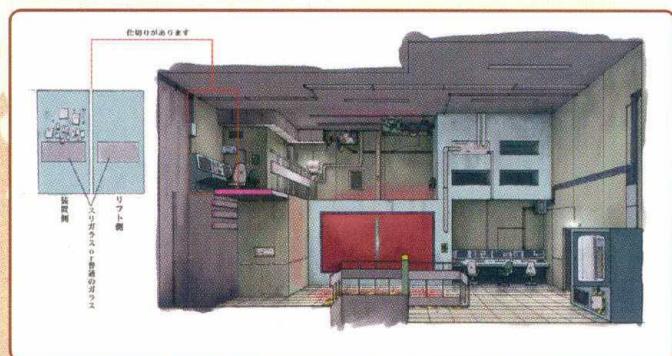


Airport Equipment (Never Used)

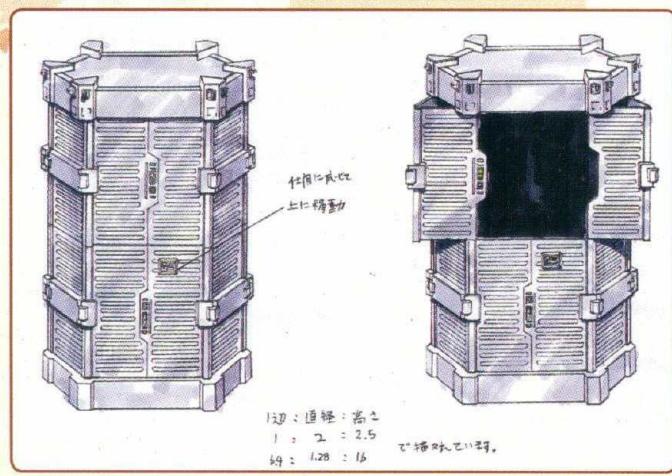


BACKGROUND DESIGN

Antarctic Base—Live Experiment Water Preservation Room

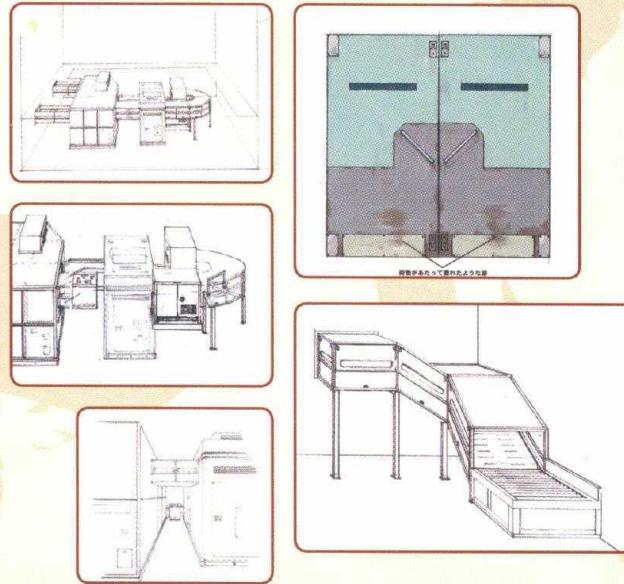
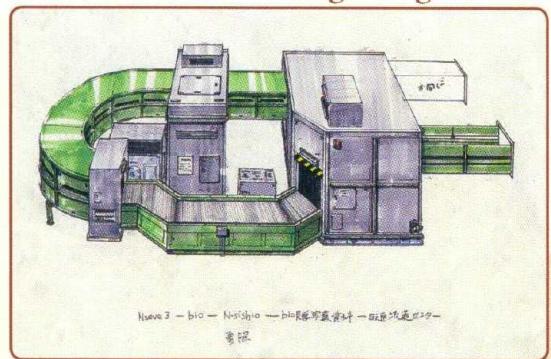


Hunter Case



The Antarctic Base houses the final battle with Alexia. Among the various puzzles at the base, the one where you use the conveyor belt in the Cargo Organization Room to get the Gas Mask is especially memorable. What you may not have known is that the organization machine itself was designed in very minute detail. Thanks to this, it was represented in the game in a very realistic fashion.

Antarctic Base—Cargo Organization Room



INITIAL DESIGN IMAGE

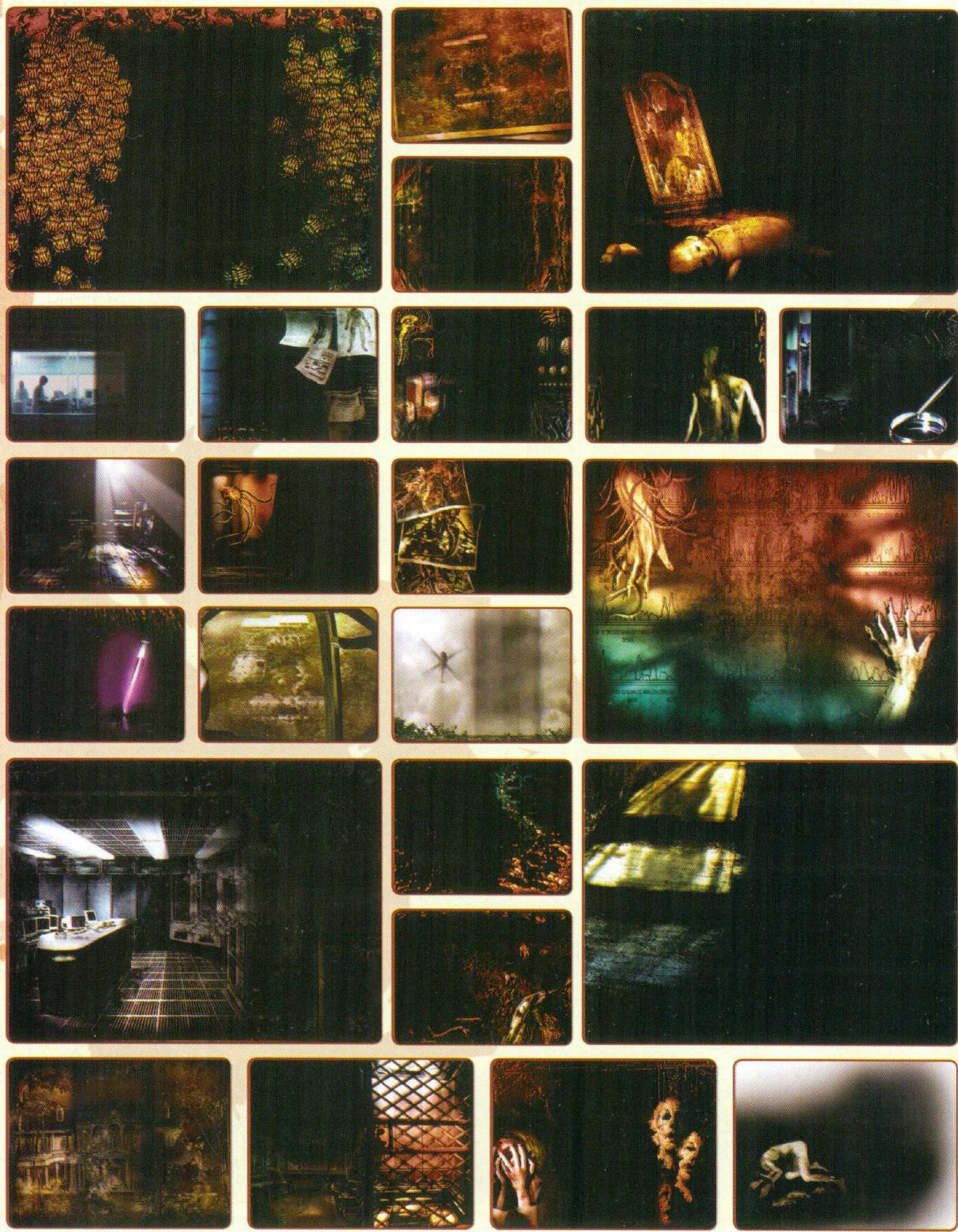


Wesker's Report II



In the Resident Evil underground, there's a document known as Wesker's Report II that explains events and actions from his perspective, together with documentation. Here are the 50 image illustrations from that file.

Wesker's Report II



Top Secret**NEVER-BEFORE-RELEASED CREATURE DESIGN COLLECTION**

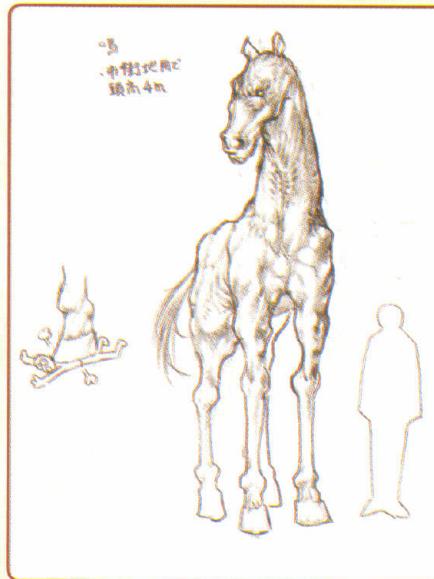
For the final section of concept art, we're pleased to present a selection of never-before-seen creature designs!

Powered-Up Zombie

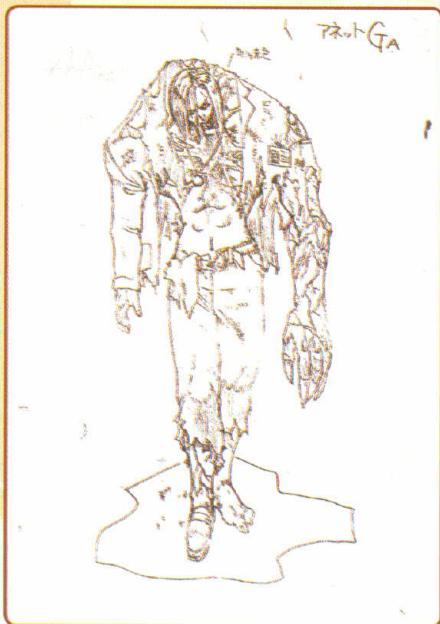
A stronger version of the zombie, with an upper body that strongly resembles the Licker. There were also many creatures designed with no human characteristics whatsoever. The Licker-like creature walks on two legs.

Tyrant Inferior

A creature that firmly occupies the middle ground between zombie and Tyrant, exhibiting middle-range stats and abilities.

Zombie Horse

An irregular mutant designed with the idea that, since this is midwestern America, horses would be infected as well.

G (Annette)

Designed for a scenario where Annette Burkin, in addition to her husband William, was infected with the G cells.

Zombie Monkeys

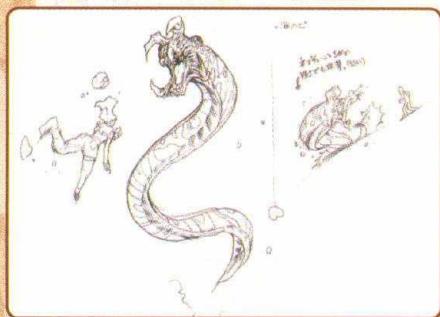
B.O.W.s constructed from monkey DNA. Well before the Eliminator from Resident Evil 0 was introduced, zombie monkeys had been conceived for Resident Evil 2, but were never used.

Zombie Wildcats



Wildcat monsters originally designed to appear in the park segments. It was never made clear whether or not these cats were originally kept in the zoo and infected secondhand.

Sea Snake

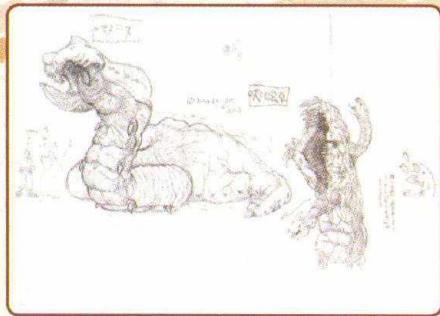


Melting Human



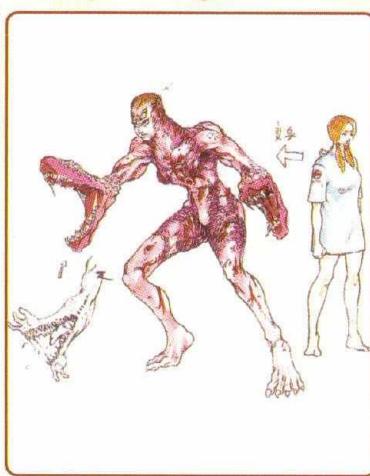
A human-like creature whose parts come flying off when you shoot it.

Giant Earthworm/Giant Caterpillar



Originally prepared as a mid-boss, the Boss Worm is the predecessor to the Grave Digger from Resident Evil 3. The Giant Potato Bug is the predecessor to Code Veronica's Gulp Worm.

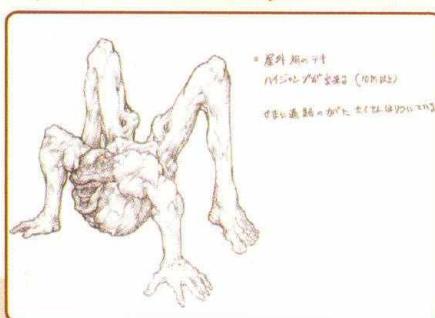
Transforming Creature



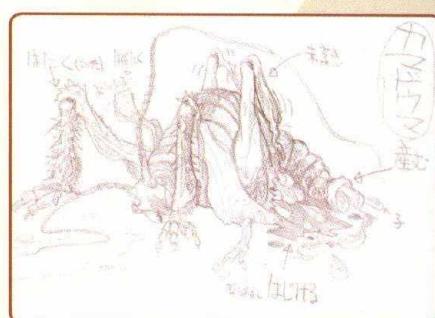
A creature with a unique design, the result of a human experiment that drastically mutated into something else. Two separate types were imagined at some point in the design process.



Mysterious Enemy



Cave Cricket Monster



A creepy creature with the ability to jump 10 meters or more. The base was originally a human, and aside from the enlarged, deformed torso, it retains human characteristics.

A creature that was infected secondhand. Its sudden mutation gave birth to various undeveloped areas.

Resident Evil 2 Boss Characters



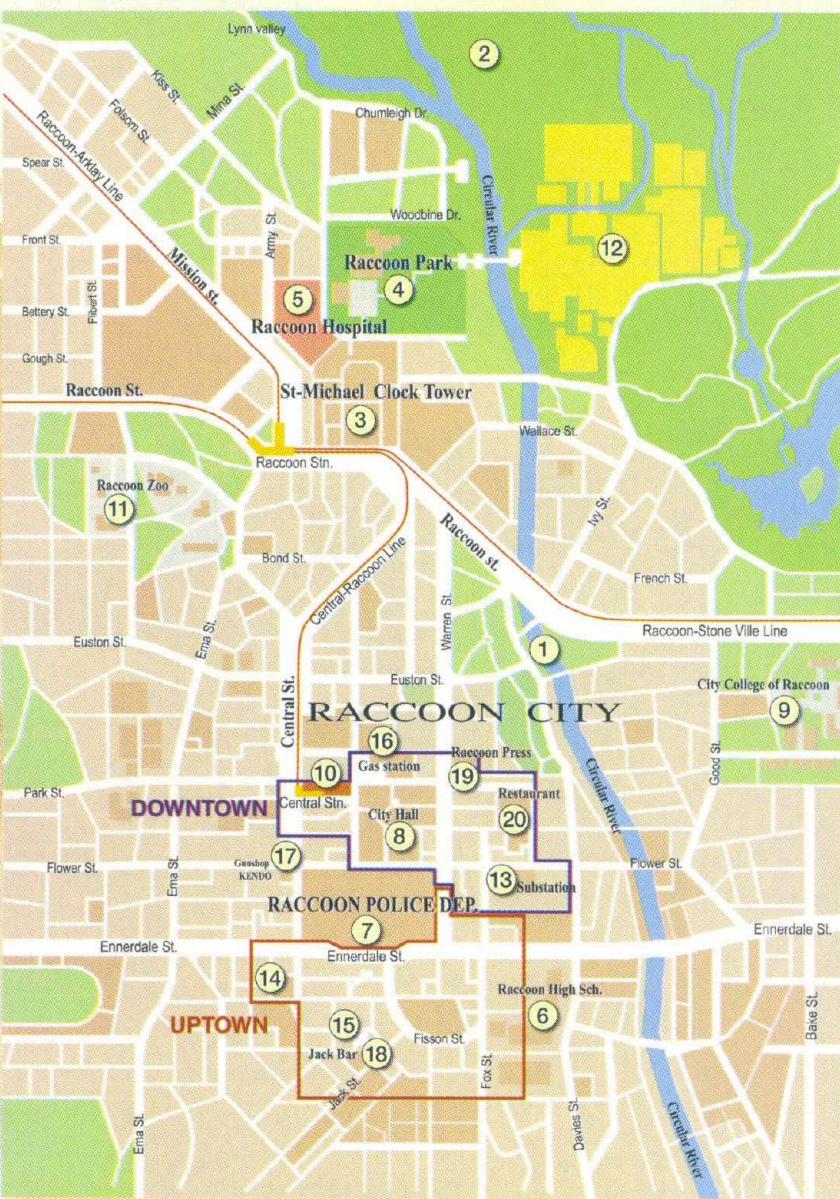
The original vision of RE2 had creatures called Zeiram and Gorgoda, designed as possibilities for the final boss. Instead, their transformations were given to G to make him the final boss instead.

KEY WORDS

This section explains the important keywords without which one would be lost in the *Resident Evil* world. Information about organizations, facilities, viruses, people, and more is compiled from the events and files encountered throughout the series.

RACCOON CITY

KEYWORD 01



RACCOON CITY'S NATURAL SCENERY

Arklay Mountain Range	1
Victory Lake	
Circular River	
Marble River	
Raccoon Forest	2

MAIN FACILITIES/ENTERPRISES/TRANSPORTATION NODES

PUBLIC FACILITIES

St. Michael Clock Tower	3
Raccoon City Park	4
Raccoon City Hospital	5
Raccoon Dam	
Raccoon High School	6

Raccoon City Police Department	7
Raccoon City Hall	8
Raccoon City College	9
Raccoon Central Line (Trolley Car)	10
Raccoon City Zoo	11
Waste Factory	12
Substation	13

ENTERPRISES/STORES/LEISURE FACILITIES

Arkas Clothing Store	
Umbrella Management Training Facility	
Umbrella Raccoon Office	14
Boutique	15
Movie Theater	
Ecliptic Express	
Gas Station	16
Kendo's Gun Shop	17

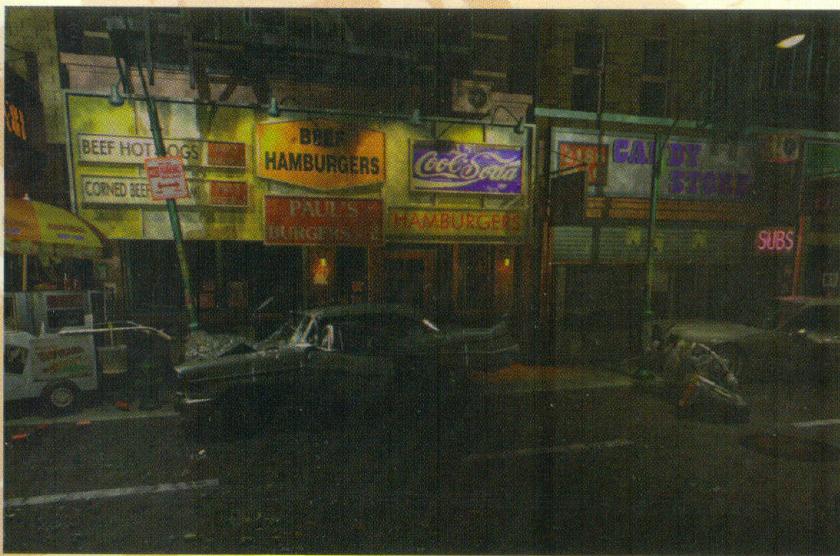
TOP-SECRET UMBRELLA FACILITIES

Arklay Research Facility	
Raccoon City Underground Research Facility	

RACCOON CITY GUIDE MAP

This city map clearly indicates the landmarks and store locations within Raccoon City. The central area is divided into uptown and downtown, with the majority of stores and communal services located within. The trolley that runs along the center of the city was opened in 1968 by Mayor Michael Warren. Since then, it has become the main form of transportation for the city's citizens. There's also a shopping district within the city.





RACCOON CITY

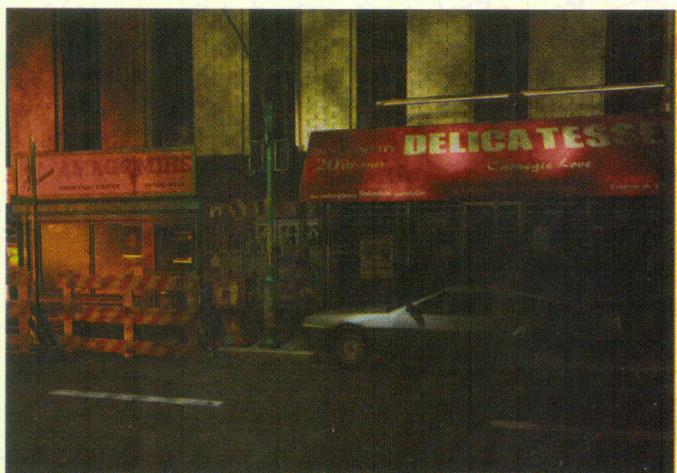
A Medium-Sized City That Walks Hand in Hand with Umbrella

Raccoon City is an industrialized city located in the midwestern United States of America. To the north, beyond the vast Raccoon Forest, is the Arklay Mountain Range. Within the Arklay Mountains is the Raccoon Dam, the source of the city's water supply. There's also Victory Lake, a well-known tourist attraction; Circular River, which runs through the city; and Marble River. Around the mountainous region, three species of herbs known for their healing properties thrive, and all sorts of plants and animals call the forest their home. On holidays, the forest and lakes are a popular destination for many families and tourists, giving the city a close bond with the nature that surrounds it.

Raccoon City boasts a population of about 100,000 people, classifying it as a midsized metropolis. Once nothing more than a tiny town, the large-scale international Umbrella Corporation made the city's development possible. The outwardly clean pharmaceutical company began to create factory after factory. This brought about the rapid growth of the city, and about 3 out of every 10 citizens were employed by Umbrella.

After his inauguration in 1987, Mayor Michael Warren, who had served in office for 11 years and was held in high esteem, was honored with a commemorative bronze statue in city hall. He was formerly an expert on electricity, and in 1963, he visited the city as an engineer to promote electrification. In 1968, he assisted in the completion of an electric trolley car in Europe, and planned the city's transportation system as well. He developed an interest in administration and was praised for his distinguished service. Enabled by his acknowledgements, he became mayor in 1987.

Warren and Umbrella had an extremely close relationship, and the city received much financial support from the corporation. Welfare, public service, the construction of medical facilities, public orders of maintenance... Umbrella invested in everything. The corporation gained even more influence in the city's politics, and Raccoon City thrived under it. Umbrella even built a research facility underneath the center of the city, unbeknownst to the public, and continued its top-secret viral research. Even then, Umbrella was the main sponsor of the tremendous city project, the Bright Raccoon 21st Plan, which was intended to fight crime and protect the environment. This established Umbrella's positive corporate image in the city. The S.T.A.R.S. (Keyword 10) Special Forces unit was established, further linking Umbrella with Raccoon City. Having provided 50% of the funds for this project, Umbrella waited for all doubt about their company to fade away. However, on the day in May 1998 when a deformed body was discovered on Cedar Ward's Marble River Shore, the gears began to turn...



MANSION INCIDENT

The annihilation of Raccoon City shocked the entire nation. This devastating incident began with a virus-leaking accident in a single mansion. That immense mansion, built deep in the forests of the Arklay mountain range, was built by the architect Trevor Jones, who was commissioned by Ozwell E. Spencer. However, this mansion was in fact the Arklay Research Facility, where Umbrella was conducting experiments for biological warfare, culminating with the T-Virus. The unpredictable biological accident was to envelop all of Raccoon City in an inescapable nightmare.

In June 1998, a local weekly newspaper received reports of Cerberus sightings. In July, victims continued to be discovered in the Arklay Mountains. The Raccoon Police Department immediately sealed off the mountain roads, and due to strong public demand, ordered S.T.A.R.S. to begin an investigation of the area. Bravo Team, led by Captain Enrico Marini, was



Mansion 1F Main Hall

Alpha Team, surprised by the Cerberus attack, narrowly avoided danger by escaping into this hall. Afterward, this hall was used as a meeting point for some of the survivors as they began the search for their friends. However, the other members had disappeared from the hall, making the search all the more urgent. The hall, which was free of danger as long as the main door remained shut, is what the S.T.A.R.S. members traveled through time and time again during the search.



KEYWORD 02

deployed. Soon after, they were declared missing in Raccoon Forest, and headquarters ordered Alpha Team to search for their missing comrades.

It was then that Alpha Team encountered the pack of Cerberuses that had escaped from the Arklay Research Facility. In avoiding the Cerberus attack, a number of Alpha Team members fled to the Arklay Research Facility. However, due to a series of devices and betrayals, they were scattered and faced peril at every turn within the zombie-infested research facility. These events were passed on and dubbed the Mansion Incident. Only five members of S.T.A.R.S. survived these unprecedented and tragic occurrences. However, their report was for naught. All of Raccoon City was paralyzed by the tremendous biological disaster, and the citizens received the nation's sympathy.

Front View of the Mansion

While searching for the S.T.A.R.S. Bravo Team, Alpha Team escaped into this mansion after being attacked by a group of Cerberuses. When they arrived, the facility was already affected by the biological accident. During it all, S.T.A.R.S. commander Albert Wesker lured his men into the mansion. Then he pit his trained men against B.O.W. in order to collect battle data... that is the truth behind the Mansion Incident.

ARKLAY RESEARCH FACILITY

The Top-Secret Research Facility Disguised as a European-Style Mansion

The location of the Mansion Incident, the Arklay Research Facility appears to have only two above-ground floors. However, an elevator hidden underneath the water fountain in the garden leads underground to the research facility designed and built to develop the T-Virus. The researchers use the heliport on the roof for access, but general employees use the Ecliptic Express, as they would to get to the Management Training Facility. Beyond the graveyard is a dormitory where the researchers can live, complete with large water tanks used for experimentation on the B.O.W. Neptune. The first head of research was William Birkin. After he was

reassigned to the Raccoon City underground research facility, a new manager named Jon was brought in. However, he was apparently warned by the higher-ups for voicing opinions opposed to Umbrella's.

The Main Workers in the Arklay Research Facility

The following is a list of the Arklay Research Facility workers, compiled from various files and photos discovered during the investigation. As for the X-rays, it's unclear whether these people were test subjects or accidentally infected workers. The number of zombies lurking in the facility far exceeds the number of names accounted for, so this only represents a small portion of the infected.

Head of Research:

Jon

Advising Researchers:

E. Smith, S. Ross

Researchers:

Henry Sarton, John Toleman, Martin Crackhorn, Robert, Steve, one unnamed.

Security Chief:

Anonymous

Visual Data Room Chief:

Keith Irving

Chief Guard:

Anonymous

Guards:

Scott, Alias

Breeder:

Anonymous

X-Ray Subjects:

Alex Bennett, Clark David, Ed Fisher, Gail Holland



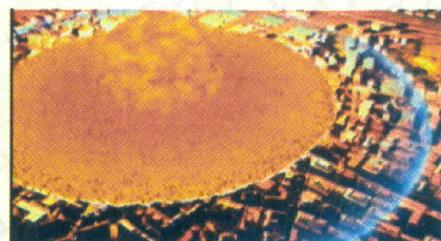
ERADICATION MISSION

The Severe Crime Committed by Umbrella and the U.S. Government

Even after the Alpha Team members survived the incident, mysterious and bizarre occurrences continued to be reported in the city. The so-called "cannibalistic disease" spread to all areas of the city, and Raccoon City plunged into a state of panic. At that time, Mayor Warren received news that the military was beginning an operation to quarantine the outbreak. He secretly fled the city and was taken under the care of the military. This left few citizens of Raccoon City with the ability to reach the city's borders, forcing over half of the population to fend for

themselves. The whole of Raccoon City was placed under martial law, and the Raccoon City Police Department's riot police, along with Umbrella's U.B.C.S., (Keyword 11) were assigned to evacuate the citizens. However, it became a turbulent ordeal. Faced with previously unimaginable zombie foes, it turned into a hopeless suicide mission. In no time at all, the streets were swarming with countless zombies, and it was certain that the virus would not remain within the city limits. In response, the U.S. government called an emergency nationwide conference to discuss measures to be taken. The situation was declared the greatest disaster in human history, and the President of the United States of America, backed by

the conference committee, declared a plan for eradication of the infection. In compliance, on October 1st 1998, the military fired a new type of warhead into the heart of the city. It is believed that casualties reached as many as 100,000. In a single strike, the U.S. government erased the infected Raccoon City, together with its innocent citizens, from the face of the earth.



UMBRELLA

The history of the large-scale international Umbrella Corporation began in 1967 with the discovery of the Progenitor Virus. Aristocrat Ozwell E. Spencer, together with his fellow aristocrat Edward Ashford and their scholarly friend James Marcus, discovered of this new RNA virus. It would forever intertwine the lives of these three individuals. With intent to develop B.O.W. and monopolize the military market, Spencer brought his enterprise to his friend Marcus. With this, the three established Umbrella in 1968, under the façade of a pharmaceutical corporation. The corporation's motto was "Preserving the health of the people." With Europe as its base, the corporation's abominable history began.

The year Umbrella was established, Edward passed away, leaving the corporation to the remaining two. Spencer poured his lifeblood into the management of the company. In order to train subsequent generations, he appointed Marcus as the director of Umbrella's Management Training Facility. Even after being appointed as the facility director, Marcus continued his viral research. However, Spencer's own influence continued to grow and became a source of dissatisfaction for Marcus.

In 1978, Marcus succeeded in developing the T-Virus. He was confident that with

this, his place would be secured as the head of the company. However, his ambitions were crushed by Spencer's plot. He had already taken over Marcus's research in the Arklay Research Facility, built in Raccoon Forest. Spencer was the type of person who would exploit friendship if it suited his personal gain. Spencer had Marcus's trusted friend, Albert Wesker, assassinate him. After Marcus's death, the Arklay Research Facility produced B.O.W. after B.O.W. under Spencer's direction. In a mere 10 years, the corporation's scale and network grew immensely. By 1998, Umbrella had research institutions in North America, Europe, and the Antarctic. In North America, there is the Chicago Research Facility, Raccoon City's Arklay Research Facility, and the Underground Research Facility. In Europe, there is the Paris Research Facility and the 6th Europe Research Facility. Finally, there is the Antarctic Research Facility. The Umbrella Management Training Facility was closed down around the time of Marcus's death 10 years earlier, but Spencer sent in an investigation team to try to restore the facility.

The most remarkable engineering achievement was the 6th European Facility. It was here that the B.O.W. Tyrant was perfected after its failure in the Arklay Research Facility. It was developed as the foundation for a new breed of B.O.W.

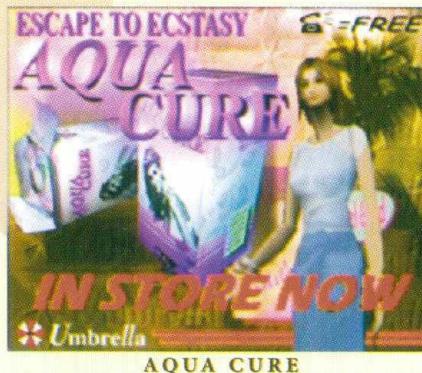
Umbrella's Guise as a Pharmaceutical Corporation

Umbrella is better known among the public as a pharmaceutical company than as a military supplier.



An ointment used on open wounds. It is Umbrella's main product, and is very effective.

It constructed a clean image as an employer and is known as number 1 in the business for recruiting management, producers, and delivery personnel. Despite being a large business, it remains open-ended and is an equal-opportunity



One of the medical products marketed by Umbrella. It seems to be popular with women, but details are scarce.

KEYWORD 03

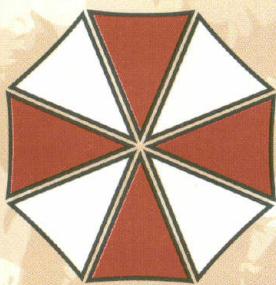
This led to the Nemesis Plan and the new Nemesis T-type. This humanoid weapon was sent into the devastated Raccoon City, and it began to seek out and destroy the remaining S.T.A.R.S. who were in search of the research facility's secrets. In the process, battle data would be gathered on Nemesis.

Umbrella's continuing inhumane research aside, there was another important reason for splitting Umbrella between its guise as a pharmaceutical company and its hidden role as a weapons supplier. Umbrella's most valuable customer of viral weapons and B.O.W. is none other than the United States government. Consequently, it is common knowledge within the government that Umbrella is producing these terrible biological weapons. In fact, even with all its secrets, Umbrella's methods are approved of. Since the corporation has such deep ties to the government, it is inconceivable that Umbrella would be fingered for its crimes. After the T-Virus spread throughout Raccoon City, it was through Spencer's manipulation that the U.S. government gave the order to isolate the people of Raccoon City and launch a new type of warhead at them. It was not only Umbrella, but also the government that opted to destroy the incriminating evidence.

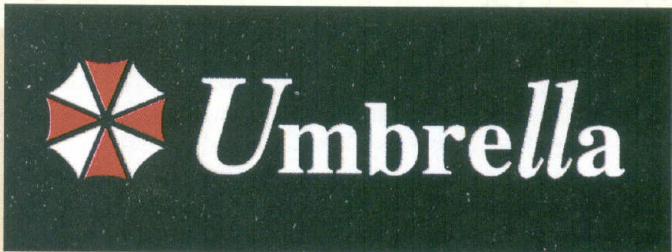
employer that does not discriminate based on religion, sex, or race. Umbrella has also the manufacturer of these three popular products. They have been deemed necessities by the people of Raccoon City.



A household medicine that cures some sort of illness. The contents of the bottle are in pill form.



Umbrella



Spencer's Terrifying Conspiracy

One of the most devastating killers of human beings ever known is the Ebola virus. There is still no cure for this nightmarish disease, which boasts a fatality rate so high it threatened to wipeout mankind. After witnessing this potential for devastation, mankind took measures by signing an international treaty prohibiting the use of viral weapons in warfare. The Biological Weapons Convention was put into effect, and has been upheld. However, this was broken by one man's ambition.

No word is more fitting for Ozwell E. Spencer, the founder of the Umbrella Corporation, than "tyrant." When the Progenitor Virus was discovered, he immediately expanded his company's connections, and even gained influence in the United States government. Spencer's ambition matched that of Adolph Hitler, and he quietly took the world into his own hands. Those affiliated with Umbrella were too busy chasing after their own profits and personal gain to see this ambition, and without realizing it, they led the world into chaos. Without a doubt, that was just what Spencer wanted.

The T-Virus research he pushed forward was a one-way ticket to Hell. Using human beings in experiments and spreading the virus would create zombies, and other B.O.W. would turn Raccoon City into a giant test tube. He didn't care how many people's lives he threw away in pursuit of test results. He would even use those he called friends.

In the Raccoon City Underground Research Facility, the DNA of Lisa

Trevor, who was used as a test subject in the Arklay Research Facility, enabled further development of the G-Virus. However, its head of development, William Birkin, wanted to monopolize the project and acted without authorization. Spencer ordered Umbrella's elite special forces unit to obtain the G-Virus. Due to the actions of one team member, HUNK, Spencer was able to obtain a capsule containing the virus and continue researching it. As a result of the American government's decision to sterilize the quarantined Raccoon City, any evidence of his evil deeds was lost. But did the destruction of the city really bring an end to the nightmare? After all, as long as Umbrella still exists, there can be no doubt that somewhere they are continuing their experiments and hatching a new breed of evil...

The Betrayed and Sorrowful Scientist Marcus

The first director of Umbrella's Management Training Facility, Dr. James Marcus's life of research yielded nothing but failure. He was not counted among the discoverers of the Progenitor Virus, nor considered a founding member of Umbrella. He had next to no authority in the corporation. Spencer alone held the real power. Dr. Marcus was half-forced into the Umbrella Management Training Facility. Even though he was aware he was being used, he threw himself into his research to complete a new type of T-Virus.

However, when Dr. Marcus's research bore fruit, it gave Spencer the chance he had been waiting for. A man Dr.

Marcus trusted, Albert Wesker, and William Birkin stabbed him in the back. Then, the results achieved by Marcus were stolen and used to push Spencer's own research ahead, even though Dr. Marcus's main reason for continuing his research was his violent opposition to Spencer.

Dr. Marcus was able to use the T-Virus to further his research on mutated leeches and create his own B.O.W. He believed that was the best way to take revenge on Spencer. However, in 1988, before he could complete his research, his life was taken by Wesker in exchange for Spencer's money. After 10 years, the closure of the training facility buried the research on mutant leeches. The body of Dr. Marcus rotted away in the waters of the gloomy research facility.

Ten years later, a biologically impossible phenomenon took place in the management training facility. The queen leech born from Dr. Marcus's experiments permanently molded itself to DNA taken from his remains, birthing his clone. The copy even reflected Dr. Marcus's will, and his desire for revenge on Spencer. His first act was to use the mutant leeches to infect the Ecliptic Express train, which transported Umbrella employees throughout the Arklay Mountain Range. It was a display of terrifying power. However, the queen leech merely copied the mind of Dr. Marcus, and upon transforming its physical state, lost all sense of sentience. It became just another creature about to meet its final demise...

PROJECT CODE VERONICA

The fifth-generation head of the Ashford family, Edward, discovered the Progenitor Virus along with his friend Ozwell E. Spencer. At the same time, Edward's son Alexander became aware that he did not have the ability to continue the virus research himself. After giving up on the collaborative research with his father, he started the Code: Veronica project. The project's epic objective was to produce offspring with the skill to further the viral research, using the genetic engineering that Alexander devoted his life to.

The project was named for Veronica, the first head of the Ashford family, and was fueled by Alexander's extraordinary efforts. This came from Edward's sudden death, and the accompanying decline in the Ashford household's status. Edward's death was caused by accidental exposure to the Progenitor Virus during an experiment. Due to these circumstances, Alexander was forced to hurry the Veronica project, and in November 1969, he constructed a large research facility in the Antarctic using a transport terminal to an abandoned mine. The project took off. The research Alexander performed in the Antarctic base was actually intended to produce a cloned Progenitor/Veronica. The project's ultimate goal was to create a genius by introducing manufactured Veronica genes (taken from a mummy found preserved in the basement of her European home) into an unfertilized egg in a host's womb. Then, in 1971, the experiment was successful and two clones were born. The older brother, Alfred, did not possess the intelligence required by his father, but the younger sister, Alexia, proved to be a genius befitting the second coming of Veronica. Alexander was immediately convinced that she would bring prosperity to the Ashford family.



THE ASHFORD FAMILY SEAL

KEYWORD 04

Alexia's intelligence and beauty surpassed even the legendary Veronica, and captivated her creator, Alexander. First off, Alexia's profound intelligence indubitably came from Alexander's genetic manipulation. By interchanging the basic factors that determine intelligence, he raised her intelligence to the limit. In other words, Alexander artificially created the perfect genius, and made an act of God a reality. However, in exchange for her extreme intelligence, Alexia was robbed of the essence of her humanity. As a result, she became obsessed with her own prosperity rather than that of the Ashford family. As soon as the new T-Veronica virus was developed, she opposed her father and chose to infuse the virus into herself. With this, the Code Veronica Project was a complete failure, and the Ashford family was ruined and sentenced to its doom.

THE ASHFORD FAMILY

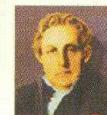
A Powerful Aristocratic Family Ruined in Seven Generations

The Ashford family was founded by its first head, Veronica, and continued for seven generations until the death of Alfred in the Antarctic Base. The head of the family had to be of pure blood, and the custom was for a child or sibling to be named successor after the current head's death. However, because the sixth generation's head, Alexander, was confined in the underground prison area of the Antarctic Base, technically he couldn't be declared dead. Alfred became successor by declaring himself the head of the family after Alexander's disappearance.

ASHFORD FAMILY TIMELINE



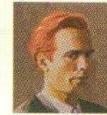
First: Veronica Ashford
The founding member of the household.



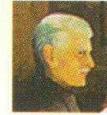
Second: Stanley Ashford
Veronica's son and the father of twins who would both inherit the Ashford family.



Third: Thomas Ashford
The elder of the twins born to Stanley.



Fourth: Arthur Ashford
The younger of the twins born to Stanley.



Fifth: Edward Ashford
Arthur's son, and one of the founding members of Umbrella.



Sixth: Alexander Ashford
Edward's son, and the main person responsible for the Code Veronica Project.



Seventh: Alfred Ashford
The elder brother of a brother/sister twin pair. He became head of the family after the disappearance of his father.

T-VIRUS

The T-Virus is the name of a new type of RNA virus developed by Umbrella. The T stands for Tyrant, and was based on preexisting viral entities. The T-Virus project was intended to create biological weapons that had been outlawed by international treaty, and to date, the results have been brutal.

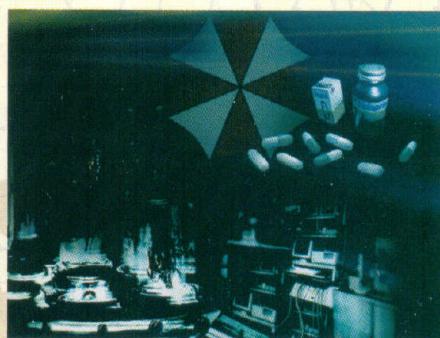
The T-Virus takes the genetic code-modifying properties of its Progenitor Viruses and improves on them, resulting in a devilish new form of B.O.W. that fulfills the ambitions of the T-Virus's creator admirably. However, to reach that point, countless experiments were conducted on various living creatures, and there have been many failed creations.

The first person to produce notable results from the Progenitor Virus was one of its discoverers, James Marcus. After numerous experiments, he combined the virus with DNA from a leech. The leech immediately underwent transformations and became violent and aggressive. This was the starting point for serious experimentation that made the T-Virus what it is today.

Marcus was so excited by these discoveries that he continued experimenting to prepare the virus for real-world applications, even as he held down his job as managing director of the training facility. In his search for the ideal organism to create controllable B.O.W.s, he tested the virus on arthropods, amphibians, and mammals. This is how the monsters known as the Plague Crawler, Lurker, and Eliminator were created. Most of them were far from perfect, but the one that showed the most promise was the Eliminator. It had proved that mammals alone had the intelligence needed to understand and obey orders. Marcus threw himself into his research even further, and in his quest to uncover the perfect biological organism to use in creating B.O.W.s, eventually he crossed the line and began experimenting on humans.

Afterwards, Marcus's reputation and position at Umbrella fell, the training facility was closed, and the T-Virus experiments progressed by leaps and bounds at the Arklay mansion facility. Under William Birkin's direction, and after several experiments conducted on humans, they were able to use the T-Virus for genetic manipulation. Not only did the virus cause seeds to grow much more quickly than normal, but by combining it with animal DNA and injecting it into humans, they were able to create the monsters known as Hunters. And after continued and varied experimentation, the Arklay researchers developed a much higher level of B.O.W. than anything seen before. At long last, they'd created the perfect biological weapon that would obey orders: the Tyrant. With T-Virus experiments at last bearing fruit, the other Umbrella branch facilities began using these new discoveries in their own research to improve on the developments begun at Arklay.

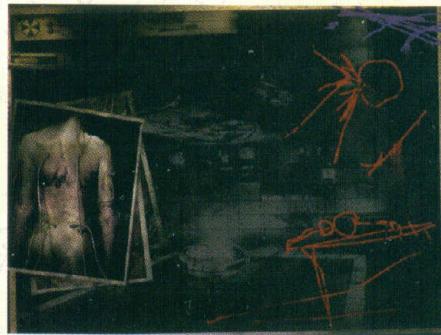
KEYWORD 05



T-VIRUS ANTIGEN BODIES

About the Creation of the T-Virus Vaccine

Were all humans infected with the T-Virus doomed to become unthinking zombies? The answer was no. At the Raccoon City Hospital, a facility that was built thanks to Umbrella's generous donations, doctors were working at a fever pitch to create a vaccine for the "cannibal disease" that had quickly spread throughout the city. The reference material for this was the *Medical Devices Manual*, written by Douglas Rover, the North American Head of Umbrella's medical devices department. After the composite machines' operation was stabilized by sufficient electrical power, a culture fluid base was placed in the machines. The bulk of the manual explained how a combination of this base with the proper vaccine ingredients would create antigen bodies to treat those infected with the virus. But sadly, before the doctors could prepare large quantities of the antigens, they too became zombies, and hope for saving the city was lost.



This manual was discovered by a soldier in the Umbrella Biohazard Containment Service, Carlos Oliveira, after the city had fallen into the final stages of destruction. Carlos created the antigen in order to help former S.T.A.R.S. member Jill Valentine, but the majority of the materials explaining the process were lost when Nicholai Ginovaef, who had been sent by Umbrella to observe the rest of the U.B.C.S., blew up the hospital. If one wanted to acquire a copy of this manual, it would have to be from an Umbrella insider. They didn't create large quantities of the vaccine and administer it to the distraught citizens of Raccoon City because they wanted to keep their responsibility for the disaster a secret.

G-VIRUS



The G-Virus was the result of the prototype parasitic creature that would become the basis for the Nemesis project: the NE- α . This parasite, which showed amazing vitality and resiliency, was transplanted into Lisa Trevor, where it disappeared shortly after taking up residence in her brain. Examining Lisa after this event revealed the beginnings of the G-Virus. This discovery deviated greatly from the established T-Virus research, prompting William Birkin to go to Umbrella headquarters and ask for permission to begin working on a G-Virus project, to which they agreed. This is what led to the building of the giant underground laboratory in Raccoon City, and the beginnings of a new virus developed under the watchful eyes of William Birkin.

The chief difference between the G-Virus and the T-Virus is that the G-Virus creates evolutionary processes in its host that eventually lead to entirely new life forms. The T-Virus only causes mutations in a single generation of organisms, while the G-Virus can reproduce itself in the form of G Organisms. In other words,

G cells ravaged by the virus go on to fundamentally change its host organism's body structure, while simultaneously feeding off that body. This is how those infected by it undergo such dramatic evolution.

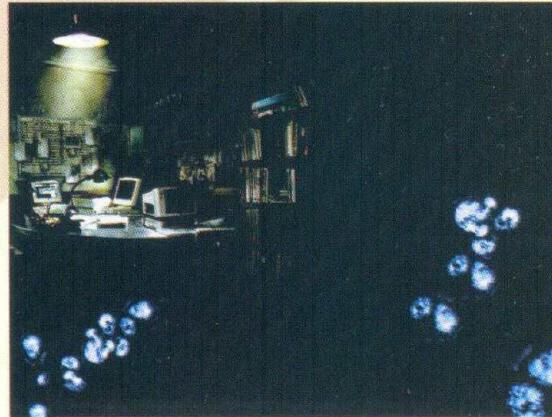
In addition, the G-Virus is even said to bring the dead back to life. All this leads to the inescapable conclusion that the G-Virus is an invention of monumental importance and even more fearsome than the T-Virus.

However, this virus was never developed further, thanks to the egotistic nature of its creator, William Birkin. Thinking about going over to the American military, William was afraid that his research would be taken over by Spencer, and he began planning a way to acquire everything for himself. Finding out about this, Umbrella sent a team of its special forces to recover the virus. The situation changed drastically when William injected himself with the virus rather than hand it over. William used his own body to demonstrate what he called "post-human evolution."

G-Virus Antigen Bodies

About the Creation of the G-Virus Vaccine

Like the T-Virus, a vaccine also exists for the G-Virus. It's called Devil, and it attacks the G cells at their most vulnerable rear defenses.



KEYWORD 06

When someone is infected by the G-Virus, the embryo can take all the time it needs to fuse with its host body, as long as the body's immune system doesn't resist it. When this fusion is completed, the host body's cell structure is swapped out entirely for the virus's, and the organism evolves completely into a G organism. Looking at this process from the opposite direction shows that the opportunity still remains to use G antibodies. As long as they're administered in the early stages of infection, there's plenty of time for the antibodies to do their job.

Devil requires a special method of production, and the first step is to assemble a machine known as a Vam. First, place a cartridge for harvesting vaccine base into the Vam. Then activate the machine, and collect the cartridge afterward. It should now contain a white vaccine base. After preparations for this vaccine base have been completed, place it in the vaccine creation machine in the P-4 level experiment room. Activate the creation program, and the process will begin automatically. After 10 seconds, the process is complete and the vaccine is ready. However, because the completed vaccine is extremely susceptible to shock or sudden temperature changes, utmost care is required in its handling.



T-VERONICA

While Umbrella was spending millions of dollars and employing hundreds of personnel in their T-Virus project, Alexander Ashford's daughter, Alexia, was conducting her own research in the Antarctic base commissioned by her father. She was only 10 years old at the time. The rumors of the girl genius who was conducting research at this level at such a young age even reached the ears of William Birkin. For proud William, this was a great shock and humiliation, but it also spurred him to take his research into the G-Virus to even greater heights.

The virus created by Alexia was truly brand new, combining DNA from a queen ant and DNA from plants with the Progenitor Virus. But this new T-Veronica virus had one giant hurdle to overcome. Upon injection, it worked

too fast to transform the cells of its host, often destroying the brain and rendering it useless for B.O.W. purposes. Alexia discovered this when she tested out the virus on her own father, Alexander, and she resolved to find a way for host DNA to coexist with the virus. The answer she came up with was cryogenic sleep, which would control the speed at which the virus assimilated itself and let the host maintain its intelligence. According to her calculations, full assimilation with the virus in this manner would take 15 years, a long time by any standards. Regardless, Alexia injected herself with the virus and entered the cryogenic capsule, while her twin brother Alfred watched over her.

Fifteen years later, Alexia awoke to confirm that her plan had worked, and that her body now coexisted in harmony

ALBERT WESKER

Former S.T.A.R.S. leader Albert Wesker is behind all of the virus planning to date, and his behavior is always veiled in mystery.

After being nominated to manage the Umbrella Management Training Facility in the '70s, he was one of the foremost researchers to work on the virus. However, even while consistently following orders handed down by the general director, Ozwell E. Spencer, Wesker was developing a plan to meet his own personal ambitions. "I'll surpass Umbrella." Even while rubbing shoulders with colleagues who were content to work under the company umbrella, Wesker wanted to stand on top of the world. To achieve this ambition, he had no qualms about making whatever sacrifices he deemed necessary, and carried out many plans that did just that. The first of these was to forcefully take over the fruits of James Marcus's initial research. By stealing the virus and claiming it as his

own, Wesker ensured himself a spot directly under Spencer. However, upon learning that William Birkin was close to completing his virus research, Wesker switched to the Information department and began acting with greater urgency than before. He had already become one of the leaders of S.T.A.R.S., but this was only to hide his true motives. In the final stages of his plan, he used the disaster at Arklay to his own advantage. After guiding his subordinates to the mansion, he secretly went off to collect data on the nearly perfected B.O.W.s that had been developed there. His true identity was found out by Chris Redfield and Jill Valentine, but in the confusion surrounding the Tyrant, he escaped. He went to work for one of Umbrella's rival companies, bringing with him all the live battle data he had collected.

Wesker wasted no time plotting out his next move. His new goal

KEYWORD 07

with the T-Veronica virus. Without losing her brilliant mind or sense of self, she underwent a transformation into a new type of creature. However, she became drunk on her new power and began a warped plan to spread her "glory" to the whole world. The virus wrought a new evolution on her body, and she now resembled a giant queen ant. During this evolutionary process, she was wounded by Chris Redfield and lost the balance between herself and the virus. Her fallopian tubes destroyed, her dreams for spreading a new race of T-Veronica-infected Alexia creatures across the world dashed, she came to a miserable end at the hands of the Redfield siblings.

KEYWORD 08

would be to acquire the G-Virus. His aim was to take away everything he possibly could from his rival and former colleague, William Birkin. He secretly received help from the spy Ada Wong, right before the disaster and subsequent bombing of Raccoon City, and acquired a sample of the G-Virus. Seven months after Raccoon City was destroyed, he infiltrated the Antarctic base and stole the T-Veronica virus that had been developed by Alexia Ashford. This is how Wesker acquired three different viruses that could shake the foundations of the modern world. However, this alone isn't enough to satisfy this power-hungry man. He will undoubtedly reveal himself in the near future, in his quest to stand on top of the world.



R.P.D. (RACCOON POLICE DEPARTMENT)

The Raccoon City Police used to be the foremost protectors of Raccoon City's citizens. The Police Station, which gave onlookers a deep sense of history, constantly had police officers heading out to any parts of the city where they were needed. During the virus incident, many officers on the night shift responded to the crisis, but they all died needlessly at the hands of the corrupt police chief, Brian Irons, who had been working secretly for Umbrella. The final moments of these brave officers can be re-created from the notes and reports they left lying around the station.

Below, we have assembled all these notes together.

September 20, 1998. While out on patrol, Sergeant Neil Carlson received a call that there was a suspicious man wandering around the sewers, and hurried to location given. The suspicious man escaped, but he left behind a number of items: a small amount of plastic explosive, an electric timer, a 9x19 parabellum ammo cartridge, and a broken infrared scope. These are all standard items for Umbrella's Special Forces, but because martial law was declared, the police weren't able to conduct a thorough investigation. (The plastic explosives would later be put to good use by Claire Redfield in her investigation of the police station.)

September 24. Officer Martin Branagh received a report of a robbery and headed out to the scene. The two jewels from the jeweled clock in front of City Hall had been stolen. He was kept from investigating further, thanks to martial law. (One of the stolen jewels reappeared on September 26 at the police station on the person of a 42-year-old zombified restaurant owner, after he was shot and killed.) After the outbreak of the "cannibal illness" and the resulting confusion in the city, Police Chief Brian Irons worried that the weapons warehouse would be looted, and ordered the weapons there to be distributed among his subordinates. Before long, these officers realized that their paths of escape had actually been cut off by Irons's plan, and they were left alone without any hope of help. Resigned

to their fate, the remaining officers had no alternative but to defend themselves as long as they could, and partnerships sprang up among colleagues.

September 26. The zombies have finally invaded the station. Because of the overly complex distribution of weapons, we ran out of ammo, and many of us were killed when the zombies came in force. The surviving officers holed up in the westside office and meeting room, and planned to take out the remaining zombies and rescue their friends. Those who participated in this plan were David Ford (the taker of these notes), Elliot Edward, Mayor (real name unknown; known throughout Homicide as a crack shot), and about 20 others. Elsewhere, Chief Irons was holed up in his office, planning to die and take all his fellow officers down with him. The first one in our group to die was Edward (not Elliot), who let his guard down and was shot through the heart. Consider the numerous difficulties we're facing: the breakers that broke during the first battle; electric locks that won't function; difficulty in acquiring ammo; even though other guns and weapons were available in the weapons room, the keyholder was lost and no one knew where he was. You can begin to understand the trouble we were in. And with the death of Mayor, who was killed trying to save David, a sense of desperation began to descend on the survivors.

September 27. After the elite officers moved out, the zombies overcame the barricade in the westside office and attacked those camping out there. Twelve officers were killed, and the rest of them, except Marvin, took the wounded down to the confiscated goods warehouse to keep them safe. A crazed, drunken David, perhaps feeling responsible for Mayor's death, went into a blind rage, firing his shotgun at the zombies and three fellow officers alike. The Lickers appeared and killed three other men. This was around the same time the elite officers were wiped out.

September 28. When the zombies invaded the strategy room, David and three other officers were killed in the ensuing battle.

KEYWORD 09

The role of note-taker was passed on to Elliot, and at his suggestion, the escape route via the sewers was taken under consideration. But since the way to the escape route on the east side was packed with zombies, it was deemed too reckless to pursue.

September 29. About the time Leon S. Kennedy arrived at the station to take up his new post, Elliot and the others were planning an escape via helicopter. But a large group of zombies attacked the copter, sending it crashing into the station and exploding it. The only survivor was Marvin, alone in the westside office with a fatal wound. When Marvin succumbed to his wound the same day and became a zombie, the Raccoon Police Department, with the exception of Brian Irons still holed up in his office, had been completely wiped out.

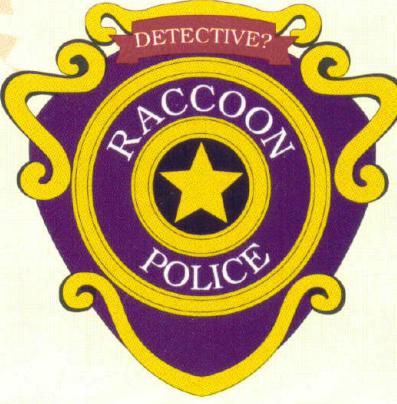


R.P.D. SELECT POLICE FORCE

Improving the Force

The officers sent to deal with the zombie problem infecting Raccoon City were of a higher caliber than the average cop. They were a special group quickly formed after the disbandment of S.T.A.R.S. after the Mansion Incident, and were aiming to become the equivalent of S.W.A.T. for Raccoon City. The members of this new team were all selected for their excellence, and were outfitted with shotguns and submachine guns, far more powerful weaponry than the normal officer carried.

When the disaster first struck, the new squad was expected to quell the damage. But there were many more zombies than expected, and they invaded the police station with unimagined force. Faced with enemies who didn't even flinch when shot, the select officers found themselves in an increasingly disadvantageous situation. And shortly after their arrival, they were all wiped out, together with the members of the U.B.C.S.



RACCOON POLICE DEPARTMENT BADGE



ADHESION

The Police Chief's Internal Investigation and Chris's Actions

Shortly after the surviving members of S.T.A.R.S. returned from the Mansion Incident, Chris Redfield filed a report with R.P.D. Chief Brian Irons. The report was incredibly detailed, beginning with the first team's infiltration into the mansion, and expounding on the surprise revelation that Albert Wesker had been in cahoots with Umbrella the whole time. And yet, Irons took no action to investigate the matter further, ignoring Chris's report entirely. Even two months after the incident, he did nothing to investigate the activities of Umbrella. Distrusting Chief Irons, and fed up with the lack of action, Chris took it upon himself to go to the Federal Police Headquarters and request an investigation into the R.P.D. and Irons. While the investigation was proceeding, Chris acted like he had lost his mind in front of Irons so as to avoid suspicion and create time to move about freely. Becoming frenzied upon hearing the dripping of coffee and punching Elran in the Juvenile Division were just part of the act.



The investigation turned up a number of facts about the chief. Namely, that he had a criminal record and had been taking large bribes from Umbrella for some time. But by the time the report came from the investigation's leader, Jack Hamilton, Chris had already left S.T.A.R.S. to work on his own. This was because shortly after Chris had requested the investigation, he found part of a research paper on the G-Virus, and had predicted the upcoming disaster. Chris went off to convey this information to Jill, and then left for Europe to investigate Umbrella on his own.

S.T.A.R.S. (SPECIAL TACTICS AND RESCUE SERVICE)

KEYWORD 10

Raccoon City had begun a plan called "A bright, 21st century Raccoon City" with the help of generous funding from Umbrella. Part of this plan involved the creation of S.T.A.R.S. in 1996. This was a special team formed of police, military, and civilians alike, all of whom were experts in their respective fields. The team would instantly respond to the increasing acts of terrorism, the numerous acts of organized crime, and any other trouble too big for the local police force to handle. Composed of teams of five, each team had a leader, a pilot, a combat expert, a gun/weapons expert, and a medic. Thanks to the funding provided by Umbrella and other civilian companies, S.T.A.R.S. was able to cooperate and share resources with the R.P.D., but could also move about independently. Their office was located on the second floor of the R.P.D. station, and thanks to the generous funding, was not lacking for anything. The primary weapon of S.T.A.R.S. members was the handgun known as the Samurai Edge. The S in the gun's model number, M92FS, stands for S.T.A.R.S. Special.

At the time of the Mansion Incident, the total number of S.T.A.R.S. members was 13. Of these 13, only Bravo Team's Kevin Dooley was a special pilot from the R.P.D., but he was quickly selected to participate in the S.T.A.R.S. mission and headed for the mansion. Bravo Team had been the first to investigate, but they were scattered in the forest outside the mansion and became separated. A few of the Bravo Team members made it to the mansion and met up with Alpha Team, but thanks to the underhanded efforts of Albert Wesker, only Rebecca Chambers survived. In contrast, except for Albert Wesker, all five members of Alpha Team (Chris Redfield, Jill Valentine, Barry Burton, and Brad Vickers) made it back home safe. In this manner, S.T.A.R.S. was reduced a mere five members, and the group was disbanded shortly after they returned from the mansion. As a replacement, the R.P.D. Select Police Force was created.



S.T.A.R.S. BADGE

S.T.A.R.S. Member List

Alpha Team

Leader: Albert Wesker
Point Man: Chris Redfield
Backup Man: Barry Burton
Omni Man: Joseph Frost
Rear Security: Jill Valentine
Rear Security: Brad Vickers

Bravo Team

Leader: Enrico Marini
Point Man: Kenneth J. Sullivan
Backup Man: Richard Eiken
Omni Man: Forest Spire
Rear Security: Edward Dewey
Rear Security: Rebecca Chambers

*Kevin Dooley from the R.P.D. also participated



U.B.C.S. (UMBRELLA BIOHAZARD COUNTERMEASURE SERVICE)

The Umbrella Biohazard Countermeasure Service, or U.B.C.S. for short, is composed entirely of ruffians and scoundrels who used to be in their countries' militaries. They exist primarily to control the disasters caused by Umbrella's products, and are first on the scene of any toxic incident. Because of the dangerous nature of this work, many of the members of this group are there only because they will be granted a full pardon for any crimes they've committed, or refuge from the countries they ran away from. Many of the team members come from countries that became communist after their national policy was destroyed, and have a deep military background that is put to good use in rescue operations. But for the Raccoon City disaster, none of the four squads' 120 members were put to use saving people.

Umbrella's objective was the gathering of B.O.W. data in the largest civilized disaster area in history, and their official objective of saving people was merely a feint. The U.B.C.S. was thought to be the perfect guinea pig with which to gather data on the B.O.W.'s and second-handedly infected irregular mutants they would be fighting. Under this heartless plan, almost all the members

of the U.B.C.S., from Alpha Team to Delta Team, were completely wiped out. Eventually, only Carlos Oliveira from Delta Team A Squad escaped the monsters' clutches, with the help of former S.T.A.R.S. member Jill Valentine.

Observers

The Ones Who Sold Out Their Teammates for Personal Gain

Underneath the U.B.C.S. plan to rescue human survivors lay the nefarious intentions of its members who were acting as observers, or spies, for Umbrella. These observers included Delta Team B Squad leader Nicholai Ginovaef and Tyrell Patrick, the leader of Bravo Team A Squad. These observers were under special orders to observe their teammates fighting monsters, collect battle data, recover samples from the various Umbrella laboratories, and destroy any evidence linking Umbrella to the disaster. It was, of course, vastly important that their true purpose remained secret. This led to Nicholai and the others using their teammates as disposable pawns, and many of them were cruelly sacrificed.

KEYWORD 11

Before the "rescue" mission, the observers were injected with a higher-quality vaccine than their teammates, given special instructions on little-known escape routes, and provided with reliable methods of contacting outside agents to report their progress and be rescued if necessary. To that end, they were able to go about their observing duties calmly and coldly. If this had been someone with character, like Mikhail Victor, it doubtlessly would not have gone as smoothly. As far as Umbrella was concerned, it was far easier to control those with a selfish desire for money who would be willing to sell out their teammates, rather than those with a strong sense of justice and morals. Nicholai in particular was an excellent fit, with his cold, ruthless demeanor.



UMBRELLA SPECIAL FORCES

The U.B.C.S. Was Not the Only Private Group

HUNK, a rival of Nicholai's, was part of a different group with a different mission. He was part of the Umbrella Special Forces, another private group owned by Umbrella. This was a small group, trained directly under Umbrella supervision, who performed a variety of missions. Their main mission in this case was the acquisition of the G-Virus after the destruction of the Ecliptic Express. The first team to carry out the mission was the Delta Team, but it was Hunk's Alpha Team that succeeded.



COLUMN: AN ACTUAL BIOHAZARD

Real Life Biohazards and Infectious Diseases

By: Hideo Arai

WHAT IS A BIOHAZARD?

According to the Merriam-Webster Dictionary, a biohazard is: "a biological agent or condition that constitutes a hazard to humans or the environment; also: a hazard posed by such an agent or condition." The majority of these agents are microbes, invisible to the naked eye. They are even smaller than a virus, and can be observed only with a high-powered microscope. Biohazards contain numerous diseases dangerous to all living creatures. Things like tuberculosis, anthrax, the black plague, Japanese encephalitis, and rabies are all examples of virus-like diseases that biohazards inflict upon us. And malaria, filariae, and others are all examples of parasite-based ones. Toxins released by botulinum cause food poisoning, and mold toxins and plant toxins are other types.

GERMS AND VIRUSES

There are different sizes of germs depending on the type, but the smallest are about 1/1000 of a millimeter. The largest object that the naked eye can distinguish is about 1/10 of a millimeter, so you have to enlarge a germ by 100 times before you can observe it. It is a world that was invisible until the invention of the optical microscope. The discovery of most of the bacterial diseases we recognize—tuberculosis, cholera, the black plague, typhoid fever, dysentery, syphilis, gonorrhea, etc.—all proceeded from the discovery of germs, which was made at the turn of the last century.

Viruses surpass even the smallest germs, and can only be studied with an extremely high-powered electron microscope. The existence of viruses may not have been confirmed with optical microscopes, but it had long been known that there were another type of disease-bringing organism. The introduction of electron microscopes allowed for the proper study and understanding of viruses. Much has been learned since the end of World War II.

Prions, the particles which make up Mad Cow Disease, are proteins that are even smaller than viruses, and cannot yet be fully studied or dissected even with the top-of-the-line electron microscopes. Contracting a prion-based illness brings a 100% probability of death. The person who discovered prions, Stanley B. Prusiner, described them as "new, strange, and scary."

THE HOST, THE PATHOGEN, AND THE PATH OF INFECTION

Those who become infected with one of these diseases are called hosts. Depending on the infectious agent, there are many channels the disease can take to infect its host. It can enter through the skin, the conjunctiva (eyes), or the

mucous membrane (ears). It can be in the food one eats, or it can be taken through the respiratory organs. These are the primary methods of infection known to date. There are also examples of these types of diseases hiding in blood and being transmitted unwittingly by blood donors. The best-known examples are transmissions of types B and C pneumonia, and HIV. These days they use disposable needles and vaccines designed for each type of disease, but it wasn't long ago when it was common for one needle to be used to vaccinate many people.

If a person has been infected with Mad Cow Disease, the disease could be spread if the person gives blood. There have been many cases of it discovered in England, and it is now being reported all over the world. At the time of this writing (February 2005), 148 people have died from it, and 6 patients are currently infected. As a result, the domestic regulations for blood donations were changed in April 2001 to read: "As of 1980, blood will be refused from people who have lived or stayed in the following countries: England, France, Ireland, Portugal, Switzerland, Germany, and Spain." And with reports of the disease's discovery in America, it's likely that it will spread further. In fact, there have already been cases of it discovered in Japan, and there's now a rush to develop processes to quickly detect prions in donated blood. This may be redundant, but the current procedure for detecting them in the meat we eat is to examine the brain of the cow, where the prions reside most dominantly. However, there is a limit to the amount of prions that can be detected with modern technology, so even if they don't find signs of them in a cow, it's not a 100% guarantee that they aren't there. Hopefully, this situation will improve with the development of more precise methods of detection. But as of now, the greatest need is to determine the risk of becoming infected by them. Until this is resolved, all those who eat beef will be undergoing the risk of infection.

THE BODY'S NATURAL DEFENSE SYSTEMS

At any rate, there are many channels and methods by which someone may become infected. However, thanks to the body's miraculous natural defense systems, it's not a given that the disease will manifest. First, it has to get past the body's considerable defenses. We have different names for it, like *stamina* and *resistance*, but it all comes down to *immunity*. Both humans and animals have advanced systems that destroy foreign objects in the body. They're so advanced, in fact, that they even reject objects from another human body.

The time between infection and manifestation is known as the *incubation period*. Whether the disease manifests or

simply incubates for a long period depends on the strength of the disease and the strength of its host's immune system. For example, the same amount of *E. coli* will affect an infant, a senior citizen, and a healthy young male very differently. However, even a very small amount of an extremely potent pathogen is enough to kill a healthy young male. The best way to prevent this is to live a healthy life. Plenty of sleep, sufficient exercise, and a healthy diet will all do wonders to strengthen and maintain one's immune system. After that, if we can all be sure to get the vaccines we need, and be careful when dealing with bugs, rats, and other creatures that spread disease, we can stop them from spreading further.

THE TIME OF ASEPTIC TECHNIQUE

Biohazards usually result from accidents in bio-facilities during the process of removing pathogens from hazardous materials, a process known as *aseptic technique*. This process usually involves sealing all doors and windows, putting on protective suits, and controlling the flow of air. The next step is to use a gas burner to sterilize the substance with flame.

When this is done, a window is opened and fresh air let into the room. The pathogens are then grown and stored in a number of different containers, and this is always done without fail. Even so, a number of practically invisible pathogens sometimes make their way to the air. In the world of biohazards, these are known as aerosols, and those conducting the experiments are at the greatest risk. In addition to these situations, there are also mistakes, such as pricking one's finger with a syringe containing a mixture of pathogens, or accidentally breathing in from a bottle containing them. One can also be bitten by an animal that has been infected. In these cases, the host can then unwittingly spread the virus in a secondhand manner to those in everyday society. Naturally, in this day and age, it's rare for a biohazard to occur like this, but these are still the essential methods by which they come about.

TO THE TIME OF SEALED FACILITIES

Since the 1970s, biotechnology, which focuses on rearranging genetic material, has been making huge strides. Techniques such as rearranging the DNA of microbes and sealing them off from the outside world were brought in from institutions that were formed to work on delicate operations in space. The air produced by Experiment Bases, which includes aerosol, was the impetus for developing closed-air systems within these facilities that regulated the flow of air and prevented its escape to the outside. In this manner, researchers and scientists were now able to experiment without fear of becoming infected by the pathogens in the aerosol discharge. This kind of device is known as a *safety cabinet*. The researchers place their hands in an opening built into a large, roughly piano-shaped stainless steel device that houses the experiment base, and manipulate the pathogens. Inside the facility, a motor-powered fan directs harmful substances toward the rear of the facility and away

from the researcher. Used appropriately, this device drastically cuts down the risk of becoming infected by aerosol-based substances. The pathogen-containing aerosol is pumped out of the facility to a HEPA-filter, an extremely high-powered air filter, and safely disposed of away from humans. A P3-style experiment room is also brought in to control the flow of air inside, which helps to preserve the safe, sterile atmosphere even further. The *P* in *P3* stands for *physical containment*. These rooms range from P1 to P4, and the highest-quality one currently being used in Japan today is a P3. These rooms keep harmful pathogens from escaping from the facilities, while simultaneously allowing for fresh air to be brought in from the outside.

SAFETY CABINETS ONLY PROTECT THE EXPERIMENTER

Formerly, researchers and experimenters had no recourse but luck when conducting these kinds of experiments. Now, thanks to safety cabinets, they're assured almost no risk of being directly infected with aerosol-borne substances. The flow of air in these rooms is constantly being regulated to ensure that those substances are always sucked away from the human experimenters in the room and sent to the proper containment/disposal areas of the facility.

However, the ever-important HEPA-filter in this facility is still not 100% effective. That is the problem. The size of the pathogen affects the abilities of filter, but as of now, it is estimated that 0.03% of all pathogens pass through the filter and make their way to the outside world. The *safety in safety cabinet* refers only to the safety of the experimenters using the facility. In fact, it's a dangerous situation for any humans living near the facility.

Currently, occurrences of biohazardous materials circulating throughout modern society are very rare. The majority of these are concentrated around experimental facilities like those mentioned above. The procedures conducted by these facilities are consistently maintained. In other words, if a biohazard threatens our country, it is extremely likely that the source would be one of these biotech facilities. We have now moved from an age of aseptic technique-equipped plants to so-called sealed facilities. But as long as these sealed facilities do not and cannot operate their HEPA-filters at 100% capability, there will always be a risk. Any one of the hazardous by-products created by these facilities has the potential to spread and infect large numbers of people. Even if the managers of these facilities can protect the people that work there, as of now, they cannot protect the rest of us.

THE LARGEST BIOTECH FACILITY IN JAPAN

In 1947, in accordance with instructions from the U.S. military, the National Institute of Health Sciences was founded. It's a facility that has had upwards of 400 facility workers during its peak, and is the largest one of its kind in the

country. It conducts research not only on preexisting diseases like cholera, dysentery, typhus, plague, Japanese encephalitis, rabies, and influenza, but also on diseases that have been discovered in other countries. NIHs conducts research on the basic nature of pathogens, researches and refine different vaccines and blood work tests, and examines the situation in Japan to prevent outbreaks.

In the '70s, the managers of the NIHs said, "We can't spend all our time covering symptoms and infections. We need to change our research to currently incurable diseases and cancer if we want to survive as an institute." Since then, the NIHs has greeted the new era of life science warmly, focusing on such areas of research as genetic manipulation, reproduction techniques, and others, to the point where they say that infections will simply no longer be a problem. And to that end, it is true that the occasional person who becomes infected with either typhus or dysentery will not post a threat of infection to the rest of the country. In accordance with preserving the NIHs's new mission, there have been collaborations and mergers with other medical systems and organizations. But the appearance of AIDS in the 1980s, preceded by outbreaks of Hepatitis B and C, broke any momentum that the institute had gained. The continuing problems of the institute were put on hold, and plans were made to move to a new facility and to modernize it to better conduct new research essential for the future. This new facility continues to produce pathogens for its research and is the largest facility of its kind in Japan.

CHARACTERISTICS OF BIOHAZARDS AND WAYS TO DEAL WITH THEM

Unlike chemicals, pathogens released into the outside world cannot be expected to disperse. That is the main characteristic of a biohazard. No matter how dispersed they may be in either air or water, as long as a single pathogen exists, there is the possibility of an outbreak.

The amount of pathogen necessary to manifest disease depends on the condition of its host. For example, it takes less than 10 pathogens of *E. coli* to cause infection in an animal experiment, and less than one plague pathogen to cause it in another experiment. Upon being infected, the time before it manifests as a disease differs from host to host. Kuru disease, a prion-based illness similar to Mad Cow, has been known to incubate in a human host for over 50 years. Many of these infections are only detectable with specific blood tests that target pathogens in particular. The other way of diagnosing infection is, of course, to contract the disease itself, but other than that, many people have no easy way of knowing. Another characteristic of biohazards is that many people who are unaware that they're pathogens may be spreading them to many others before the disease shows signs of manifesting. Unfortunately, many early symptoms of these diseases are easy to mistake for a common cold. On top of that, it takes time to successfully determine whether what is causing the symptoms is actually a pathogen or something else. Because

microbes are also living organisms, any check of symptoms must involve determining whether or not there is foreign living matter present. Normally, this is determined by whether or not the matter reproduces, or by coming into contact with an experimental animal and seeing whether they contract the pathogens or not. There are many different conditions for pathogens to reproduce (germs need nutrition, viruses need cellular reproduction), so just choosing which condition to search for is a process in itself, and it may take a long time before any concrete results appear. All this means that any pathogens escaping from biotech facilities cannot yet be diagnosed and tracked in real time.

Observation equipment that can monitor the possibility of a radiation leak exists, and is often used in modern nuclear plants, but there is nothing like them in the world that can be used in modern biotech facilities.

And it is even worse in the case of the new, still unknown pathogens. Since the 1980s, never-before-seen diseases have been discovered one after the other. There have already been over 30 types to date, and they are called the "new breed of infectious diseases." AIDS and SARS are among them. Like the spread of the plague in Europe during the Middle Ages, these diseases have the potential to spread with disastrous results. Fortunately, a degree of immunity is present in the population to prevent this from happening. Whether it's toxins, plague, or AIDS and SARS, there will never be a disease that completely wipes out humanity.

These days, the most fearful kinds of diseases are those that are created by genetic engineering and that cause people to be infected by never-before-seen pathogens. Among those, one of the biggest problems is the existence of pathogens that actually destroy their hosts' immune systems. It's been speculated that new diseases such as AIDS and SARS might be human-made viruses as a result of genetic tampering. In reality, by cutting off channels of infection, it's not hard at all to prevent the spread of AIDS. While previous cases of infection due to blood transfusions are truly a painful memory, these days, there's practically no opportunity for AIDS to be spread in modern society. But, if a virus like AIDS that destroys the human immune system were combined with a virus that can travel through air, one shudders at the possibilities. With the techniques available today, such a feat would not be impossible.

ACTUAL EXAMPLES OF CURRENT BIOHAZARDS

An example of a modern-day biohazard is the tragic event where anthrax broke out in Sverdlovsk, U.S.S.R. Although the incident occurred in 1979, the specifics were not made public until the November 1994 issue of *Science*. Sverdlovsk, a city 1,400 kilometers east of Moscow with a population of 1,200,000, had 77 people infected with anthrax during April and May 1979, of which 66 died. Cows and sheep also became infected and died. In 1994, it was revealed that the source of

the anthrax was an aerosol leak in a nearby biotech facility that had been conducting research on anthrax as a potential biological weapon. It is thought that the cause was a misplaced air filter. It is still unclear whether any of those infected worked at the facility itself, but if we accept that the problem was with the air filter, the aerosol that escaped into the outside world wouldn't have infected the people inside. It is a mark of a modern biohazards that they affect those outside facilities instead of those within.

There have been three instances of SARS being reported inside biotech facilities in the three major countries where it appeared: Singapore, Taipei, and Beijing. These reports were studied intensely while SARS was considered a potentially widespread problem, but fortunately it was contained before it spread too far. However, there was also an incident in a P4-level experiment room in a facility in West Siberia, in a city called Novosibirsk. There are only two P4-level experiment rooms in the entire world. The other is in the CDC, an American facility that studies how to prevent the spread of disease. During an experiment with Ebola, one of the female researchers pricked herself with a needle, contracted the disease, and died two weeks later. And speaking of incidents involving pricking, there was one involving plague in a facility in the Toyama district of Shinjuku. We can only be thankful that there were no casualties in that one. But the problem is the lack of speed involved in reporting this incident. If it had been another disaster, it might have been too late to prevent it from spreading.

THE MOST SUITABLE LOCATION FOR A FACILITY

Technology to manipulate and combine genes in modern facilities is being strongly recommended across the board. In an effort to one-up their colleagues in different countries and show results, researchers have been fervent in pursuing their objectives in this area. And useless, sometimes dangerous by-products will be created as a result of this research, which nothing can be done about. But there is no evidence that research into the nature of these by-products, and measures taken to contain their effects, would have any effect on the main objectives. They cannot be blamed for saying that things like that are unrelated to their objectives, and thus they simply never got around to doing them. Even if there is a mishap and some hazardous materials are released into the outside world, it's not as if those responsible intended to do so. There are many different channels for these materials to escape the facility: air exhaust, drainage, even sticking to the bodies of one of the researchers. And while it is nothing to be concerned about, as long as the pathogens lose their activity and therefore their potential to infect, if there is a chance that an active one makes its way to a potential host, we've got a problem.

Pathogens that leak out into the airstream can lose their potency by being bombarded with ultraviolet rays from the sun. Therefore, in biotech facilities, there should be a space where all personnel can go to be exposed to UV rays and

thus prevent any misplaced pathogen from finding a host. That is why the World Health Organization advises that any communities should be built a considerable distance away from such a facility. Until some method of monitoring the threat of a biohazard in real time is invented, placing the facility apart from a community of potential hosts is the only option that remains.

This is the same reason why nuclear power plants are located away from the communities they power. If one were placed nearby and the worst-case scenario were to occur, it would be a monumental disaster. The level of death and destruction would be the same as if a group of terrorists attacked the area with a nuclear weapon. It's the same with biotech facilities. If a terrorist were to attack that facility, it would have the same as being attacked with a biological weapon.

THE STRUCTURAL PROBLEM

When considering the potential for a biohazard to occur in a biotech facility, the most serious problem is the case of a catastrophe. In the Great Kobe Fire on January 17, 1995, five P3-level environmental health biotech facilities were destroyed, and the elimination functions ceased to operate. The P3 walls and doors cracked and changed shape, the safety cabinet air ducts and sewer pipes were destroyed, the medicine shelves collapsed, and the freezer door broke, all of which contributed to the dangerous materials inside being scattered. The one thing to be thankful for is that this occurred in the early morning, when no pathogens were being handled.

While there has been a detailed report, it only says the obvious: that these facilities should be built to be indestructible. However, at this time, there are no genuinely indestructible facilities to be found in Japan. There have been architectural reports on the structural integrity of the largest domestic facility, located in Shinjuku, that houses the National Institute of Health Sciences. And as a result of earthquake and other disaster tests, it was recommended that work needed to be done to make the facilities less vulnerable. However, the results have been ignored. This facility is not only handling domestic pathogens, but those from other countries, and it is also conducting genetic manipulation experiments. In this heavily populated city, a large earthquake setting free pathogens that have never been experienced by the people of Japan makes for a frightening vision. What's more, there are animal experiments being conducted all the time, which means the facility is active 24 hours a day. This has the potential to become a huge disaster if left alone.

CONCLUSION

These days, we have grown accustomed to hearing phrases like "bio-terrorism" and "biological weapons," as well as the well-known phrase "weapons of mass destruction." These are carried out with the intent to inflict harm. However, the biohazards we have been discussing here have all been unintentional disasters. The word *biohazard* itself implies that the entire incident is accidental. However, there are also

circumstances where it is difficult to determine whether a biohazard was intentional or accidental. Doesn't neglecting existing facilities with the potential to create hazards constitute some form of blame for those who chose not to improve the safety conditions? There must be demands placed on these facilities to protect us from the event of a biohazard in every way they can, including their location.

The greatest fear is that of humans experiencing brand new forms of powerful viruses that were created, intentionally or adversely, in labs that perform genetic manipulation. Numerous laboratory rooms for working on germs and viruses were found to be infected in the past. Of course, the research conducted in these rooms has also contributed to finding cures for these diseases as well. And now they are conducting similar research on new types of viral diseases, with most of the attention being spent on viruses themselves. Of course, this also brings with it a new series of lab rooms that become infected. The possibility is a new kind of biohazard brought about by genetic engineering that is unwittingly released and spread into outer society. I mentioned earlier that it is suspected that diseases like AIDS and SARS were actually human-made creations. With the Human Genome Project, we are now at the stage of using viruses to weld DNA artificially. We have already created viruses that have no known vaccine, and needless to say, it would be a huge problem if they were let loose.

When human DNA research progresses even further, it is not unthinkable that we will be able to create viruses that

only affect certain types of humans. If they were to create a virus like that and give it a long incubation period, it could unwittingly be spread throughout all generations of those people, and the result could be viral genocide. If a virus like that ever escaped from the biotech facility where it was being researched, mankind would have a huge crisis on its hands.

Finally, I recommend two books for further information about biohazards:

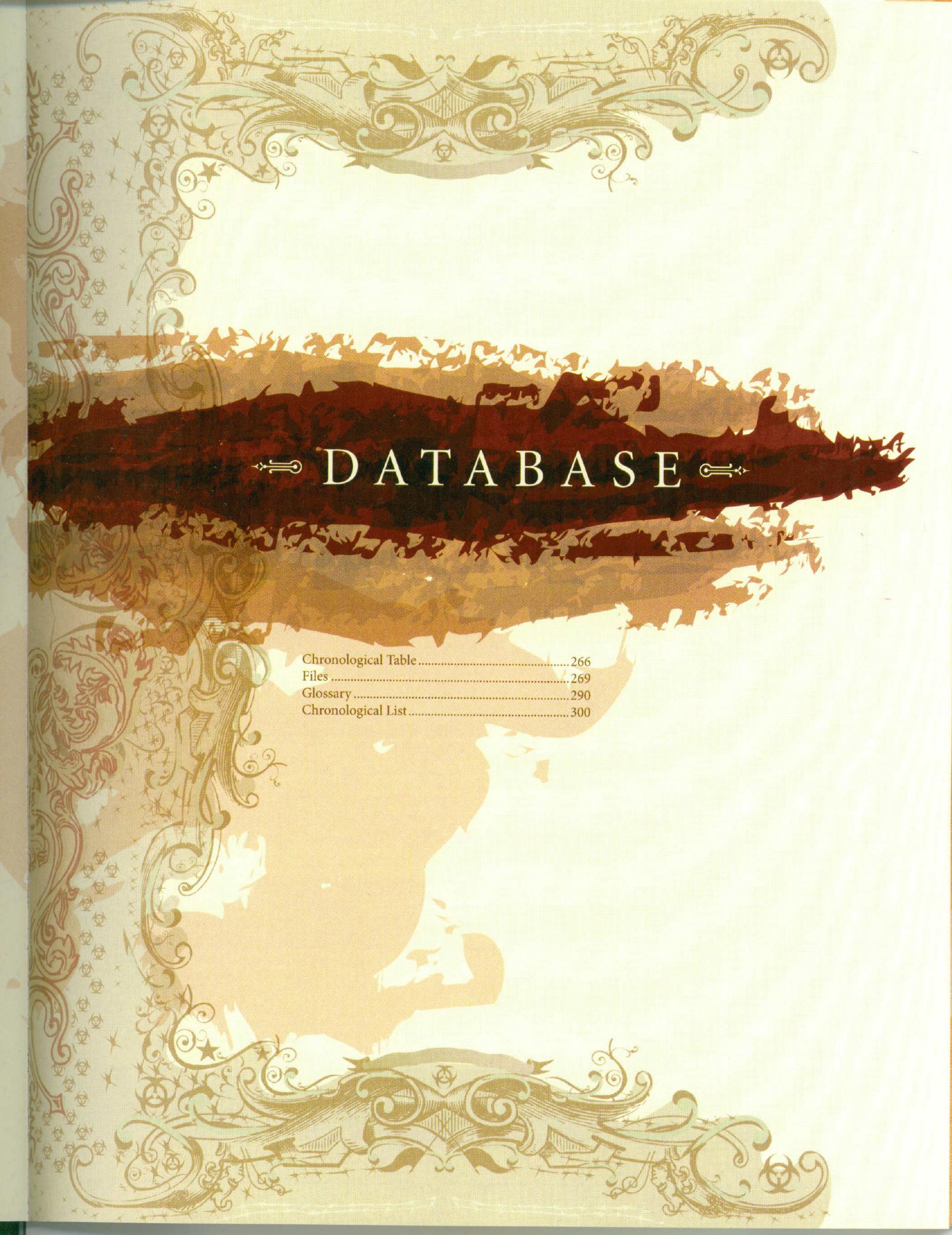
"Teach Me About Biohazards!" by the Biohazard Prevention Civilian Center; Ryokufu Publishers, 2003

"Biohazard Principles" by Kasao Motoatsu; Ryokufu Publishers, 2004

ABOUT THE AUTHOR

Shigeo Honjo

Born in 1942 in Hamamatsu, Shizuoka, Japan. After graduating from Hokkaido University with a degree in veterinary medicine, he went on to work for the National Institute of Health Sciences. Going to work in Viral Research Group One Room Three, he studied hundred-day viruses and hemolytic streptococcus for many years. He left his position in March 2003, and currently works as managing director at the Biohazard Prevention Center. He signs most of his works as "As a scientist."



DATABASE

Chronological Table	266
Files	269
Glossary	290
Chronological List	300

	Raccoon City	Umbrella	Ashford Family
1960	Technician Michael Warren begins the city's electricalization		The 5th head of the family, Edward Ashford, embarked on a mission to find the progenitor virus
1962	Ozwell E. Spencer asks architect George Trevor to design and build a mansion on the outskirts of the city		
1967 - Nov	The mansion and lab facilities are completed in the Arklay Mountains	Spencer, James Marcus and Edward Ashford discover the progenitor virus that recombines a living organism's DNA	
Dec	George dies in the mansion		
1968	The construction of the Raccoon City streetcar begins in Europe, and the streetcars begin operating	Umbrella is founded as a pharmaceuticals company as a front for its true purposes	
Jul			Edward contracts the progenitor virus and dies; Alexander succeeds him as head of the Ashford family
Aug		The Umbrella Training Facility is established in the Arklay Mountains. James Marcus becomes the first facility manager	
1969 - Feb			Alexander begins a plan to build a facility in Antarctica. He secretly makes plans to build an underground laboratory there for the purposes of his private "Code: Veronica" project
Nov			The Antarctic base and lab are completed
1970			
1971			"Code: Veronica" is a success. The twins Alfred and Alexia are born.
1977		Albert Wesker and William Birkin join the Training Facility as managerial prospects	
1978 - Jan		Marcus succeeds in developing the T-Virus	
1978 - Jul		The Training Facility is closed. Wesker and William bring the T-Virus to the Arklay facility to continue its research, while Marcus continues his own research	
1981 - Jul		William begins to see Alexia as a rival	At the age of 10, Alexia graduates a famous university at the top of her class. She then becomes the head researcher at the Antarctic base
1982			Alexia injects her father, Alexander, with the T-Veronica virus, but the experiment is a failure. Alexander is reported to have died under mysterious circumstances
Apr			Alfred becomes the 7th head of the Ashford Family at the age of 12
1983 - Dec		Wesker begins investigating secondary exposure to the T-Virus, and begins to doubt the direction Spencer wants to take Umbrella	Alexia injects herself with T-Veronica and enters a cryogenic sleep for 15 years. She is reported to have died due to exposure to a virus

	Raccoon City	Umbrella	Ashford Family
1987	Michael Warren becomes the mayor		
1988		Wesker assassinates Marcus under orders from Spencer. William begins research to create the ultimate B.O.W., Tyrant, using the T-Virus	
1991	Umbrella begins building a giant underground laboratory beneath Raccoon City	The "Nemesis Project" begins in the 6th European facility. Spencer approves William's G-Virus plan, and work begins on it immediately. Wesker transfers to the Information Department	
1993	Police Chief Brian Irons begins corrupt dealings with Umbrella	William transfers to the underground lab in Raccoon City, and makes a secret agreement with Brian Irons	Alfred graduates from a university in England, and begins work as managing director of the Antarctic Base. Rising up the ranks in Umbrella, he also becomes the commander in chief for Rockfort Island
Dec			A training facility for Anti-B.O.W. squad members is completed
1994		John comes from a Chicago laboratory to replace William as head researcher at Arklay	Alfred builds a private mansion and a prison on Rockfort Island
1996	Raccoon Police Department's special team S.T.A.R.S. is founded, with Wesker as the leader		
		HUNK (who later goes on to become a member of Umbrella's Special Forces) undergoes training at Rockfort Island	
1997			
1998 - May		A huge quantity of waste products is dumped at the Umbrella Waste Disposal factory. Much of this leaks out before it can be disposed of	
	There is a large incident involving the T-Virus at the Arklay mansion. The lab there is abandoned	Marcus' clone appears at the Training Facility	
	The first sacrifice appears, killed by Cerberus. The body of an approximately 20 year old woman is found in pieces		
Jul	A number of people are reported missing near the mansion. The city sends the S.T.A.R.S. Bravo Team to investigate	Two separate investigative groups are sent to check out the Training Facility. The first one is wiped out by the B.O.W.s lurking there	
	The Bravo Team's helicopter makes an emergency landing in the Arklay Mountains due to engine trouble	Bravo Team investigates the Training Facility via the Ecliptic Express, and the facility is destroyed. 	
	Alpha Team is sent out to search for the missing Bravo Team		
	The mansion incident 	Wesker's true identity is found out by the leader of Bravo Team, Enrico Marini. Wesker kills him	
	Ravaged by the virus, the mansion and facilities are destroyed. 4 members of Alpha Team return home with one member of Bravo Team	Wesker escapes the lab right before it's destroyed	

	Raccoon City	Umbrella	Ashford Family
Aug		Chris Redfield learns of the G-Virus and heads to Europe to investigate Umbrella on his own	
Sep	The virus spreads throughout the city due to mice that had become infected with it. Above ground the "cannibal virus" breaks out all over the city, and the area is declared a biohazard	William completes work on the G-Virus	
	The Raccoon City police station is disbanded. Brian Irons goes mad, and the mayor leaves his daughter behind when he escapes the city	The U.B.C.S. arrives in the city to rescue the survivors 	
	Rookie police officer Leon S. Kennedy arrives at the city at the same time as Claire Redfield 	Umbrella deploys its new B.O.W., Nemesis, into the city, where it begins tracking down former S.T.A.R.S. member Jill Valentine Umbrella also deploys several of its mass-production Tyrants into the city	
	Leon and Claire escape the city together with William's daughter Sherry. The US Military arrives and declares the area under martial law U.B.C.S. survivors are manipulated by the observer sent by Umbrella, Nicholai Ginovaef, and die off one by one. The hospital is destroyed	Wesker and HUNK each acquire samples of the G-Virus. The underground lab is destroyed	
Oct	The US Government decides to abolish all traces of the virus, and fire on Raccoon City with a nuclear missile, destroying it entirely		
Dec			Claire infiltrates the Paris laboratory while searching for Chris, only to be captured 
			Claire is imprisoned on Rockfort Island. Wesker attacks the island with his own private force and unleashes the T-Virus all over the island
			Claire escapes from the prison and sends an e-mail to Leon asking for help and sharing her whereabouts. This information makes its way to Chris
	Having escaped from Raccoon City, Jill arrives at Chris' hideout, but he has already left for Rockfort Island		Chris arrives at the island only to be reunited with Wesker. Alfred escapes and heads for Antarctica
			At the Antarctic Base Alexia wakes up from her cryogenic sleep. Alfred dies shortly after
			Claire and Chris are reunited at Antarctica, and together they manage to defeat Alexia. They escape in Chris' Harrier jet before the base is destroyed

FILES: RESIDENT EVIL 0

FILE

OLD PHOTOGRAPH

(There's something written on the back of the photograph.)

To James,

To commemorate your graduation, 1939.

FILE

REGULATIONS FOR THE TRAINEES*Training Facility Mission*

This training facility will raise a new generation of model employees to serve the future of Umbrella Corp. Applying the strictest and most rigorous training standards, this facility will, without regard for gender, race, or creed, produce only the best candidates to be the future leaders of Umbrella Corporation. We look forward to the development of your leadership qualities.

Training Facility Guidelines

Discipline, Obedience, Unity.

These three words are the basic principles that govern Umbrella Corporation's employees, and are to be considered the law of this facility. Keep these words in mind at all times. Devote yourselves to the training, and bring honor to yourselves and the corporation.

James Marcus,
Director,
Umbrella Corporation
Management Training Facility

FILE

NOTICE TO ALL STAFF

(This document is very old. Much of the writing is illegible.)

Regular meeting of the Vaccine Records Research and Infectious Agents teams will be held. Both meetings are security level 5, and will be held in the following locations:

1F W Operations Control Room
2F SE Meeting Room

The entry code shall be:

"8:15"

Thank you.

FILE

A VERSE OF POETRY

The Moon bows to the Earth,
The Earth swears loyalty to the Sun,
And the great Law of the Sun Governs all
things,
This itself is the keystone,
The pointer of glory,
All our hands
Cannot open the door to heaven.

FILE

MARCUS'S DIARY 1**December 4th**

We finally did it... the new virus! We have called it the Progenitor. I want to carry it back and start detailed investigations immediately.

March 23rd

Spencer says he's going to start a company. Well, I don't care, as long as I can continue my research into Progenitor. He can do what he likes...

August 19th

Spencer keeps asking me to be the director of his new training facility. Maybe it's because of the business, but he's becoming intolerably pushy. Maybe I can turn this to my advantage. I need a special facility to properly explore all of the secrets of this virus. A place where no one will get in the way...

November 30th

Damn that Spencer! He came to complain to me again today. He thinks of Progenitor as nothing more than a money-spinning tool. Fool! But if his influence continues to grow... it can only be bad for my research. If I'm to properly develop Progenitor, I must strengthen my own position too.

September 19th

At last...

I've discovered a way to build a new virus type with Progenitor as a base. Mixing it with leech DNA was the breakthrough I needed. I call this new virus T, for "Tyrant".

October 23rd

It's no good! I can't hope for real progress experimenting on mere rodents. Only humans can be a proper mammalian subject for these experiments. Otherwise, I'll never make any real progress...

November 15th

Someone seems to suspect something about my experiments, but, perhaps it's just my imagination. Well, if anyone does get too close, they may find themselves unexpectedly "assisting" in my research!

January 13th

At last, they are ready. My wonderful leeches! Those of low intelligence, they will never have the privilege of tasting this sense of joy and satisfaction! Now, finally, I can move against Spencer. Soon, I will control everything...

January 31st

The devices I set to protect my work have been disturbed. It appears someone came looking for T and the leeches. Fool. No doubt the work of Spencer's group.

February 11th

Today, I again found evidence of tampering around the entrance to the labs. If that's what they're after, I must find a suitable way to deal with them. Perhaps I should have William and Albert smoke out the pests...

Those two are the only ones I trust. Apart from my beloved leeches, of course. But Spencer... It wouldn't end there, would it? I will announce T at the next director's meeting and collect my just rewards...

FILE
B.O.W. REPORT

Research to date has shown that when the Progenitor virus is administered to living organisms, violent cellular changes cause a breakdown in the system. Furthermore, no satisfactory method has been found to control the organisms for use as weapons. Clearly, greater coordination at the cellular level is essential to enable further growth. I conducted a number of experiments in an effort to find a breakthrough. This is my report:

Insecta

Perhaps because these ancient animals have been genetically stable for millennia, when administered the Progenitor Virus, they exhibited only explosive high-energy growth and increased aggressiveness. It is extremely difficult to envision using them as B.O.W.s.

Amphibia

Injecting a frog with the virus resulted in an increase in leaping power and abnormal tongue growth. However, no change in mental ability is observed. Furthermore, an abnormal appetite resulted in the test subject randomly attacking all moving objects. Usefulness for B.O.W. purposes is limited.

Mammalia

The Progenitor Virus was merged with the monkeys' cellular DNA, resulting in increased fertility. The resulting young exhibited improved aggressiveness and some increased mental capacity. (As a side effect, visual power was lost, but this was offset by an improvement in hearing ability.)

However, they were unsatisfactory as weapons. It does seem that no progress can be made without making humans the base organism.

FILE

MARCUS'S DIARY 2

(This page has been torn out.)

Trouble is unlikely, but I closed my babies up in the special capsule. But it won't be safe if I hold onto it myself. I'll hide it in that place. "To hide a leaf, put it in a forest..."

To open the capsule, a special stripping agent is necessary. There's no way Spencer's lackeys could figure out how to make it...

FILE

LEECH GROWTH RECORDS

February 3rd, 1978

Administrated T to 4 leeches. Their will to survive leads them first to parasitism and predation. Then they breed and multiply. Such a single-minded biology makes them attractive candidates for bio-weapons research. Afterward, no major changes observed.

February 10th, 1978

7 days since administration of T. Rapid growth to double former size, signs of transformation emerging. Spawning successful. They **double their numbers** in one hour, but their ravenous appetites lead them to cannibalism. Hastened to increase food supply, but lost 2.

March 7th, 1978

Provided them with live food, but lost half when the live food fought back. However, the leeches are learning from experience and are beginning to exhibit group attack behavior. They are also ceasing cannibalism. Their evolution is exceeding expectations.

April 22nd 1978

The leeches no longer exhibit individual behavior, even when not feeding. They move as a collective. They consume everything I offer with remarkable efficiency.

April 30th, 1978

An employee has stumbled onto my experiments. Can a human be a food source? How will the leeches respond?

June 3rd, 1978

A day worthy of commemoration. Today they begin to mimic me! Surely they recognize their father[el] Wonderful children. No one will take you away[el]

FILE

ASSISTANT DIRECTOR'S DIARY

September 2nd

A useless bunch of trainees, as always. Where does headquarters find these idiots? We did get a couple of decent ones, though, so I guess I can't complain. William and Albert. They might have a future.

September 25th

Scholarly Will, Practical Al. They really are opposites. And they're always competitive in everything they do. There's something ruthless and cruel about them both...

October 7th

Got a sudden call from the director. It was to tell me to encourage a rivalry between those two! It's the first time since this training facility was built that Director Marcus has ever shown interest in anything other than his research. Well, whatever. Orders are orders. I'm going to have them tearing at each other's throats.

FILE

ABOUT THE POWER REGULATOR

Due to the recent lightning strike, the power regulator continues to be inoperative. It wouldn't really matter about the power, except for the fact that the boiler room equipment is on the same grid. The equipment is so rundown. I'll probably have to have it fixed up all the time. If you wish to exit rapidly, set the indicator to 70. Check first, though, that everything is connected to the chain.

FILE

MANAGEMENT TRAINEE'S DIARY

What is it that Director Marcus is researching all the time? And what's with his weird interest in leeches? Interest...? Seems more like love at times... Rumor has it that there's something dangerous about those leeches. It is true that when Dennis just touched one, he got ill with a fever. Again today... There were those horrible moans. Beyond the door.

"Let sleeping dogs..."

No way I'll go near them. Even if the Director tells me.

I no want to end up like Dennis. That poor bastard. Scratching and scratching.

Makes me itch just watching him.

Must maybe go

IF can but hwo

Dennis gone. I go

Hungry...

Help

Mom.

FILE

LABORATORY MANAGER'S DIARY

Today, under Director Marcus's orders, I changed the platform entry code. Later, I asked him what the source of the entry code was. He told me it was based on something significant in his children's growth.

But the Director is a loner. He isn't married, and he sure doesn't have any children...

What did he mean?

FILE

ABOUT BATTERY FLUID

Battery Fluid

The fluid used in batteries is a diluted solution of mixed water and sulfuric acid. Both must be of high purity.

When fully charged, battery fluid should have a specific gravity of 1,280 + 0.010 at 20°C.

Battery Acid Purity

Take care that the diluted sulfuric acid solution is of a sufficient purity.

FILE

INVESTIGATION ORDER

(Stained with blood. Some sections are illegible.)

8 miles north of Raccoon City, in the Arklay Mountains, lies our company's Management Training Facility. It was shut down years ago. Now, we are conducting a preliminary study into the re-opening of the facilities. First Investigation Unit is already on-site and opening the investigation. I want your team to provide support. The following orders are Will m Birk and I believe get out.

(...The rest is torn and unreadable.)

FILE

1ST INVESTIGATION UNIT NOTES

We are searching the facilities, and it looks like a lot of chemicals survived. Fortunately, the storage tanks are still all full.

We've just started and there's still a lot we don't know, but it appears that the chemicals can be mixed to produce new substances.

The chemicals are scattered all about. Not because of the accident, but more as a result of a plain mismanagement. When we reopen the facilities, we have to develop a system for dealing with these chemicals.

(Something is scrawled on the back of the note.)

Red + Blue = Sulfuric Acid

Green + Red = Stripping Agent

FILE

INMATES LIST

Correctional Institute

Inmates List

- Mathews, K. Deceased, disposal complete.
- Midge, D. Deceased, disposal complete.
- Keith, W. Preserved as specimen.
- Savage, C. Transported to research facilities.
- Royce, M. Transported to research facilities.
- Davids, A. Preserved as specimen.
- Clarke, A. Transported to research facilities.
- Ellens, J. Transported to research facilities.
- Terrence, O. Deceased, Disposal complete.
- Kait, A. Transported to Arklay Laboratory.
- Gerry, O. Deceased, Disposal complete.
- Scott, S. Transported to research facilities.
- Mitchel, F. Transported to research facilities.
- Kerry, T. Transported to Arklay Laboratory.
- Roberts, A. Transported to research facilities.

(Transported individuals to be deleted from the records.)

FILE

INVESTIGATOR'S REPORT 1

Dr. Marcus, co-founder, with President Spencer, of Umbrella Corporation. Disappeared 20 years ago. The results of his research have been kept under wraps for all that time.

The reason became clear here at the Training Facility run by Dr. Marcus... well, not here exactly, but underground. When we ventured below, we understood...

There we found evidence of Dr. Marcus' research into the T-virus prototype called Progenitor. The evidence of years of hideous experimentation that used company employees as guinea pigs. We cannot know how many were forced to become subjects, but based on the evidence, no less than twenty individuals were involved. Some of them were taken deliberately to keep the corporation's secret safe.

Where the doctor is now, I don't know. But considering the recent rapid growth of the Umbrella Corporation, I can't imagine that the research is continuing. No... his experiment lives and continues to grow in the dark. Those things, the fruit of his research, they fill this facility.

(The rest of the notebook pages are missing.)

FILE

INVESTIGATOR'S REPORT 2

We should have finished with this dump long ago. When this all started, did anyone expect that there would be guns blazing away like this?

We weren't told a thing about these creatures at the briefing attacking us... Guess they were a surprise to the head honchos too. The things in the woods—just started attacking people. That had to be planned. Someone deliberately scattered that virus, no doubt about it.

But the guards, our fellow soldiers, they still must be around... Well, whatever. Don't have to worry about that anymore.

What I've got to worry about is whether to use my last bullet on myself or a friend.

That's the only decision I have left to make.

FILE

PASSENGER'S DIARY

July 14th
Orders came from the boss today. Looks like we're in charge of investigating the remains of the Arklay Mountains laboratory. We're moving in two groups, with us in the initial group, assigned to start checking what's left of the abandoned experiment.

July 16th

Unfortunately, the test production of B.O.W. (Type-Y139) had to be suspended because of this investigation. It's the same with Type-Y139. There's still so much we don't know about responses to the crustacean T-virus. There's a lot of interesting research left. Depending on the species and nurturing conditions, only minute doses of T bring about remarkable changes in solidity, size, multiplication of internal toxins, and brain development. If these effects can be controlled, a powerful weapon could be produced. But the sudden development of the shell results in a corresponding fragility. Certain areas become exceedingly weak. Problematically, one of these areas is the head carapace. This lab we are going to [md] were they pursuing the same research? It would certainly help to find data and samples that would help us in our research.

July 19th

The day is finally approaching [el] I am growing more anxious. The Raccoon City newspapers and TV stations are full of reports about the bizarre murders in the suburbs. It can't be the virus. Can it? If it is [el] No. I can't think of that now. I have to concentrate on this investigation and make sure it goes smoothly.

FILE

GATE OPERATION MANUAL

To open the heliport in case of emergency, follow these procedures.

There are four locking mechanisms in the room that must be activated in this order:

1. Southwest side
2. Northwest side
3. Southeast side
4. West side

Turn all the handles to unlock the gate.

FILE

MICROFILM IMAGE

An image resulting from overlaying microfilms A and B. Numbers appear on the seats of the Conference Room.

FILE

NOTE FROM THE CONDUCTOR

The keycard for the Driver's Compartment is in my bag as always. But I needed the other guy's key too, to open the damn thing. It looks like I've lost it somewhere. If it was a normal key, someone would be sure to turn it in, but it is different. I'll look for it too, but if you happen to find it, please hand it in.

Thanks in advance.

FILE

HOOKSHOT OPERATION MANUAL**- Warning -**

This device should only be used when inspecting difficult-to-access car roofs, or when connecting special trains. Return to its proper location after use.

Instructions**1) Where to Use**

There is a ladder outside the small window by the 1st floor section door on the third carriage. Fire the device so that it hooks high onto the ladder.

2) Using the Winch to Climb

After securing the hook, use the winch to lift yourself up.

* This grappling hook can only lift one person at a time. Be aware that the unit may be damaged if lifting more than 80kg.

FILE

NOTICE TO ALL SUPERVISORS

When closing the dining car, supervisors are asked to switch off the automatic doors after ensuring all the staff have vacated the car. The main automatic door power switch is located on the roof of the fifth car. Inspections will take place when the train is garaged. After inspections are complete, use the ladder at the rear of the second floor of the dining car.

Umbrella Corp.
Maintenance Department

FILE

BREAK OPERATION MANUAL**Using the Brake Control**

The following three steps are necessary to operate the brakes.

Step 1: Activate the Controls

Brake controls are located in the following locations:

- First car Driver's Compartment
- Rear deck of the fifth car

To activate the system, you must insert the magnetic card into the device in the fifth car. This will supply power to both sets of controls.

Step 2: Enter Rear Deck Code

Enter the code for the rear deck unit to release the lock. After this, the Driver's Compartment code can be input.

Step 3: Enter Driver's Compartment Code

Enter the code for the Driver's Compartment unit to remove the lock.

Upon completion of these three steps, the manual brakes are now available to use.

FILE
COURT ORDER FOR TRANSPORTATION**1958A-7635**

Prisoner Name: Billy Coen

ID Number: D-1036

Former Second Lieutenant,

Marine Corps

Age: 26

Height: 5' 9"

Weight: 163 lbs.

Transfer destination: Lexson Base

Convicted of First Degree Murder. Court-martialled and sentenced to death by the 0703rd Military Tribunal. Sentence to be carried out upon arrival.

Samuel Regan,
Commander
Donnell Marine Base

FILE
TREATMENT PLANT MANAGER'S DIARY**5/10**

Damn it! Why is normal industrial waste being delivered here? This is an Umbrella Corporation facility. We can't deal with this volume of material. Plus, they're sending us contaminated materials that we can't process. What are we supposed to do with it?

7/24

Well, looks like they're closing it down. Not surprising, using it like they did. Had to be done, but...it was pretty sudden. It's not like they cared until now. Anyway, as long as I get out of here, I don't care what they do.

FILES: RESIDENT EVIL

FILE

KENNETH'S FILM

It's the film that belonged to Kenneth. I need a video player to see what's recorded on it.

FILE

BOOK OF CURSE

The four masks...
A mask that speaks no evil...
A mask that smells no evil...
A mask that sees no evil...
A mask that cannot speak, smell, or see evil...
When all four fall into place, evil will awaken.

FILE

TREVOR'S DIARY

November 24th, 1967

Eleven days have passed since arriving at this estate. How did I end up like this? A guy in a lab coat came with a plate of food and said to me, "Sorry to put you through this, but it's for security reasons." That's when it hit me. It all makes sense now.

There are only two people who know the secret of this mansion, Sir Spencer and myself. If they kill me, Sir Spencer will be the only person who knows the secret. But for what purpose? It doesn't matter now. It's too dangerous here. My family... I hope they're alright.

I've decided to escape...

Jessica, Lisa, I pray you're safe.

November 26th, 1967

How could I be so careless? I lost my favorite lighter—the one Jessica gave me for my birthday. Now it's going to be that much harder to get out of this dark place.

November 13th, the date when my fate was sealed. My aunt was hospitalized just three days before. Jessica and Lisa said they were going to visit her. I wish I could be there with them.

But wait, even as I'm writing, my memory is coming back to me more vividly. Just before I passed out, I remember the men in the lab coats saying something like, "Most likely your family is already..." I pray for their safety.

November 27th, 1967

I can't get out. I have tried every possible way to escape, but I'm trapped.

I've been everywhere. The laboratory with the large glass tubes filled with formaldehyde and those dark, wet, eerie caves... What can I do? At first I didn't want to believe my eyes. But that familiar high-heeled shoe in the corridor... It was like a reflex. One name came to my mind: Jessica!

I don't want to believe they share the same fate as me. No! I can't give up hope. I have to hope they're alive.

November 30th, 1967

I haven't had anything to eat or drink for the past few days. I feel like I'm going crazy.

Why is this happening to me? Why do I have to die like this? I was too obsessed with designing this ghastly mansion. I should have known better.

November 31st, 1967

It was a dark and damp underground tunnel. And another dead end. But even in the darkness, something caught my eye.

Carefully, I lit the last match. I had to see what it was. A grave! But deeply engraved into the stone was my name!

"George Trevor."

At that instant, it all became clear to me. Those bastards knew from the beginning that I'd die here, and I fell right into their trap. But it's too late now. I'm losing it. Everything is becoming so far away. Jessica... Lisa... Forgive me.

Because of my ego, I got both of you involved in this whole damn conspiracy. Forgive me. May God justify my death in exchange for your safety.

George Trevor

There's Something Handwritten. It's Not Dated...

Nothing's changed.

I never thought that this room I designed as an experiment would pay off like this. I can hide here safely for a while, because nobody knows about the secret behind this painting. Not even Sir Spencer.

Paining of a mansion... In the back of the art room.

FILE

CRUMPLED MEMO

Today, Sir Spencer told me to hide something where no one could find it. Well, I had this idea. I figured if I could somehow have it protected by a dangerous animal, like the vicious dog that lives here, no one would be able to get near it!

As far as I can tell, the mutt is always hanging around the second floor balcony on the west side of the terrace, and he ought to come running at the sound of a dog whistle.

This is where you come in. The thing is, I reckon you're the only person who can get near that damn dog without risking a serious mauling.

Which means only you can put this collar on him. The object that Sir Spencer wants hidden is concealed inside. You're the only person I can trust with this. Of course, you'll get something out of it as well. Remember that certain item that you've always wanted to get hold of?

Well, in exchange for your services, I just might be able to get it for you. This could work out well for both of us...

John Toleman

FILE

BOTANY BOOK

Uses of Medical Herbs

It is a well-known fact that there exist many plants that are credited with medicinal healing powers. Since ancient times, mankind has been healing wounds and diseases using various plants. In this book, we will sample three herbs that are native to the Arklay Mountains, and briefly outline their medicinal qualities. Each herb has a distinct color and a distinct medicinal quality.

The green herb recovers physical strength. The blue herb neutralizes natural toxins. However, the red herb has no real effect by itself. We have found that mixing green and red herbs results in a magnified effect.

We will outline the effects of red herbs when mixed with other herbs when we have more data. Meanwhile, feel free to experiment on your own, for true knowledge is best acquired through one's own experience.

FILE

BODY DISPOSAL**Special Instructions for Disposing of Dead Bodies**

We have new information regarding those beings. They may appear to be dead, but in fact, they are able to come back to life. However, there are ways to prevent them from becoming active again.

Currently, there are two known methods to cease their resurrection:

Incineration

Destruction of the head

If further methods are discovered, you will be notified immediately. Meanwhile, to those of you who still have the will to live, oil has been placed on the first floor of the mansion. Take as much as you need.

You'll need something to light it with, which you'll need to find by yourself.

FILE

KEEPER'S DIARY**May 9th, 1998**

Played poker tonight with Scott and Alias from security, and Steve from research. Steve was the big winner, but I think he was cheating. Scumbag.

May 10th, 1998

One of the higher-ups assigned me to take care of a new creature. It looks like a skinned gorilla. Feeding instructions were to give it live animals.

When I threw in a pig, the creature seemed to play with it... tearing off the pig's legs and pulling out the guts before it started eating.

May 11th, 1998

At around 5 a.m., Scott woke me up. Scared the crap out of me, too. He was wearing a protective suit. He handed me another one and told me to put it on. Said there'd been an accident in the basement lab. I just knew something like this would happen. Those bastards in research never sleep, even on holiday.

May 12th, 1998

I've been wearing the damn space suit since yesterday. My skin's getting grimy and feels itchy all over. The damn dogs have been looking at me funny, so I decided not to feed them today. Screw 'em.

May 13th, 1998

Went to the infirmary because my back is

all swollen and feels itchy. They put a big bandage on it and told me I didn't need to wear the suit anymore. All I wanna do is sleep.

May 14th, 1998

Found another big blister on my foot this morning. I ended up dragging my foot all the way to the dog's pen. They were quiet all day, which is weird. Then I realized some of them had escaped. Maybe this is their way of getting back at me for not feeding them the last three days. If anybody finds out, I'll have my head handed to me.

May 16th, 1998

A rumor is going around that a researcher who tried to escape the estate last night was shot. My entire body feels hot and itchy and I'm sweating all the time now. I scratched the swelling on my arm and a piece of rotten flesh just dropped off. What the hell's happening to me?

May 19th, 1998

Fever gone but itchy. Today hungry and eat doggie food.

May 21st, 1998

Itchy itchy Scott came ugly face so killed him. Tasty.

4

Itchy.

Tasty.

**FILE
RESEARCHER'S WILL**

June 3rd, 1998

My dearest Alma.

Let me first apologize for not being able to call you. A man wearing sunglasses didn't permit any phone calls. I'm sorry, Alma.

I sit here trying to think of where to begin, how to explain in a few simple words all that's happened in my life since we last spoke, and already I fail. I hope this letter finds you well, and that you'll forgive the tangents of my pen; this isn't easy for me.

Even as I write, I can feel the simplest of concepts slipping away, lost to feelings of despair and confusion—but I have to tell you what's in my heart before I can rest. Alma, please believe that what I'm telling you is the truth.

The entire story would take hours for me to tell you, and time is short, so accept these things as fact: last month there was an accident in the lab, and the virus we were studying was leaked.

All my colleagues who were infected are dead or dying, and the nature of the disease is such that those still living have lost their senses. This virus robs its victims of their humanity, forcing them in their sickness to seek out and destroy life.

Even as I write this, I can hear them, pressing against my door like mindless, hungry animals.

Alma, I have tried to survive to see you again. But my efforts have only delayed the inevitable. I am infected, and there is no cure for what will follow—except to end my life before I lose the only thing that separates me from them:

My love for you.

Within the hour, I'll have entered my eternal sleep, where there is peace. Please understand. Please know that I'm sorry.

Martin Crackhorn

**FILE
MAIL FROM THE CHIEF OF SECURITY**

Confidential

Attn: Chief of Security

Date: July 22nd, 1998 2:13

X Day is drawing upon us. Execute the following procedures within one week. Prompt action is demanded.

1. Lure S.T.A.R.S. to the estate, and obtain B.O.W.'s raw combat data against S.T.A.R.S.
2. Collect two embryos of each mutated specimens as samples, excluding the Tyrant. Dispose of the Tyrant.
3. Ensure complete disposal of the Arklay Laboratory, including all personal and test animals. Disguise their deaths as an accident. When the above procedures are executed, report to headquarters for further instructions.

If for some reason you're unable to execute the procedure by the deadline, report immediately. In case of emergency, report directly to extension 5691.

Good luck.

Umbrella Headquarters,
Umbrella Inc.

FILE SUICIDE NOTE

June 22nd, 1998

I had to do it. We ran from those things—helping each other to survive. But Robert started to show the symptoms. I had to do it. Those damn things are pure evil.

There was no other way. He would have done the same if it were the other way around. After I put him out of his misery, I had to just leave him in the bathroom. Now I'm probably the last one...

How could this happen? I'll never forgive myself for being part of this project. Eventually I'll get what's coming to me, though. There's no way to escape from this nuthouse. It's just a matter of time now.

Everything is set. All I need is a little courage to do it. Knowing that I'll leave many things undone fills me with regret beyond words.

But this is better than just waiting to turn into one of them. Please understand, and at least let me end my life as a person.

(There's a message on the back.)

Linda, please forgive me...

FILE PLANT 42 REPORT

Four days have passed since the accident. The plant at Point 42 is growing at an amazing rate.

Although there are many unknown aspects of this plant, we know that in comparison with the other group of plants, the T-Virus has had a substantially stronger effect on this one.

The T-Virus has drastically morphed its host's anatomy and size. Looking at its current state, it's difficult to imagine its original appearance. Nowhere on Earth will you find anything like it.

We've also found that Plant 42 has two main ways to acquire its necessary nutrients. One source is through its root. Somehow, it has rooted itself down into the basement.

Immediately after the accident, a scientist went mad and destroyed the aqua ring. Ever since, the basement has been like a pool. There is a high possibility that one of the chemicals in the water is promoting Plant 42's rapid growth.

However, we have yet to determine the specific chemical.

A bulb-like body of Plant 42 has been sighted hanging from the ceiling of the first floor. We are sure that it used the air ducts to reach the first floor. Numerous long tentacle-like vines are protruding from the bulb.

We believe that these vines are the second means of acquiring its nutrients. When Plant 42 senses prey, it uses these vines to capture its prey. Then suckers on the vines drain the prey of its blood.

We've also noticed that it has some intelligence. When it captures its prey or when it's inactive, the vines twine around the door to stop possible intruders.

Unfortunately, several of our scientists have already fallen victim to this Plant 42. When we heard the stories from the survivors, they all observed one thing in common:

When the uniform petal-like flaps open and reveal its vital internal organs, it has a tendency to become more aggressive.

One witness reported that it was as if it was trying to protect itself. Why it behaves the way it does is still unknown.

May 21st, 1998
Henry Sarton

UMB No. 10 orange
VP-017 blue
V-Jolt dark brown

FILE FAMILY PICTURES AND NOTES

(There's something written on the back.)

Progenitor virus administered on November 10th, 1967.

- Jessica—Administered virus type A. Experienced plasmolyzing of tissue during cell activation. Virus fusion: negative. Action: disposed.
- Lisa—Administered virus type B. Experienced plasmolyzing of tissue during cell activation. Virus fusion: Positive but delayed. Body modification: Observed constant results. Status: Continue protective observation.
- George—Action: Terminated (November 30th, 1967).

(There's a Journal Left by Someone)

November 14th, 1967

I feel dizzy after that shot they gave me. I don't see Mom. Where did they take her? She promised that we would escape together. Did she escape alone and leave me behind?

November 15th, 1967

I found Mom. We ate together. I was very happy.

But she was a fake. Not my real Mom. Same face but different inside. Have to find Mom. Have to give face back to Mother.

I got Mom's face back. Nobody can have my Mom except me. I attach her face to me so she doesn't go away. Because Mom's sad when I meet her without her face.

November 17th, 1967

From inside box, scent of mommy. Maybe true Mother there. Stone box hard. It hurt. Steel rope in the way. Can't see Mother because 4 stones.

19

Dadddy attached first
Momm attached scond
iNside reD and sLimy
white and harRd
not true moM where
dunno dadd
found mum again
whne atachd mommy

she moved no more
she screaming
why?
Jst want to b with her

4
mom
where?
I mis you

There Appears to Be a Letter Addressed to Someone

My Beloved Lisa,

Day by day I can feel my consciousness drifting further away. The shots given to me by men in white clothes made some of Mommy's itching go away. Today they gave me another shot, saying it was "nutrition."

When they give me the shots Mommy can think straight, but Mommy's shocked and sad because Mommy's unable to think of you all the time.

Mommy's afraid. Afraid of forgetting everything, especially the memories of you and Daddy—what your faces look like, how we used to be together. It's all starting to disappear into some dark place in my mind.

Oh, Lisa, I wish I could touch your face and hold you in my arms right now, so that I can hold onto our wonderful memories of us together with Daddy.

Lisa, we can't stay here any longer. We have to escape!

Listen to me, Lisa. Our chance to escape is the next time we go to that lab together. We'll both pretend to be asleep, and when that man in the white clothes is offguard, that will be our chance.

When we're on the outside, let's look for Daddy together. Okay, sweetie? Be strong, Lisa.

November 13th, 1967
Jessica Trevor

FILE BARRY'S PHOTOGRAPH

This is the photograph that fell out of Barry's shirt just before he fell into the pit. There's something written on the back.

We love you, Daddy.

From your sweet daughters,
Moira and Polly

FILE RESEARCHER'S LETTER

June 8th, 1998

My Dearest Ada,

By the time you read this letter, I will no longer be the person you once knew. The results of my test came today, and as I suspected, it came out positive.

I feel like I am teetering on the edge of reason just thinking about my impending doom. I would give anything not to become one of them.

As far as I know, you are not infected. I sincerely hope things do not reach such a desperate pass, but if it has turned out that you are now the last person remaining alive, I want you to get the material from the visual data room.

Then, activate the self-destruct system in the power room, and escape from here. Please do everything in your power to make the whole incident public.

If everything is still running normally, you should be able to release all of the locks using the security system.

I have set up the terminal in the small security room so that you can log in using my name and yours as the password.

You will need another password to release the lock on the door in the 2nd-level basement where the visual data room is located.

As a safety measure, I have coded that password into an x-ray photo. I know you, and I'm sure you'll be able to figure it out without any trouble.

There is just one more thing—and this is my last request. I hope you never have to lay eyes on me in this state, but if you do run into me in my hideous form, I beg you to put me out of my misery. I hope you understand.

Thank you, Ada.

Yours truly,
Jon

FILE V-ACT

There is now evidence that when the host loses consciousness, the body goes into a dormant state. During this time, the virus becomes active, rapidly transforming and reconstructing the basic composition of the body.

The host eventually mutates into a humanoid creature. We call them V-ACTs.

The V-ACT's speed and amazing muscular development are particularly noteworthy. After transformation, it becomes more agile and aggressive.

Already, four of our researchers have died trying to feed it, turning the place into an instant bloodbath. (Ever since this tragic and barbaric accident, we have decided to call its kind Crimson Heads.)

That dangerous and precious prototype specimen can't be left there. We have to figure out a way to deal with it. Termination is definitely not an option.

We finally decided to freeze the specimen and confine the body inside the basement of the backyard cemetery.

FILE FAX

To: Sanitation Division
Attn: Manager of Sanitation
From: Raccoon Disaster Contingency Committee

The contents of this fax are confidential and intended for the named addressee only. Any copying or disclosure of the contents of this fax to any third party is strictly prohibited by the sender.

After reading the contents of this fax, it must be destroyed immediately.

We expect significant increase in the damage done by the recent T-Virus outbreak over the initial estimate. There are several concerns.

First concern

More than half of the researchers have been infected by the T-Virus and died. It has also been reported that almost all of the survivors of this accident are beginning to show symptoms of T-Virus infection.

Second concern

Our secret security patrol team has been completely eradicated. Therefore, our most secret research is in danger of public disclosure. Quick action is required to prevent mass media coverage.

Third concern

There is a high possibility that most of the specimens are running loose inside the compound. We expect many casualties to follow.

However unfortunate they may be, these casualties underscore the success of our research results. Action must be taken to

be eliminated. I will not allow anyone to steal my work on the G-Virus. Not even Umbrella...

William Birkin

FILE

SECRETARY'S DIARY A

April 6th

I accidentally moved one of the stone statues on the second floor when I leaned against it. When the chief found out about it, he was furious. I swear the guy nearly bit my head off, screaming at me never to touch the statue again. If it's that important, maybe they shouldn't have put it out in the open like that...

April 7th

I heard that all of the art pieces from the chief's collection are rare items, literally worth hundreds of thousands of dollars. I don't know which is the bigger mystery: where he finds these tacky things, or where he gets the money to pay for them.

May 10th

I wasn't surprised to see the chief come in today with yet another large picture frame in his hands. This time it was a really disturbing painting depicting a nude person being hanged. I was appalled by the expression on the chief's face as he leered at that painting. Why anyone would consider something like that to be a work of art is beyond my comprehension.

FILE

SECRETARY'S DIARY B

June 8th

As I was straightening up the chief's room, he burst through the door with a furious look on his face. It's only been two months since I've started working here, but that was the second time I've seen him like this. The last time was when I bumped into that statue, only this time he looked even more agitated than ever. I seriously thought for a moment that he was going to hurt me.

June 15th

I finally discovered what the chief has been hiding all along... If he finds out that I know, my life will be in serious danger. It's getting late already. I'm going to have to take this one day at a time...

FILE

SEWER MANAGER'S DIARY

June 28th

It's been a while, but I saw Don today, and we talked after completing our work. He told

me he had been sick in bed until yesterday. It really doesn't come as much of a surprise, given how long he's been working here. He was sweating like a horse and kept scratching his body while we were talking. I asked if he was hot, but he just looked at me funny. What's wrong with him, anyway?

July 7th

Chief Irons has been visiting the lab quite often lately. I don't know what he's doing over there, but he always looks grim. The expression on his face has been even more unsettling than usual... My guess is that it's because of Dr. Birkin's impossible requests. The chief has my sympathies, though. After all he's done for the city, he doesn't deserve this.

July 21st

I rarely drink because I'm on the graveyard shift, but I don't suppose I have much to complain about, since this is how I make my living.

August 16th

Chief Irons came in late today, looking grimmer than his usual self. I tried to joke with him to cheer him up, but he wasn't amused. He pulled his gun and threatened to shoot me! I was able to calm him down, but that guy must have some serious problems. He knows he can't enter the lab without my help and my medal. This is what it means to the chief to "serve and protect?"

August 21st

William informed me that the police and media have begun their investigation on Umbrella's affairs. He said that the investigation will be citywide, and that there's a possibility they'll even search the sewer. He asked me to suspend all Umbrella sewer facility operations until the investigation has concluded. The sewer will still be used for passage, but he stressed that I have to be extremely cautious, and that I'll lose my job if anyone finds out about this operation.

FILE

CHIEF'S DIARY

September 23rd

It's all over. Those imbeciles from Umbrella have finally done it... Despite all their promises, they've ruined my town. Soon the streets will be infested with zombies. I'm beginning to think that I may be infected myself.

I'll kill everyone in this town if this turns out to be true!!!

September 24th

I was successful in spreading confusion among the police as planned. I've made sure that no one from the outside will come to

help. With the delays in the police station, no one will have the chance to escape my city alive. I've seen to it personally that all escape routes from inside the precinct have been cut off as well. There are several survivors still attempting to escape through the lower levels, but I'll make sure no one gets out.

September 26th

I've had a change of heart about the remaining survivors inside the precinct. I've decided to hunt them down myself. I shot Ed in the back less than an hour ago. I watched him writhe in pain in a pool of his own blood. The expression on his face was positively exquisite. He died with his eyes wide open, staring up at me. It was beautiful. I wonder if the mayor's daughter is still alive. I let her escape so I could enjoy hunting her down later... I'm going to enjoy my new trophy. Oh yes, frozen forever in the pose I choose to give her.

FILE

POLICE MEMORANDUM

8/23/1998

This letter is just to inform everyone about the recent movement of equipment that has occurred during the precinct's rearrangement.

The safe with the four-digit lock has been moved from the S.T.A.R.S. office on the second floor to the eastern office on the first floor.

"2236"

Raccoon Police Liaison Department

FILE

GEORGE'S DIARY

August 11th

I finally saw blue skies for the first time in ages, but it did little to lift my spirits. I was reprimanded by the chief for neglecting my duties while I was up on the clock tower. There's only one thing I still don't understand: the chief seemed more concerned that I was up on the tower than that I was neglecting my duties. Why was access to the tower prohibited in the first place anyway?

September 5th

I recently talked to the old man who works in the scrapyard out back. His name is Thomas. He's a quiet man and really seems to enjoy chess. He even went so far as to design a special key and lock engraved with chess pieces for one of the doors in the disposal yard. We made plans to play chess tomorrow night. I can't help but wonder how good he is. One thing that's been bothering me about him, though, is the way he's always scratching

himself... Does he have some sort of skin disease, or is he just rude?

September 9th

Thomas is a much better player than I imagined. I used to think of myself as a fairly decent player, but he did a pretty good job of humbling me. About the only thing I imagine that could match his skills in chess is his appetite. All the guy did was talk about food throughout the entire game. He sounded fairly healthy, but he didn't look quite right... I wonder if he's okay.

September 12th

I was supposed to play another game of chess with Thomas, but we had to cancel because he hasn't been feeling too well. He stopped by to see me, but I told him to go back and rest since he literally looked like the walking dead. He insisted he was just fine, but I could tell he was really having problems. Come to think of it, I haven't been feeling too good myself lately...

FILE

PATROL REPORT

September 20th 9:30pm

Reported: Sgt. Neil Carlsen

We received a report of a suspicious individual skulking around the sewers in the outskirts of Raccoon City. I searched the area and located the individual, but he ran away before I had the chance to question him. I recovered the following items: A small amount of C4 plastic explosive, an electronic detonator, 9x19 parabellum rounds, and an infrared scope (broken).

End of report.

FILE

FILM B

Taken in front of the ARUKAS tailor.



Transformed into a zombie within 2 hours time.

This film contains a picture of an unconscious person.

FILE

OPERATION REPORT 1

September 26th

The Raccoon Police Department was unexpectedly attacked by zombies. Many officers have been injured. Even more have been killed. During the attack, our communications equipment was destroyed, and we no longer have contact with the outside.

We have decided to carry out an operation with the intent of rescuing any possible survivors, as well as to prevent this disaster from spreading beyond Raccoon City. The details of the operation are as follows:

Security of armaments and ammunition

Chief Irons has voiced concern regarding the issue of terrorism, due to a series of recent unresolved incidents. On the very day before the zombies' attack, he decided to relocate all weapons to locations scattered throughout the building as a temporary measure to prevent their theft. Unfortunately, this made it extremely difficult for us to locate all ammunition caches. It has become our top priority to recover these scattered munitions.

To unlock the weapon storage

As stated earlier, it will be extremely difficult to secure all of the ammunition.

However, a considerable supply still remains in the underground weapons storage. Unfortunately, the person in charge of the card key used to access the weapons storage is missing, and we have been unable to locate the key. One of the breakers went down during the battle, and the electronic locks are not functioning in certain areas. It has become a top priority to restore the power room and secure these locks.

Recorder: David Ford

Operation Report

September 27th

1:00 p.m. The west barricade has been broken through, and another battle ensued. We sheltered the injured temporarily in the confiscation room on the first floor. Twelve more people were injured in the battle.

Recorder: David Ford

Additional Report

Three more people were killed following the sudden appearance of an as-yet-unknown creature. This creature is identified by missing patches of skin and razor-sharp claws. However, its most distinguishing characteristic is its lance-like tongue, capable of piercing a human torso in an instant. We have tentatively named this creature the Licker and are currently developing countermeasures to deal with this new threat. Its numbers and location remain unknown.

FILE

OPERATION REPORT 2

September 28th

2:30 a.m.: Zombies overran the operation room and another battle broke out. We lost four more people, including David. There are only four of us left now, including myself. We failed to secure the weapons cache, and hope for our survival continues to diminish. We won't last much longer... We agreed on a plan to escape through the sewer. There's a path leading from the precinct underground to the sewage disposal plant. We should be able to access the sewers through there. The only drawback is that there's no guarantee that the sewage disposal plant is free of any possible dangers. We know our chances in the sewers are slim, but anything is better than simply waiting here to die.

In order to buy more time, we locked the only door leading to the underground: the one in the eastern office. We left the key behind in the western office, since it's unlikely that any of these creatures have the intelligence to find it and unlock the door.

I pray that this operation report will be helpful to whoever may find it.

Recorder: Elliot Edward

FILE

MEMO TO LEON

To Leon S. Kennedy,

Congratulations on your assignment to the Raccoon City Police Department. We all look forward to having you as a part of our team and promise to take good care of you.

Welcome aboard!

From all the guys at the R.P.D.

FILE

SEWER MANAGER FAX

User List of the Connecting Facility

On the first and third Wednesdays of the month, Angelica Margaret, chief of maintenance, will make use of the facilities. Be sure to reduce the moisture levels in the facility by activating the fan, because the equipment she will be using is susceptible to the effects of water vapor.

On the 28th of every month, the chemical transporter Don Weller will use the facility. The chemicals he will be transporting are extremely volatile. Extreme caution should be observed throughout their transport.

On the 6th and 16th of every month, Police Chief Brian Irons will visit the facility to attend the regular meetings that take place in the lab.

On the 4th Friday of every other month, William Birkin will use the facility to conduct a training seminar for the Chicago branch of Umbrella Corporation. The probability of an attack upon William Birkin will be high, so take every measure conceivable to guard his life. You will be informed of all other potential visitors and the times they will arrive as needed. Guide these individuals to their destinations safely. We expect nothing but the best from you.

Charles Coleman
Security Chief
Umbrella Headquarters

FILE LAB SECURITY MANUAL

Security Measures in Case of an Emergency

In the instance of an uncontrollable biohazardous outbreak, all security measures will be directed toward the underground transport facility. If any abnormalities are detected in the cargo in transit, all materials will automatically be transported from the loading zone to the designated high-speed train. At which point, all materials will be isolated and disposed of immediately.

In a class 1 emergency, the entire train will be purged and disposed of without delay.

In the event that the lab itself becomes contaminated, the northernmost route currently used to transport materials to and from the facility will be designated as an emergency escape route. This route will secure passage to the relay point outside the city limits.

Disclosure of any information regarding the research conducted here, or the existence of this facility, is strictly prohibited. Since it is top priority to keep all research classified, escape access may be denied under certain extenuating circumstances.

FILE FILM A

Code G Human Experiment

9/15 15:24



FILE FILM C

Development code: T-103

Due to the accelerated metabolism compared to the earlier 00 series, this subject possesses exemplary regenerative capabilities.

PH-X016 file data.



FILE INVESTIGATIVE REPORT ON P-E GAS

This report demands immediate attention. The P-E gas has been proven capable of incapacitating all known B.O.W.'s. As such, it has been designated for emergency use in the event of a B.O.W. escape. This report is based on data collected during the prior incidents, and indicates the potential for negative side effects. The P-E gas has proven to weaken the B.O.W.'s on a cellular level.

However, prolonged exposure will result in the creation of adaptive antibodies to the agent. Furthermore, some species have been observed absorbing the P-E gas as a source of nutrition, and using the toxins extracted from it against anything perceived to be a threat. Use of P-E gas should be severely limited to only the most dire circumstances. We strongly request the authority to reevaluate the P-E gas development system. We would like for this reevaluation to take place immediately.

2nd R&D Room/Security Team

FILE USER REGISTRATION

Temporary user registration for the culture experiment room

User Name: "GUEST"

Password: None

Valid for 24 hours

FILE INSTRUCTIONS FOR THE SYNTHESIS OF THE G-VIRUS ANTIGEN

G-Vaccine Codenamed "Devil"

Any beings infected by the G-Virus will reproduce through the impregnation of an embryo within another living being. Unless rejected by the host, the embryo will undergo a process of gradual cellular invasion, infecting the host's cells on a molecular level as it rewrites their DNA. Once this

metamorphosis is complete, the host will be capable of continuing this cycle of self-replication. The duration of the process will vary from subject to subject. In the early stages of cellular invasion, it is possible to halt progression of the metamorphosis through the administration of the G-vaccine antigen. The following procedure details its synthesis. The base vaccine is required to create the vaccine.

This can be arranged with the activator VAM. First, place the empty cartridge into the VAM and activate the device. After several moments, the process will be complete, and the white base vaccine will be placed in the cartridge automatically. Next, confirm that the green light is on, remove the cartridge, and proceed to the next step. Once the base vaccine has been prepared, place it in the vaccine synthesis machine located in the P-4 level experiment room. The machine is fully automated, and only requires the user to push the sequence start switch. At this point, the program will run automatically, and the synthesis will be complete within approximately 10 seconds. The synthesis of Devil is an extremely delicate process, and the quality will suffer if there are slight shocks or changes in temperature. Careful handling is required to achieve proper results.

FILE CHRIS'S DIARY

August 8th

I spoke to the chief again today, but he refused to listen to me. I know for certain that Umbrella conducted T-Virus research in that mansion. Anyone who's infected turns into a zombie. But the entire mansion went up in the explosion, along with any incriminating evidence. Since Umbrella employs so many people in the city, no one is willing to talk about the incident. It looks like I'm running out of options.

August 17th

We've been receiving a lot of local reports about strange creatures appearing at random throughout the city. This must be the work of Umbrella.

August 24th

With the help of Jill and Barry, I finally obtained information vital to this case. Umbrella has begun research on the new G-Virus, a variation of the original T-Virus. Haven't they done enough damage already? We talked it over and have decided to fly to the main Umbrella HQ in Europe. I won't tell my sister about this trip, to avoid putting her in danger.

Forgive me, Claire.



FILE
AN ANTICIPATED NEW FACE



FILE
FEDERAL POLICE DEPARTMENT INTERNAL INVESTIGATION REPORT

*Received as Fax at S.T.A.R.S. office on September 29th

Mr. Chris Redfield
Raccoon City Police Department
S.T.A.R.S. Division

As per your request, we have conducted our internal investigation and discovered the following information:

1) Regarding the G-Virus currently under development by Umbrella Corporation

So far, it is unconfirmed that the G-Virus even exists. We're continuing with our investigation.

2) Regarding Brian Irons, Chief of the Raccoon City Police Department

Chief Irons has allegedly received a large sum in bribes from Umbrella over the past five years. He was apparently involved in the coverup of the Mansion Incident, along with several other incidents in which Umbrella appears to have direct involvement.

During his years as a university student, Irons was arrested on two separate counts under suspicion of rape. He underwent a psychiatric evaluation as a result of the charges, but was released due to circumstantial evidence as well as his phenomenal academic standing.

As such, extreme caution is advised when dealing with him.

Jack Hamilton,
Section Chief
Internal Investigations
United States Federal Police Department

FILES: RESIDENT EVIL 3

FILE
JILL'S DIARY

August 7th

Two weeks have passed since that day. My wounds have been healed, but I just can't forget it. For most people, it's history now. But for me, it all comes back clearly whenever I close my eyes. Zombies eating people's flesh, and the screams of my teammates dying. No, the wounds in my heart have yet to heal...

August 13th

Chris has been causing a lot of trouble recently. What's with him? He seldom talks to the other officers and is constantly irritated. The other day, he punched Elran from the Boy's Crime department just for accidentally splashing Chris's face with coffee. I immediately stopped Chris, but when he saw me, he just gave me a wink and walked away. I wonder what's gotten into him...

August 15th

Midnight. Chris, who has been on a leave of absence for a "vacation," called me, so I visited his apartment. As soon as I walked in, he showed me a couple pieces of paper. They were part of a virus research report titled simply "G." Then, Chris told me that "the nightmare still continues." He went on to say that "it's not over yet." Ever since that day, he has been fighting all by himself. Without rest, and without ever telling me.

August 24th

Chris left town today to go to Europe. Barry told me that he would send his family to Canada and then follow. I decided to remain in Raccoon City for a little while longer, because I know that the research facility here will be extremely important to this entire

case. In a month or so, I'll be joining them somewhere in Europe. That's when my real battle begins...

FILE
FAX FROM KENDO GUN SHOP

To the boys at S.T.A.R.S.,

I have some good news for you from my brother Joe. He has finished the new hand gun for official use. It's the M92F S.T.A.R.S. Special, but he likes to call it the Samurai Edge. It's the most balanced of the Kendo custom guns. Joe says to tell you that if you miss your target with this, you should be carrying a teething ring in your holster instead of a gun. The goods will be delivered along with their proper documentation. I'm sure you'll be surprised when you see what kinds of excellent parts are used for the M92F. I know you'll want to thank the good people who developed it.

Sincerely,
Robert Kendo
Kendo Gun Shop

FILE
MARVIN'S REPORT

Report
September 24th

There are reports of a theft that took place in the municipal building before dawn. A jewel-decorated clock at the main gate was damaged. Two of 12 gems that are installed on the face of the clock are missing. Due to the lack of available officers at this time, I

have no choice but to suspend work on this case.

Signed,
Marvin Branagh

Report

September 26th

Based on an autopsy of a 42-year-old restaurant owner, I have discovered that he has one of the missing gems. He apparently took shelter in the police department at about 10 a.m., where he was shot to death within 10 minutes of having developed the symptoms. Since the city is currently under martial law, we're forced to suspend this case. For the time being, we'll keep the gem as evidence.

Signed,
Marvin Branagh

FILE
DAVID'S REPORT

My sanity is at its end... I still can't believe this is happening. We lost another man yesterday: Meyer, one of our better marksmen. He saw me panic when we were overrun by the zombies, and he came back to save me. But when the time came to return the debt, I ran. I can still hear him calling out my name. I can still hear the screams coming from behind me. The sound of his flesh being stripped from his bones. I was afraid... terrified...

It's the 27th. The fight to stay alive continues. I took out several zombies that managed to break through the barricades. Now I'm cutting through the chill with whiskey.

and unloading my Mossberg on anything undead. That shotgun's become a close friend of mine. I've blasted many a zombie into fertilizer with it.

We've lost 13 men as of yesterday. In three hours, we'll bicker over trivial things in the meeting room. It's a total waste of time. When I finish this bottle, my old friend Mossberg will be turning one last body into fertilizer.

Peace at last.

I can hardly wait...

FILE WRITTEN ORDER TO SUPERVISORS

Mission Requirements: Bravo 16

Obtain and secure samples of all information pertaining to this case. Observe and record combat data on the UBCS.

Destroy all the evidence, including the medical facility that has the medical treatment data.

Check the guinea pig's ability to accomplish the mission.

Once your mission is complete, evacuate the area. Remember that you must not help anyone who is not a supervisor, nor bring anything back that might be traced to where it belongs.

FILE MERCENARY'S DIARY

September 1st

Following six months of intensive training, my body's edge has returned. I was a good soldier, but they ordered my execution without stating a reason. I was tortured and forced into giving a false confession. But on the morning of my execution, a miracle happened. The company gave me a second lease on life.

September 15th

I cut my vacation short and returned to the HQ office. It looks like my UBCS unit's been called into action. Umbrella maintains its own paramilitary unit to counter corporate terrorism and V.I.P. abduction. In addition, they have nightmen who specialize in handling problems caused by illegal products. I'm currently a member of the latter.

September 28th

Dawn's here, but we're still slogging through this nightmare. There are no provisions of any kind here. The undead walk the streets,

feeding upon the flesh of the living. Given the choice again, I would rather have been executed. Death Row was a heavenly asylum compared to this place. I've chosen to pull the trigger myself, in hopes that my dead body won't come back to life.

FILE MERCENARY'S NOTEBOOK

September 26th

It's only been three hours since the mission started, but the team is down to me and Campbell. The number of zombies is far greater than what we expected. There's no hope left for this city. We've already injected the antibodies for the virus, but I'm not sure it will work. I don't know if I will survive...

September 27th

We managed to reach the clock tower. Out of desperation, we robbed some wounded soldiers of their weapons and used the surviving citizens as decoys. We were taught to do this in order to survive on the battlefield, but I've never enjoyed it. However, a girl showed up in front of me at the clock tower. She's one of the survivors. She looks just like my sister before she starved to death...

September 28th

I wanted to evacuate as soon as possible, but the girl didn't. Her father insisted that he wouldn't leave the city where his beloved wife rests in peace. I really wanted to save the girl, but Campbell said, "All I care about is our lives." That's how I felt before, but now... The clock tower has become a dangerous place, and I don't want to make any more mistakes...

FILE SUPERVISOR'S REPORT

The endurance of the contaminated guinea pigs is truly incredible. Even when shot in a vital area, they can sometimes survive for several days without taking care of the wound. However, after prolonged exposure to the virus, the guinea pigs' intelligence level decreases to that of an insect. Even though reviving the dead seems too disgusting, the virus may still be of use. If we inject the virus into our POWs and release them, they will return to their units and turn into zombies. This plan may work well for us in the future.

In certain areas, the virus seems to have caused the mutation of various animals and plants. It may be difficult, but it'll make a good sample for bioweapon development. I've heard that there's a giant alligator, but I've only encountered a giant creature moving underground. I don't even want to imagine what creature spawned that monster.

I encountered Nemesis. If I didn't know about it, I'd have been contaminated and would have become one of them by now. If it's still walking around the city, its mission isn't over yet. The S.T.A.R.S. members must be very tough, since they have survived until this point. However, they cannot hold out forever.

FILE OPERATION INSTRUCTIONS

Order for UBCS Echo Team:

Wipe out the downtown area of the infestation, and then evacuate the remaining citizens to the clock tower. Among civilians, remember to give priority to the employees of Umbrella's affiliates. Remember to stay alert, because the infected have high endurance and will strike without hesitation.

Evacuation procedure:

Once the mission is complete, or when it becomes impossible to accomplish, evacuate immediately.

We'll deploy a helicopter from the suburbs to the yard in front of the clock tower.

When you're ready for evacuation, ring the bell on the clock tower to signal the helicopter

FILE MANAGER'S DIARY

April 25th

Today is my 30th birthday. I was transferred to this facility today. I'm very happy, because the work environment is very different from life in the university.

May 14th

The disposal system has been completed. Using a special kind of gas, it can decompose the cells of the guinea pigs. We have to try this out before beginning practical usage of the system, since it isn't 100% stable yet.

May 20th

While I was checking the treatment room, the door shut and I was locked inside. I couldn't get out for an hour. I guess even if you have the keycard, it's useless when you're locked inside.

June 7th

The number of guinea pigs we have to dispose of is increasing. The system isn't working smoothly. The laboratory staff doesn't listen to my opinions, and I'm getting extremely frustrated.

July 16th

We can't dispose of all the bodies, and the quality of the liquid medicine isn't good enough either...

July 29th

Although the function of the system decreases, the number of bodies we have to dispose of doesn't. The infection level has increased, and the antibodies we're using are no match for the new mutation of the virus. Some of the workers have been infected with the disease. I have continued to work, but I always keep a gun with me. I must remember to save one bullet for myself. I want to weep. I don't want to die here. I swear I'll lose my mind if I imagine how painful the death will be...

FILE**MEDICAL INSTRUCTION MANUAL**

Douglas Rover
Umbrella Medical Services
North America Division

In order to activate the synthesizer to cultivate the vaccine, please follow this procedure:

Supply sufficient energy to the system.

Set the medium base to the device.

When the device is ready, you can start mixing the vaccine medium. To mix the vaccine, you will need to control five levers. This will cause the two gauges to increase or decrease. If you adjust the two gauges so that they stop at the center, the vaccine medium will then be produced automatically.

FILE**SECURITY MANUAL****Plant Security**

Since this plant is a facility disguised as a deserted factory, civilians will sometimes enter. Do not hesitate to shoot them. If they choose to surrender, arrest them and then transfer them to the laboratory as guinea pigs. You will be rewarded.

Device Maintenance

This entire plant is controlled by an epidemic prevention system. When contamination is detected in the treatment room or decomposed specimen pool, the plant will be locked down for isolation automatically. In that case, you must follow the manual to unlock it. If the contamination is over the acceptable limits, the whole system will be locked down automatically. Then, you must remain in the plant and wait for subsequent

orders. Those who leave the facility without permission will suffer extreme consequences.

FILE**INCINERATOR MANUAL**

The incinerator plant is one of the facilities that burn the disposable items that are sent from the laboratory. The incinerator burns the waste materials that cannot be decomposed at the treatment room. It also supplies electricity to the facility via a thermal-powered electric generator. Some of the electricity is stored in the big battery installed in the facility's underground area. This energy is used as an auxiliary power source. The auxiliary power circuit will be activated once the three auxiliary circuit units are properly placed in their sockets. If the circuits aren't connected automatically, someone can connect them manually to activate the system.

FILE**FAX FROM HQ**

Attention. The Raccoon City Project has been abandoned. Our political maneuvering in the Senate to delay their plans is now futile. All supervisors should evacuate immediately. The U.S. Army is going to execute their plan tomorrow morning. The city will be obliterated at daybreak for sure.

FILE**CITY GUIDE*****Our City's Path***

Dear Citizens,

I would like to extend my thanks to the kind and generous people of Umbrella Corporation, and to this peaceful and friendly city. The vast donations from Umbrella have been used for welfare, the construction of public utilities, and maintaining public peace. In 1992, it was my fifth year as mayor of our beautiful city. Through many donations and much hard work, our city was able to rebuild the municipal building and create a state-of-the-art hospital. In honor of these fine accomplishments, I was awarded with a grand statue. The statue now stands in the municipal building.

I came to this city as an engineer more than 35 years ago. I made contributions to the electrical systems, and to the installation of the cable cars. I pledge to follow the tradition of this fine city, and will continue to devote my life to its prosperity.

Michael Warren
Mayor of Raccoon City

FILE**REPORTER'S MEMO**

At last, I've found the evidence I need to prove that the "cannibal disease" is indeed present in this city.

One man actually was eating live people. He was like a savage animal tearing away at new flesh. It was completely disgusting. I have heard rumors that many people now suffer from this disease. However, its cause isn't yet known. This is yet another mystery surrounding the disease. I will have to look into this...

They have placed Raccoon City under martial law because of the cannibal disease. I have lost contact with the media outside of the city, but I won't keep my eyes shut and walk away. I have a duty to the people and to my profession. I don't think the disease has spread nationwide yet. I believe that this city holds the key to its cure, as well as its creation. In fact, I'm sure of it.

The military has set up blockades around the city to keep people from escaping and spreading the disease. Most of the citizens have either died or come in contact with the disease. I know that it's the right decision to quarantine this city, but I can't help but pity myself. If I'm infected or eaten, it doesn't matter. My fate is already sealed. All I have left is my journalism. I won't give up until I uncover the mystery behind this deadly disease. I've just learned that it's not airborne, but rather, it's spread by other means.

FILE**MECHANIC'S MEMO**

I know that you're intimidated by your new job, Kevin, so let me tell you how to make sure that you and your trains get along just fine. You see, these carriages were made in 1968 and then imported from Europe. Sometimes they get rickety, but they still work because they're simple, stubborn, and strong. We can always depend on them. If they're malfunctioning, you'll need to take a good look at the circuits to check for any trouble. Once you discover what's wrong, you'll be able to fix it easily. I'm sure that you'll be able to avoid those nasty little malfunctions if you check the parts every day. These old trains will surely have problems if you don't remember to check them out. Just remember that if you need to replace anything, you have to choose a suitable part. When I say suitable, I mean that even if you can't find another original part, you'd better find something that works well enough. Even with regard to oil, you must always prepare good-quality oil for these trains.

Never forget, Kevin, that a man may betray you, but a machine won't.

FILE

MANAGER'S REPORT

Before you begin your new position, please allow me to give you some advice. Some of the medicine in the storage room is unstable, and its quality will deteriorate under changing temperatures or humidity. Therefore, you must remember to keep the temperature constant in the storage room at all times. You should personally check it every day.

Although the computer checks it around the clock, a machine isn't perfect. Try to remember that a machine is no more than a tool to be used by people. You must check all personnel coming and going to the storage room. Many dangerous drugs are stored there, and if any of them are missing, you have a serious problem on your hands. The door to the storage room is always locked, but when you let personnel into it, you will need to have them hand in their documents. And above all else, remember that if you find anything suspicious, contact your boss immediately.

If you forget the password to lock the door, try to remember that it's a word that everyone is familiar with. Don't forget that once a new product is shipped, the password will be updated again. You can always enter the password in the PC terminal.

FILE

BUSINESS FAX**Order Sheet**

One liquid medicine named VT-J98 has been determined to be suitable to cultivate the NE-T type virus. Therefore, we will need to order additional quantities of it.

U.E. Sixth Laboratory

FILE

HOSPITAL DIRECTOR'S DIARY**September 10th**

These patients suffer from gangrene and congestion of their blood at first. Then their minds slowly deteriorate. In the end, there's nothing left. When that happens, even mercy killing seems pointless. After all, they're already dead...

This disease is unlike anything I have ever witnessed. Once the patient's mind is gone, they become flesh-hungry monsters and act like wild animals.

September 18th

Another patient has been admitted to the hospital. He's showing symptoms of the first stages of the disease at this point, but... I

haven't been able to sleep at all these past few days. I refuse to let these patients become zombies. I am not just an ordinary citizen. I am a doctor. Even if I die, my clinical charts will contribute to finding a cure.

September 26th

We lost most of the doctors and staff during the battle against the zombie patients. It's almost impossible to maintain the hospital under these conditions. And I know that it's too late for me. I'm beginning to feel that same itch and hunger that all of my patients have felt. It's too late for me...

FILE
DARIO'S LAST MEMO

I can't help but wonder if anyone will read these words, but writing them will help me maintain my sanity, if nothing else.

After I've become a meal for those undead monsters, will the GIs responsible for sealing off the town laugh upon discovering my corpse?

So this is how it's supposed to end? I don't want to die. I'm just not ready...

My wife, daughter, mother... My entire family has been killed. But none of that matters anymore. Right now, my life is the only important thing. That's all that matters.

I never would have pictured my end to be like this. I had so much left to do. Rather than becoming a salesman, I should have tried my hand at being a novelist. It's what I've always wanted to do, but my mother would only tell me I had a long way to go.

Why did I ever listen to her? But this looks like the end for the great Dario Rosso, novelist extraordinaire. Cut down before his prime...

FILE

PHOTO A

The policemen are pressing forward.

It's dated September 27th.



FILE

PHOTO B

A close-up shot of a zombie.



FILE

PHOTO C

The police have been destroyed.



FILE

PHOTO D

The zombies are walking.



It says "the effect of the T-Virus" on the back.

FILE

PHOTO E

The zombies are attacking.



FILE

CLOCK TOWER POSTCARD

A picture postcard of a clock tower.



The following explanation is printed on the back:

"A landmark spot: St. Michael Clock Tower"

FILE

ART PICTURE POSTCARD

A picture postcard of antique clocks.



The following verse is printed on it:

"Give your soul to the goddess. Put your hands together to pray before her."

FILE

CLASSIFIED PHOTO FILE

In my opinion, I feel that it's too early to use this Paracelsus's Sword in actual fighting. However, in order to acquire the G-Virus that Umbrella has developed, it will be a great help to us.

The power of the Rail Cannon is satisfactory, but please note that it's still having a few problems.

Colonel Franklin Hart
Technology Division



FILES: RESIDENT EVIL CODE: VERONICA

FILE

ALEXANDER'S MEMO

My father, Edward, discovered the mother virus in cooperation with Lord Spencer, who was also a noble man. They studied it for the purpose of military use.

Eventually, their study took shape. They named a variation of the mother virus the T-Virus.

To camouflage their research, they established Umbrella Chemical, Inc.

I majored in biogenetics and have been involved with a top secret project supporting my father's research.

However, my research went through a difficult phase, and my father died in the middle of the project.

We are now at a major disadvantage against other researchers, as there is great competition in the field of T-Virus research. I have disgraced the honorable name of the Ashford family that our great ancestor Veronica established.

If nothing is done, Umbrella will be taken over by Spencer. I must expedite the project to its fullest, without being detected by Spencer.

After much thought, I have decided to establish a large-scale advanced research facility. It will be located in the transport terminal that I created by using the abandoned mine in the Antarctic.

Within the facility, I'll have a room built. It will be similar to the design of my mansion, the legacy of the late Trevor.

I will be able to cherish my sweet memories there...

For security purposes, this confidential project will be given a code name. It's the name of the beautiful ancestor of the Ashford family, "Veronica", whom I wish to revive so badly.

I'm confident that the result of my research will be as glorious as her name, and that honor will be restored to the Ashford family once again.

FILE

CODE VERONICA REPORT

After many long years of research, I have finally identified the genetic element that determines the intelligence of man. I've even manipulated the absolute value of intelligence artificially by recomposing the base alignment of the element. I then sampled the gene of our great ancestor, manipulated its element, and implanted it into the unfertilized egg of a surrogate mother.

What I didn't expect was that twins, a boy and a girl, would be born. The boy had higher intelligence than normal, but not high enough for him to be considered a genius. However, the girl had an unmatched intelligence. She was exactly what I had been trying to achieve: the revival of our great ancestor.

I already knew their names: Alexia for the girl and Alfred for the boy.

I am certain that Alexia will elevate the name of the Ashford family to supreme glory.

Alexander Ashford

FILE

SECURITY FILE

The Ashford family's most important secret is kept at this lab.

As a safety precaution, I have installed a self-destruct device in the control room and placed the activation code inside the computer. Once the code is inputted, all door locks will be released to provide easy access to escape routes.

By using the elevator that directly connects to the hangar, one should be able to escape from the lab easily.

Please remember that I have used the name of my beautiful ancestor for the activation code.

Glory to the Ashfords,
Alexander Ashford

FILE

ALEXANDER'S CONFESSION

Alexia, my sister, is a genius and possesses unmatched beauty. She's everything to me. I would overcome any obstacle and risk my life for her. For Alexia, I must revive the glorious

Ashford family, which fell during the era of my father, Alexander.

Together, we will restore our family name. Once that has been achieved, I'll build a palace where only nobles may gather. I cannot allow the unwashed to see my dear Alexia, to whom my life is devoted. She reigns over the world as a queen, with I as her servant.

That is my dream, and how sweet it will be. Those accomplishments will be the proof of my love toward Alexia. It's the purpose of my existence.

All other people are meaningless, and they shall prostrate themselves before Alexia and I.

Devoted to my beloved Alexia,
Alfred Ashford

FILE

ALFRED'S DIARY

January 30th

There's a sealed room in the hallway located inside the Antarctic facility. I don't know what's hidden there, but I do know how to get in.

I can use the three jewels that each one of our three family members wear as proof of being a legitimate descendant of the Ashford family. The only problem is, I don't know how I can gain possession my father's proof.

February 17th

I finally succeeded in entering that sealed room. I never could have imagined such an insane secret about the birth of both Alexia and myself...

I hate my father. That fool, Alexander... Now it's obvious that we were created only to cover my father's blunder. I can never trust him again. I must regain the glory of the Ashford family with my sister.

I have nothing to be afraid of, as long as Alexia is with me.

March 3rd

Alexia carried out the experiment on the human body that we've been talking about. Our useless father must be happy now that he can finally contribute to the Ashford family.

The only thing we should be careful about is that the butler, Harman, does not become wise to our activities.

April 22nd

The experiment resulted in failure. Our father was useless after all. Even worse, he turned into a dangerous monster that is completely out of control.

We tied him down and locked him up in an underground prison cell. However, Alexia seems to be close to a solution. Beyond all my expectations, she now says that she wishes to conduct the experiment on her own body.

On top of that, she feels she must be kept asleep for 15 years in order to accomplish the experiment. Thanks to that idiot, I can't see my dear Alexia for 15 long years.

Alexia is going to sleep, with all her trust placed in me. Now, I'm the only one who can protect Alexia.

FILE**SECRET PASSAGE NOTE**

The underground passage which leads to the mansion where Alexia and I live has been badly damaged. Although I can never allow the unwashed to see Alexia, I cannot go on using the underground waterway that those local people made either.

Oh yes... I think I'll have those prisoners build a bridge. It must be a gorgeous bridge that befits the perfection that is Alexia.

Of course, I must kill everyone who's involved in the construction of the bridge after it's done, so that no one will know about the existence of our mansion.

Once the bridge is completed, I'll seal the mansion entrance door at the end of the underground waterway. The entrance of the waterway is locked by the diorama trick, ensuring the secrecy of our mansion.

Alfred Ashford

FILE**NEWSPAPER CLIP**

A 10-year-old girl genius graduated at the top of her class, from a prestigious university.

The international corporation, Umbrella Chemicals, Inc., offered her the position of head researcher.

FILE**MESSAGE CARD**

My Dear Brother,

I firmly believe that the glory of the Ashford family will be revived through your courage and strength as an honored soldier.

Yours faithfully,
Alexia Ashford

FILE**RESEARCH REPORT ON QUEEN ANT**

After discovering the remains of an ancient virus within the genes of a queen ant, I've been concentrating my research on ants.

The ecosystem of the ants seems truly ideal to me. There's one queen ant in each anthill, and the soldier and worker ants are the queen's slaves. They dedicate their lives to the queen.

The death of the queen ant means the doom of the entire anthill. However, the soldier and worker ants can be replaced as long as the queen ant is alive. This is exactly the same relationship between myself and the ignorant masses.

I have succeeded in creating an ideal virus by implanting the queen ant's genes into the mother virus that Spencer found.

I used my otherwise useless father as a test subject. However, as I expected, the virus caused a rapid change in his cells, triggering the complete destruction of his brain and body flesh.

Furthermore, a special type of poison gas was generated inside his body that the blue herb is ineffective in curing its effects. Because of this, I created an antidote in case of emergency, and stored it inside the weapon/chemical warehouse on the B2 floor.

I have decided to name this virus with unimaginable potential, the "T-Veronica" virus. When I find out how I can utilize the power of this wonderful virus, my great research will finally be complete.

Alexia Ashford

FILE**VIRUS RESEARCH REPORT**

Work continues on the "T-Veronica" virus that I extracted from the queen ant. The more research I conduct on it, the more I am impressed by how much potential it has.

I have finally implanted the virus into my own body and discovered how to utilize its power. I will avoid making the mistake that I made on my father. I will suppress the activity of the virus at an ultra-low temperature, so that my cells will change slowly.

My calculations indicate that it will take 15 years before my body will gain immunity and be able to coexist with the virus.

Until then, I have no choice but to trust the capsule where I will be stored to that inept but loyal soldier ant who is my brother. For me obtain unlimited power, some risks need to be taken.

When I awaken, I will be the queen... and the "T-Veronica" virus will be unleashed upon the world by my children. Every last creature on earth will exist to serve me.

At that time, the world will achieve the perfect ecosystem, just like the anthill, but on a much grander scale.

Alexia Ashford

FILE**MESSAGE TO THE NEW FAMILY MASTER**

Sir Alfred,

Congratulations on your succession as master of the Ashford family.

I hereby present you with an earthenware vase, according to Ashford family tradition.

As you may know, this tradition first began when a butler presented a golden teacup as a commemorative gift to Veronica. As founder of the Ashford family, her intelligence and beauty are legendary.

The second and third masters, Stanley and his son Thomas, were also presented with similar teacups. It was their hope to achieve glory as Veronica did before them.

The position of family master then shifted from Sir Thomas to his twin brother, Sir Arthur. It then went to Sir Edward, your grandfather. That was when the Ashford family enjoyed its golden age.

It was also Sir Edward's achievement that established the large chemical enterprise, Umbrella Inc.

However, when Sir Edward passed away and your father Sir Alexander succeeded the position, the glorious Ashford family gradually began to sink...

I sincerely hope that the Ashford family regains its glory with your guidance, just as this vase continues to shine eternally.

Scott Harman
Butler to the Ashford family



FILE

BUTLER'S LETTER

Sir Alfred,

Please forgive me, as I must tell you of my abrupt departure by leaving this letter.

I first served your father, Lord Alexander, and have for so long shared in the joys and sorrows of the Ashford family. Lord Alexander disappeared unexpectedly 15 years ago, then an accident during an experiment took the life of our dear Alexia.

You were forced to become the master of the family at a very young age, and nearly lost your sanity from the sorrow of having lost all of your family members at once.

There was nothing I could do, and I felt powerless.

I first thought that I should kill myself to apologize. I then realized that it would be an insult to our dear Lord Alexander and Alexia, in the other world[el]

Scott Harman
Butler,
Ashford family

FILE

WORKER'S DIARY**October 30th**

When I joined Umbrella, I thought I would be able to live care-free for the rest of my life, being employed by this huge corporation.

It's a joke that I ended up being a driver at a place like this. I asked for a position change, but they completely ignored me. It feels more like a prison! Work is extremely demanding, and there's nothing fun about it. I'd rather be dead!

November 3rd

My hard-earned vacation was canceled suddenly. I heard they failed to secure enough manpower due to a mistake made by the facility head, Alfred. That fool doesn't deserve forgiveness. He doesn't even treat us like human beings!

November 5th

I heard an interesting story from a guy who's been working here for over 8 years. He must be awfully patient...

He says that there is a man who has been confined for over 10 years, locked up in a cell located deep below here. People call him "Nosferatu" and are deathly afraid of him. What an absurd story!

November 10th

At midnight I woke up to an ominous growling sound that seemed to be coming from deep underground... I'm so pathetic to have been frightened by such a foolish story.

Then again, I suppose anyone would have a hard time maintaining their sanity if they were confined in a place like this!

FILE

FAX CONCERNING FACILITY ACCESS AND APPLICATION

Be sure to verify the content of the following facility access application form, and add the applicant's name to the expected visitors list.

Chief, Prison Guard Room

Paul Steiner

I hereby apply for access permission for Prison Area D.

Details follow.

Visitor's name: Carl Grisham

Purpose of entry:

Carrying in the following materials:

New product sample from Metal Industries Co.: "TG-01".

Various daily commodities ordered by the prison.

Note:

Will use a transportation truck.

"TG-01" sample will be stored in a designated briefcase.

FILE

PASS NUMBER MEMO

The emergency door lock system in the biology experiment room can be released with the 4-digit pass number. I hope you haven't forgotten about that already.

I have just received an order from the system administrator requesting us to change the pass number periodically. What bothers me is that you often lose important memos, pass numbers, and even chemicals...

So, in an attempt to solve that problem, I came up with an idea. You know the red human skeleton picture at the back of the biology experiment room?

I have decided to use the number signed on the picture as the pass number. If you lose the memo, just look at the picture.

Well, I don't think you would ever need to use the emergency pass number anyway, but

just in case, now you know it. Take it easy, Mr. Careless!

FILE

ENHANCED ANTI-DECAY ALLOY REPORT

Although we planned to utilize the enhanced anti-decay alloy called "Deploid" to create the storage capsule of the new B.O.W., we have had to cancel the plan. This is primarily based upon the fact that despite its excellent resistance to all kinds of liquids, including strong acid, it easily dissolves when soaked with a mixture of two chemicals, "Clement α " and "Clement Σ ".

Due to the lethal nature of the new B.O.W., we cannot be too careful in choosing the material for its storage capsule.

We have instead decided to use Deploid to create the plate portion of the "Eagle Plate", which shines an indigo-blue.

Clement Information

The α type is used for gun maintenance and possesses no conspicuous characteristics. However, the Σ type will turn blue at a certain temperature.

(It's an odd coincidence that this temperature is exactly the same date as the completion of this training facility.)

Based upon our analysis of the Σ type, we believe that Clement possesses more features. As new information is learned, we will update this file.

FILE

SECRETARY'S NOTE

Four years have passed since I began serving Sir Alfred.

He doesn't trust anyone! Even though I'm his attendant, I'm strictly prohibited from entering his private house! What is his problem, anyway?

They say he lives with his twin sister, Alexia in his private house on the hill.

Occasionally, I've seen someone standing by the window of the house. It might have been Alexia, whose extreme beauty is often talked about.

I once asked Sir Alfred about this, but it only enraged him. Even though I'm his attendant, he will not show any leniency. If I ask about her again, I could put my life at risk.

After all, it is a mystery why he so desperately tries to keep his private life with Alexia a secret.

Robert Dorson

FILE

ANATOMIST'S NOTE

There's a demon in my mind. I cannot control the fierce impulses that the demon sometimes drives me to act upon. It's a brutal ceremony. With the demon next to me, I enjoy watching people agonize in pain, screaming and convulsing as they die...

But Sir Alfred was kind enough to acknowledge me, and has given me the facilities, chemicals, and "equipment" necessary to study everything.

I must never betray Sir Alfred's kindness. It's especially critical that no one discovers the sacred place that only he and I know about. I swear, the basement of this medical building will be kept secret.

Of course, I keep the key to the sacred place with me at all times... Even if an outsider sees it, they will never be able to tell that it's the key. I must remember that my life ends when I lose Sir Alfred's trust.

FILE

HUNK'S REPORT

Attn: Mr. Alfred Ashford, Head of Facility

Today at 16:32, I arrived successfully from the Umbrella transport base with the large-scale B.O.W. capsule.

Extreme care was taken during transport, and all 108 check points were confirmed condition green, in accordance with standard procedures.

It's currently being stored in a freezer.

There's one thing that I don't understand. We're normally assigned to special missions. Why were we ordered to transport a frozen capsule this time?

I understand that this may be classified top secret, but without knowing what's inside, our safety could be at risk during the transport. This is especially important if the contents are potentially harmful.

We would like to ask you to provide us with more information, should we be assigned similar missions in the future.

I still remember the good old days I spent here in the military training center. Nothing has changed since then.

We will gear up for the next mission, today at 23:00.

Umbrella Special Forces Unit,
HUNK

FILE

TG-01 PRODUCT DESCRIPTION

Thank you for your continued support and for using our products.

This time, we have gathered our most advanced technologies, and have succeeded in creating the unique anti-metal detection alloy "TG-01".

TG-01 Characteristics

- Cannot be detected by any metal detector.
- Cannot be pictured by roentgenography at the immigration check.
- Lightweight, yet durable.

We plan to develop various weapons utilizing this innovative new alloy. We have enclosed a sample for you to review. We look forward to hearing from you regarding possible business opportunities.

Metal Industries Co.
Chief, Development Planning
Carl Redhill

FILE

3D DUPLICATOR USER'S MANUAL

Your new product, the 3D Duplicator, consists of two parts.

3D Scanner

This portion scans a 3D object.

Simply place the material that you want to scan onto the tray of the scanner. The scanned object will be processed into 3D data, which will be transferred to the duplicator section.

Duplicator

Place the material you wish to convert on the machine, and begin conversion based on the 3D data that was created by the 3D scanner.

The conversion will be executed with complete data accuracy. The result will be an object precisely identical to the original.

FILE

PRISONER'S DIARY

May 13th

This room stinks of death. Based on the information I've found, I believe that I'm far south of the equator.

Lucky for me that Bob in the bunk below me is one of those interesting types of guys...

May 16th

Today Bob told me some crazy story of why he was put in this place with me. Bob said that he used to be an attendant of the head of this place. This "boss" named Alfred supposedly placed him in here because of a tiny little mistake.

What does that mean?

What's going to happen to me?

May 20th

Without warning, a group of military men took Bob to the building behind the guillotine stand.

At midnight, I'll sneak out of here to see him.

I've been hearing that anyone taken to that building never comes back. On top of that, there are these *really* large plastic bags constantly being removed from that place. I'd better pray for Bob...

May 21st

I was wrong. I shouldn't have gone there. What's going on in there? All I could hear was some insanely creepy laughter and the sound of Bob screaming! I don't know what to do. I can't stop thinking about it...

Is that going to happen to me?

I can't let it...

I just can't...

May 27th

Since my last entry, all of my fellow inmates have been taken to that building! I know that I'm next... It's obvious that we were all here to be used as Alfred's guinea pigs. There's no way out!

What am I going to do?!



FILE

D.I.J.'S DIARY

During a heavy squall, a girl in a red outfit was brought to this island of Rockfort, my home. What could she possibly have done?

I've been living here quite some time now, but many who are brought to this island seldom leave alive. Through the sounds of guns and fire, soldiers appeared. There was something going on. I went to the prison, but the girl in red was nowhere in sight. I hurried to the military training facility. The "man" of Rockfort was attacking her relentlessly. How stupid of me.

I got too close and almost got myself smashed by the shutters. But, thanks to my natural agility, I was able to get out of the situation and get outside. Anyone other than me would not have been so lucky.

Again, I was able to find the girl in red. There she was; in front of the residence. Then from behind her appeared a man with blonde hair. As he called to her, he approached her in a friendly manner and started saying something to her[el]and it happened abruptly.

The man in blonde hair started to hurt the girl in red. "I have to save her." I thought to myself. But the man with the blonde hair went away. Who was that blonde haired man? What did he want from the girl in red?

The self-destruct announcement and the emergency siren warned the end of Rockfort Island. I hurried to the hangar of the transport. The transport we were on took off as everything exploded into flames. With my neck risking effort, the girl in red slammed the monster out into the open sky. Sure enough, she was a Valkyrie, a goddess of destruction.

I couldn't believe it. The transport landed in Antarctica. And on top of it all, the transport that landed before us spilled tons of the T-Virus and everything alive had already turned to zombies.

If I stayed, there was no way I could stay alive. I had to find a way to get out of there, quickly. I parted with the girl in red. I started searching the base to see if there was anything I could use.

As I was resting in the dark, someone was coming. Whatever it was, it was right there. The door suddenly closed and there was no escape. I kept slamming the doors. Then the

door opened. I exploded out of there. But I was no chicken. I stopped to turn around and there she was, the girl in red, standing there looking at me.

Where was this place? I was stuck in a room with an elevator and old cannon. Where was I supposed to go? I was stranded. I felt endless despair. Then that blonde man with the sunglasses appeared. He had the girl in an armlock.

Then a man in a black vest followed them. I also hurried to chase after them. It was a grueling fight, head to head. Was the man who knew that girl also a monster? The fight looked like it could last forever. Then suddenly there was an explosion, which interfered with the fight.

That was the last chance I had to get out of there. I snuck through the hatch of the sub just as it was about to close. Finally, I was released from a world of death and I was able to come back to a world where desire and power ruled.

D.I.J.

RESIDENT EVIL ARCHIVES – GLOSSARY

180 DEGREE TURN (QUICK TURN)

One of the ways of manipulating the player character. By flicking the control stick in the direction you wish to face, the player character instantly turns to face that direction.

3D AUTO DUPLICATOR

A machine that automatically scans an object in 3D and replicates it in full with a metallic object.

5-MAN TEAM

A way of referring to the S.T.A.R.S. teams. There are actually 6 people per team, but as one of them is the pilot and away from the action, it is customary to refer to them as 5.

ADRIVIL

A type of medicine Umbrella makes and sells under one of its pharmaceutical branches. It's a popular item who's catch phrase is "Quick and fast relief".

AQUA CURE

One of Umbrella's top sellers among its pharmaceuticals division. A very popular item with the catch phrase "Escape to ecstasy".

ARRANGE MODE

A game mode added to the GC version of *Resident Evil 2* that can be accessed in the U.S. Version and Rookie.

ARUKAS

The name of a clothing store found alongside Flower Drive in the heart of Raccoon City. Reading it backwards gives you...?

B.O.W.

The abbreviation for "Bio Organic Weapon." It refers to living creatures who act as conscious weapons, and in this series refers to the creatures Umbrella made by infecting things with the T-virus.

BATTLE GAME

A minigame that opens up after the player has cleared the main game. There was also a similar mode in the Sega Saturn version of *Resident Evil*.

BIOHAZARD

The name for the Japanese version of this series. The PlayStation version was called *BIOHAZARD*. Subtitles are also different, with *Resident Evil 3*'s being "Last Escape" and the 4th being "Code: Veronica".

BIOHAZARD: THE BEGINNING

The short story included with the extra "The True Story behind Biohazard". There are 7 chapters in total, and they describe Chris Redfield's view of events, but there are several discrepancies with this story and the way the series has evolved today.

BIOHAZARD: DIRECTOR'S CUT

A re-release of the original *Resident Evil* that included changes such as adjusting the game's balance, including BGM from composer Mamoru Samuraguchi, and several others. There was also a Dual Shock version.

BIOHAZARD 1.5

The fabled of *Resident Evil 2* that was cancelled halfway through production. The protagonists were Leon and another woman called Elza Walker. It resembled a straightforward shooter, and the partners included were different.

BUM

Short for Back Up Man. The member of the team that backs up the Point Man and carries out missions on the front lines.

CAFE 13

A restaurant in downtown Raccoon City. The employees here possess one of the jewels from the jewel clock tower in front of the city hall.

CAT FISH

The name of the stun gun defense item.

CCD CAMERA

The small camera S.T.A.R.S. members Joseph and Kenneth had attached to their shoulders. The images and sounds are recorded digitally on to a DV Tape.

COMPLETE DISC

A special extra disc included in the *Resident Evil Director's Cut Dual Shock* edition. Using this allowed anyone to enjoy the hidden extras in the game.

D.I.J.

A mysterious presence found in the Battle Game that is written about in the item "D.I.J.'s Diary".

DEVIL

The name of the antibodies created to combat the G-virus. A specialized vaccine for the virus, you can hear how to create it by Annette Birkin.

DUAL SHOCK VERSION

One of the re-releases of the original Resident Evil that contained for support for the (at the time) new rumble-capable Dual Shock controller for the PlayStation. Once these controllers were released it became the norm to include vibration capabilities in games.

EASY

A difficulty mode for beginners. Some of the games that have this mode also have the demerit of not unlocking any extras even after beating the game.

ECLIPTIC EXPRESS

The private express train for Umbrella employees to traverse the Arklay Mountains to get to the Training Facility. A catastrophe breaks out on board thanks to James Marcus.

EPILOGUE FILE

A hidden scene that can be viewed upon clearing the game on Heavy mode. Tells the aftermath of 8 characters essential to the story.

EXPERT MODE

A tough level of difficulty that was included in the DreamCast version of *Biohazard 2*. It's the same mode that was included in the U.S. version of *Resident Evil 2*.

EXTREME BATTLE

A special mode included in the *Resident Evil 2 Dual Shock* and DreamCast versions. Same as the contents of the EX Battle on the GC version.

G-VIRUS

A violent, evil virus developed by William Birkin. Those infected become completely invaded by "G Cells" and undergo extreme, sudden mutations until they die.

G-VIRUS PLAN

The name of the project under William Birkin's supervision to develop new types of B.O.W.s using the G-virus.

G CELLS

The cells that, upon injection or infection, quickly envelop those of the living creatures they touch. These cells then go on to provoke unforeseeable mutations in their host.

G CREATURES

The creatures that have been created out of exposure to the G-virus.

HARD

A mode where ammunition and healing items are scarce and the enemies are stronger. In *Resident Evil*, this was the mode players experienced upon choosing Chris, and Jill was the game's Easy mode.

HEAVY

The most difficult mode included in *Resident Evil 3*. The U.S. version of this mode was even harder.

HP

Abbreviation for Hit Points. Acts as numerical data for stamina, and displays how much damage your character can endure.

"IT'S FINALLY OVER..."

A line both Jill Valentine and Claire Redfield say halfway through their respective games. In *Resident Evil 3*, you can also hear it if you get killed in the boss fight that follows shortly after.

INVISIBLE ENEMY

A minigame that one can play in *Resident Evil* upon fulfilling certain conditions.

KILLER Matriarch

The name of the spray used to attack the wasp nests.

LDR

Short for Leader. The member of S.T.A.R.S. who commands the others, decides on tactics, and leads the group.

LEECH HUNTER

A minigame that one can play in *Resident Evil 0* upon fulfilling certain conditions.

LET ME LIVE

The words written on the back of Claire's red jacket. Incidentally, the graphic accompanying those words is that of Valkyrie, the goddess of destruction.

LIGHT

The beginner mode in *Resident Evil 3*. This mode gives you several powerful weapons from the beginning of the game, and enemies are easier to defeat.

MADE IN HEAVEN

Words written on the back of Chris's hidden costume and Claire's red jacket costume.

MO DISC

A standard key item from most of the games that contains various data. In *Resident Evil 3*, it was called a System Disc.

MOTHER LOVE

A tattoo on the right arm of player character Billy Cohen.

MP

Short for Military Police, the organization that keeps other military personnel in line should one of them break the law. Introduced as the people escorting Billy Cohen to prison (though they're already dead when we see them).

MR. X

One of the names for Tyrant in the international versions. There have also been action figures sold with this name.

NIGHTMARE MODE

A mode that appears in the DC version of *Resident Evil 2* upon clearing the game once as both Chris and Leon. This mode is even more difficult than the one in the original U.S. version.

NORMAL

The standard, average game difficulty.

NP-004

One of the UMB drugs necessary to create V-Jolt.

OM

Short for Omni Man. Rear support personnel who have knowledge and skill of all weapons, vehicles, and heavy firearms.

ORIGINAL GAME

Refers to the complete port of the game on the GC. Except for improved graphics, it is the exact same game as when it was originally released.

PARASOL

The brand of MO disc used throughout the game. Thought to be made by an associate company of Umbrella's.

PM

Short for Point Man. This position takes an aggressive front-line position to acquire information about the area before securing it.

P-Σ GAS

Anti-B.O.W. gas. It has no effect on Ivies, and instead gives them toxic properties.

R.P.D.

Short for Raccoon Police Department. Home to S.T.A.R.S. and the setting for the first half of *Resident Evil 2*.

REAL SURVIVAL

A minigame in *Resident Evil* that appears upon fulfilling certain conditions.

RESIDENT EVIL

The name for the American version of this series. The PlayStation version was called *RESIDENT EVIL*. Subtitles are also different, with *Resident Evil 3*'s being "Nemesis" and the 4th being "Code: Veronica X".

RNA VIRUS

Actual word employed by modern biophysicists. A virus that contains genetic data in the form of RNA, or ribonucleic acids. Appears in "Wesker's Report II".

ROOKIE

A beginner mode that allows you to use several powerful weapons from the beginning of the game. Even easier than the original Easy mode.

RS

Short for Rear Security. The member of S.T.A.R.S. who tends to injuries of the other members and backs them up from behind. Also skilled in helicopter control and sharpshooting.

S.T.A.R.S.

Pronounced "stars". A special, elite fighting force under the direction of the Raccoon City Police. It is divided into two teams, Alpha and Bravo, with 6 personnel for each team.

S.W.A.T.

Short for Special Weapons And Tactics, it is a special team of elite officers trained to resolve dangerous situations. Appears in Barry Burton's profile.

SAFSPRIN

One of Umbrella Pharmaceutical's main money maker drugs. Packaged as pills in a bottle, its catch phrase is "The Common Cure".

THE 4TH SURVIVOR

Another scenario available for unlocking after fulfilling certain conditions. Allows you to play as HUNK.

THE MERCENARIES

A minigame that appears after clearing the main game in *Resident Evil 3*.

THE TOFU SURVIVOR

Another unlockable alternate scenario. The protagonist is Tofu.

THE TRUE STORY BEHIND BIOHAZARD

A booklet that was included as part of the limited edition release of *Resident Evil* for the Sega Saturn. It contains lots of backstory such as a short story telling about Chris up to the events of the first game, and lots of stories behind the game's development.

T-VERONICA

A virus created by Alexia Ashford by combining the progenitor virus with both queen ant DNA and plant DNA. For successful assimilation between it and a host, it must be conducted over several years under speed reducing cold temperatures.

TYPE-A

One of the first mutated forms of the progenitor virus, it was later injected into Jessica Trevor, the wife of the Arklay mansion's architect, George Trevor. Explained in the file "A picture of a family".

TYPE-B

One of the first mutated forms of the progenitor virus, it was later injected into Lisa Trevor, the daughter of the Arklay mansion's architect, George Trevor. Explained in the file "A picture of a family".

TYPE-Y139

B.O.W.s made from shelled creatures that are never seen in the game but are written about in the file "Passenger's Diary". Going on the weak points outlined in the file, it is thought that they were the basis for the B.O.W. Stingers.

T-ALEXIA

Another name for the T-Veronica virus. Albert Wesker said it when he came to the mansion to try and capture her.

T-VIRUS

A virus that was reengineered from the progenitor virus for military use. The "T" stands for Tyrant, and has the effect of turning all creatures it infects into bloodthirsty berserk beasts.

T-VIRUS PLAN

The name for the B.O.W. creation project at the Arklay Laboratory. Deepens the rift between Spencer and Marcus, and is the instigator behind the mansion incident.

U.B.C.S.

Short for Umbrella Biohazard Countermeasure Service. They appear in the intro to *Resident Evil 3* only to be wiped out soon after.

UH-1 (MODEL UH-1 HELICOPTER)

The model of helicopter reserved for S.T.A.R.S. use. It's a widely used extremely adaptable helicopter often piloted by military and civilians alike.

U.S.A. VERSION

A mode that replicates the difficulty level of the game from its U.S. counterpart. One could even refer to it as a Japanese port of the American version.

UMB TYPE DRUGS

The materials used to create V-Jolt. Numbers 3, 7, and 10 (in the original *Resident Evil* it was 2, 7, and 13) are required.

VAM

The machine used to create Devil, the vaccine for the G-virus. You can recheck the creation process in "G Vaccine Devil Recipe".

V-ACT

A mutation of the T-virus that causes the host body to undergo extreme reconstructive processes. This is that turns defeated zombies into dreaded Crimson Heads.

VERY EASY

The easiest difficulty mode in *Code: Veronica X*. A rocket launcher with unlimited ammo, unlimited ink ribbons, and an item box full of powerful weapons are some of the benefits.

V-JOLT

The conventional name for UMB Type Drug "UMB No. 20". The UMB stands for Umbrella, the V for Virus, and Jolt for shock. A necessary item to weaken Plant 42.

VP-017

One of the UMB products needed to create V-Jolt.

VT-J98

The name of the drug used in the creation of Nemesis T-Type. Explained in "Office Fax".

X-DAY

The day when the plan to create a catastrophe at the Arklay mansion and use the S.T.A.R.S. team that would arrive to contain it test the effectiveness of their B.O.W.s in actual combat would go into action.

YELLOW-6

One of the items needed to create V-Jolt.

YOU ARE DEAD

Bloody words to signify the fact that the player has died. In some titles these were displayed as "You Died".

*Those words that do not fall under any one game, but instead cover similar territory across all the games are labeled under Etc.

*System names have been abbreviated thus:

GC = Gamecube, PS = PlayStation, SS = Sega Saturn, DC = DreamCast

SUPPLEMENTAL GLOSSARY

6TH EUROPEAN LABORATORY

The lab where Nemesis T Type was created.

RE:3

ETC

ADDICTION

A condition for the player where they're stumped on a puzzle and can't stop playing until they figure it out, or where they enjoy the *Resident Evil* games so much they can't think about doing anything else.

ETC

AERIAL WEAPON

Refers to the Mine Launcher and Linear Launcher. Amongst all the weapons seen in the series, these often take on the most unique shapes.

RE:3

RE:CV

AL

Short for Albert Wesker. One can find him referred to by the assistant manager's diary in *Resident Evil 0* as "practical AI", revealing that they were on very good terms.

RE:0

ALPHA TEAM

The name of one of the S.T.A.R.S. teams. There is also a team under the Umbrella Special Forces with the same name.

RE

RE:2

AMERICAN GOVERNMENT

One of the chief clients for Umbrella's B.O.W.s in the world of *Resident Evil*. They remain largely unaware of the creative processes involved in making the weapons they buy.

ETC

ANOTHER CLAIRE

A hidden character that can only be used in the Battle Game. She wears a costume that shows off the most skin (besides Alexia).

RE:CV

ANTARCTIC BASE

The second location explored in *RE: CVX*. Wesker referred to it as the Antarctic Laboratory in his second report, perhaps because it contained one in its underground facilities.

RE:CV

ANTI-B.O.W. SQUAD

A special military force trained by Umbrella to counter their out of control B.O.W.s.

RE:CV

ARKLAY LABORATORY

RE

The secret Umbrella facility located underneath the mansion. It was the origin point for the entire T-virus incident and became the stage for the later half of the mansion event.

ARKLAY MOUNTAINS

RE:0

RE

A mountain range that exists to the north of the mid-western town of Raccoon City. Herbs grow naturally there and there is an important Umbrella facility located there as well.

ATTACK OBJECT

RE:3

RE:CV

An object that can be used to envelop an enemy in a highly damaging blast. First seen in *RE3*, which also has more types of these objects than *RE: CVX*.

AUTOMATIC ACQUISITION

ETC

Refers to scenes and events where you get key items automatically.

AUTOMATIC ALIGNMENT SYSTEM

ETC

The system that automatically faces player characters toward the closest enemy or item.

AUTOMATIC USE

ETC

Refers to the events where a situation requiring a certain item will use that item automatically if you possess it.

BAR (JACK'S)

RE:3

Located in uptown Raccoon City. The site of Jill's brief reunion with Brad Vickers.

BATTERY

ETC

A regular key item. Set them in the power box to activate elevators and other devices.

BATTLE SIMULATION

RE:0

A training area set in the 3rd basement floor of the Training Facility. The director of the area sets the location of iron bars and the placement of Hunters for training partners.

BENT OVER

ETC

What the player character does when hit by an enemy. While like this, he cannot take any more damage, giving him a chance to escape.

BIG E

RE:3

The band scheduled to play in Jack's Bar. Because they were on their way back to Raccoon City after finishing a tour, they survived the disaster.

BIOHAZARD

ETC

A contagious catastrophic condition created due to viral pathogens and infected animals. Inflicts damage on humans, animals, and the environment alike.

BLOCKS

ETC

The amount of space in your inventory. Different items take up different numbers of blocks, and they can be expanded with the addition of a side pack.

BOSS FIGHT

ETC

A required battle with a boss creature where your area of movement is set and you must defeat the creature to proceed further. Also referred to as Event Battles.

BOUTIQUE

RE:3

A store you can enter upon acquiring the Boutique Key. Going inside allows you to change your costume.

BRAD ZOMBIE

RE:2

A zombified Brad Vickers who appears early on in the game after fulfilling certain conditions. The reason for his zombification is revealed in *RE3*.

BRAVO 16

ETC

The name of Nicholai Ginovaef's mission. Mentioned in the file "Observer's Orders".

BRAVO TEAM

RE:0

RE

One of the S.T.A.R.S. teams. They only played a bit part in *Resident Evil*, but were a main player in *RE0*.

BUTTON MASHING

ETC

A way to quickly escape from an enemy's attack or to get up quicker after falling to the ground. Rotate the control stick and press all the buttons repeatedly to use it. Also referred to as "Emergency Escape".

CAMERA ANGLE

ETC

Changes automatically to match the player's movement.

CANNIBAL VIRUS

RE:3

How the media referred to the appearance of zombies in Raccoon City. Seen in the file "Newpaper Reporter's Notebook".

CARD KEY

ETC

An often seen item used to open doors.

CEDAR DISTRICT

ETC

An area in uptown Raccoon City. One of the very first victims, a woman in her early twenties, was found with her body torn to pieces on the left bank of the Marble River that runs through here.

CHRIS' DIARY

An item that contains corresponding information to the hidden item "Jill's Diary" in *RE3*. Discovered in the S.T.A.R.S. office.

RE:2

CIRCULAR RIVER

The name of a river in the Arklay Mountains. It flows throughout both the north and south areas surrounding Raccoon City. There is also the Marble River in this area.

ETC

CLAIRE'S KNIGHT

A name Steve Burnside gives himself while teasing Claire about always having to rescue her. In his heart, he truly wishes to protect her.

RE:CV

CLAYMORE

One of the attack objects. Exists as land mines in the actual U.S. military.

RE:3

CLEMENT TYPE DRUGS

A type of scientific drug used in preparing guns. Its true properties are kept hidden.

RE:CV

CLOSET

A room you can enter upon acquiring the closet key. It is reserved as one of the extras you can enjoy upon clearing the main game.

RE:0, RE

COMBINE

The command that lets you mix different items, especially Herbs, into new items.

ETC

COOPERATIVE INVESTIGATION

RE:0

Another system unique to *Resident Evil 0*. By issuing a command to your partner you can have them follow and investigate with you.

CORPSE BURNING

RE

A method that prevents Crimson Heads from appearing by burning the bodies of defeated zombies with the lighter and fuel.

CORPSE ERASING

ETC

The system that makes the bodies of defeated enemies disappear upon changing locations and visiting that room again. Doesn't work on zombies in *Resident Evil*.

COUNTDOWN

ETC

The voice that announces the imminent self-destruction of whatever facility you're currently exploring, usually toward the end of the game. Also called timed events, and the most frequent amount of time given is 5 minutes.

CRANK

RE, RE:2, RE:3

One of the series main items. Inserting it into whatever device needs it and turning allows for passage into new areas.

CREATURE

ETC

The name for the monsters that inhabit the RE world. Depending on the situation, they are also referred to as B.O.W.s, irregular mutants, monsters, enemies, small fry and bosses.

CRIMINAL NUMBER 267

RE:CV

The number Steve Burnside wore on his prison clothes while in Rockfort Island.

CRITICAL HIT

ETC

A properly timed shot that can blow off certain parts of a zombie and inflict damage on other enemies in its range.

CRYOGENIC SLEEP

RE:CV

What Alexia Ashford used to allow the T-*veronica* virus to peacefully cohabit her body over a period of 15 years.

CUSTOM HANDGUN (Shotgun, Magnum, etc)

ETC

An extremely powerful weapon that can be put together with special parts.

CUSTOM PARTS

ETC

Refers to the items used to upgrade your weaponry, such as Handgun Parts, Shotgun Parts, Eagle Parts A/B, etc.

CUTE CHILDREN

RE:0

The name James Marcus uses when calling his mutated leeches.

DANIEL MARINE BASE

RE:0

The base where Billy Cohen originated from. The base leader is Samuel Reagan.

DECORATIVE KEY

ETC

Another mainstay item of the *RE* series. These keys open up doors with same decorations.

DEFENSE ITEM

RE

An emergency weapon used only in *Resident Evil*. They consist of flash grenades, the stungun, and dagger knives.

DELTA FORCE

RE

A special force trained exclusively to help protect America from the threat of terrorism. Introduced in Jill Valentine's profile.

DELTA TEAM

RE:0

The name of the Umbrella Special Forces team that board the Ecliptic Express to contain the damage after word of the disaster on it gets out. Consists of only two people.

DIARY (JOURNAL)

ETC

A type of file familiar to anyone who's played a *Resident Evil* game. Often contains the final thoughts of those who became sacrifices of the various disasters.

DIPLOID

RE:CV

The metal used in the plate for the key item "Eagle Plate".

DISMEMBERMENT

ETC

The act of destroying a particular body part of your enemy; for example, their head, arm, leg, etc. Zombies that have their heads destroyed "die" instantly.

DOOR

ETC

The animations of them opening help to disguise load times, but also serve to instill the player with the sense of dread and the unknown.

DOUBLE GUNS

RE:CV

A shooting style where you hold one gun in each hand and can shoot left and right simultaneously. First seen in *RE: CVX*.

DOWNTOWN

RE:3

The district of Raccoon City that occupies the south side. Contains restaurants, the city hall, stores and media companies.

EBOLA

ETC

An actual virus that is discussed in Wesker's Report II. The name Ebola is taken from the river near where the first victims were discovered.

ECHO TEAM

RE:3

One of the U.B.C.S. teams. Wiped out after being deployed to Raccoon City to help rescue survivors.

EDWARD ZOMBIE

RE:0

A zombified version of S.T.A.R.S. member Edward Dewey, encountered on the Ecliptic Express.

ELECTRO-CARDIOGRAM

ETC

A graph that displays the player's health. Green means Fine, Yellow and Crimson mean Caution, and Red means Danger.

ELZA WALKER

ETC

One of the protagonists of the unreleased *Resident Evil 1.5*. She was a blonde, female racer who wore a red riding suit, and like Claire her partner in the game was Sherry Birkin.

EVENT MOVIE

ETC

The name of the English voiced subtitled CG cut scenes that appear at key points in the games. Choosing to skip them will also lead to skipping over important information.

EXTRA GAME

ETC

Refers to the hidden game modes that appear after fulfilling certain conditions. These modes operate by different rules than the main game, and often let you use different characters.

EYEBALL

ETC

A creepy looking eyeball that is always present on the *RE* games' title screen. It is not clear whose eyeball or what kind of eyeball it is.

FALL DOWN

ETC

The situation where an enemy attack knocks you down and you are unable to move for a few seconds.

FILE

ETC

In addition to the game manual, these include pictures, diaries, letters and other documents that are found during the course of your adventure. Can be viewed any time after obtaining them.

FIRST AID BOX

RE:3

An item that appeared first in *Resident Evil 3*. An extremely useful item that holds up to 3 First Aid Sprays but only takes up 1 block of inventory space.

FIRST AID KIT

RE

A box that appears only in *Resident Evil* that contains various healing items. The contents differ depending on the box. Different from the First Aid Boxes in *Resident Evil 3*.

FIRST AID SPRAY

ETC

A rare item that restores your health entirely. There's no need to mix them yourself, so they are very convenient.

FREEZE ROUNDS

RE:3

A rare type of ammo for the Grenade Launcher. Appears only in *RE3*, and can be made with the Reload Tool.

GATLING GUN

RE:2, RE:3

One of the hidden weapons. Normally they are only used in helicopters, but these have been redesigned for greater portability.

GEORAMA

RE:CV

A detailed model that accurately replicates real world surroundings.

GUNPOWDER

RE:3

Powder that, when combined with the Reload Tool, allows you to make your own bullets. There are three different creation methods that each allow for a new kind of ammunition. Appears only in *Resident Evil 3*.

HANDGUN

ETC

The type of gun equipped by the protagonists at the start of the game. Every game since *RE2* has since introduced custom parts with which to upgrade these weapons.

HARRIER JET

RE:CV

A jet developed in England and the first one in the world capable of VTOL, or Vertical Take Off and Landing. Because of this, it can land in many places other jets can not.

HEADSET

RE

A communication device Albert Wesker possesses in order to give orders to the rest of his group. Consists of earphones and a microphone.

HEARTBEAT DEMO

RE:CV

The sound that plays when climbing steps. It is meant to evoke the same feelings of fear and terror as anyone would have when exploring new and possibly dangerous territory.

HEARTH

ETC

One of the mainstays of the *RE* series. Light it with the lighter to crack another puzzle.

HERB

ETC

Familiar healing item mainstays of the *RE* series. Divided into green, red, and blue, you can mix and combine them to get different results.

HIDDEN COSTUME

ETC

Alternate costumes earned as one of the common extras after beating the games. Some of these involve fulfilling certain conditions and earning keys to special closets.

HOLSTER

ETC

A convenient and safe place to carry your gun for easy access. Placed around your waist or around your shoulder (S.T.A.R.S. uses the latter).

"HONASAINARA"

RE:2

The Kansai dialect line said by Tofu when he dies in the hidden scenario "The Tofu Survivor".

HOOKSHOT

RE:0

First seen in *Resident Evil 0*. It's a special item that can only be used in certain scenes when climbing up stairs.

HYPER ZOMBIE

ETC

A faster than normal zombie introduced in the Director's Cut of the original *Resident Evil*.

"I WON'T LET IT END AS A DREAM"

ETC

The ending theme for the original *Resident Evil*. Placed 60th on the Orion singles list soon after its debut.

IDLE ANIMATION

ETC

The animation the plays if the player character is left motionless for several seconds. Also called Bored Poses.

INK RIBBON

ETC

One of the common items in the *RE* series, these allow you to save your game at the different typewriters found throughout. Much easier to find compared to many other items.

INSTANT DEATH ATTACK

ETC

Attacks like the Hunter's Neck Sever or Cerberus's Knockdown that kill the player instantly. Also known as 1 hit kills.

INVENTORY

ETC

The place on the menu screen where you keep and maintain your on-person items. Divided into squares, with different items taking up different amounts.

INVESTIGATIVE SQUAD

RE:0

The team sent by Umbrella to investigate the Training Facility after it had been closed for 10 years to ensure that it could be re-opened. Investigated twice.

INVINCIBLE

ETC

A condition for the player character where they will not take any damage whatsoever from an enemy. Activated when recoiling from an enemy attack, falling over, or climbing stairs or a ladder.

IRON MAIDEN

RE:CV

An old fashioned torture device. The torture subject is placed inside a coffin/sarcophagus like chamber with a door that contains thousands of sharp, pointy spikes, and then proceeds to scream with the utmost pain.

IRREGULAR MUTANT

ETC

Refers to the creatures that became mutated after the disaster as a result of secondary contamination.

"ITCHY HORSE"

ETC

The last words written in the animal breeder's journal. It is one of the valuable few resources showing the outbreak of the T-virus from a normal bystander's perspective, but it is also often quite humorous.

ITEM BOX

ETC

A box that holds all the items you cannot keep on your person due to limited space. The different boxes are connected so that you can access your things from different locations. Not used in *Resident Evil 0*.

ITEM STORAGE

RBD

Place where items are stored. For large items like the Rocket Launcher, you need to have at least two blocks.

INVENTORY

ETC

The place on the menu screen where you keep and maintain your on-person items. Divided into squares, with different items taking up different amounts.

JILL'S DIARY

RE:3

A hidden item acquired after finding all the files in the game in the right order. Contains Jill's history after the mansion incident.

KENDO GUN SHOP

RE:3

A gun store run by Barry Burton's friend, Robert Kendo. Found in uptown Raccoon City, next to the police station.

KEY ITEM

ETC

The items that are absolutely crucial to progress through the game. Not finding these means not being able to move on.

KEYPICK (LOCKPICK)

ETC

The standard item for the female protagonists. Allows them to open up simple locks.

KNIFE CLEAR

ETC

One of the ways for high level players to enjoy the game. An extremely advanced and difficult method where you only use the knife throughout the entire game.

KONZERN

ETC

A huge conglomerate made up of several smaller companies from different fields with a unified vision to monopolize.

LEGASON BASE

RE:3

The marine base that was supposed to carry out Billy Cohen's execution.

LIGHTER

ETC

The standard item for male protagonists of the series. Use it to solve flame related puzzles.

LIMITER RELEASE

ETC

A condition free of restrictions. Will not respond to any orders whatsoever once this has happened.

LIVE SELECTION

RE:3

A system seen only in *RE3* where you were able to choose your path of behavior at certain key points. There is a time limit to make these choices, and having time run out often leads to a different course of action altogether.

LIVE-ACTION MOVIE

ETC

Used in the original version of *Resident Evil*. The opening and ending movies of the game were filmed with real people.

LOAD CAPACITY

ETC

The maximum amount of ammo a weapon can contain. Be sure not to confuse it with remaining ammo.

LOB

ETC

The act of tossing a throwing weapon like a grenade or flaming bottle in a parabolic arc at an enemy.

LOCALIZE

ETC

The act of re-developing and fine tuning a game for release in overseas markets. Cultural references and difficulty levels are all taken into consideration for the area. Same for releasing overseas games domestically.

LOYALTY, OBEDIENCE, ORDER

RE:0

The words James Marcus used as his slogan when acting as managing director of the Training Facility. Managerial candidates there swore by them.

MAGAZINE

ETC

Another word for gun cartridge. You can see the characters loading the magazine upon exhausting all the ammo in the current one.

MAGNUM

ETC

The word comes from Latin and means "big". An incredibly powerful weapon, its title changes from game to game. As an example, in *RE2* it was called the Desert Eagle 50A.E.

MAIN GAME

ETC

Refers to the principal scenario of the game. Differs from the mini games and hidden modes.

MANSION INCIDENT

RE

The mansion in Raccoon Forest that secretly housed the Arklay Laboratory. This mansion became the origin point for all the S.T.A.R.S. members' future troubles with Umbrella.

MANUAL ALIGNMENT

RE, RE:3

A necessary controlling operation when holding a gun. Used when the player character is unable to aim toward an enemy automatically. Used only in hidden modes, never in the main game.

MARTIAL LAW

ETC

A state of emergency where the military takes control once the police are unable to contain the matter in their local area. Seen in *Resident Evil 3*.

MARVIN BRANAGH

RE:2

The first police officer Leon S. Kennedy meets upon arriving at the police station. In *Resident Evil 1.5* he was Leon's partner character.

MERCENARY

RE:3

A soldier that works for the highest bidder. All the members of the U.B.C.S are mercenaries.

METAL DETECTOR

RE:CV

A device first seen in *RE: CVX*. If you carry anything metal through it, the quarantine shutters activate and you will be unable to escape.

METAL INDUSTRY COMPANY

RE:CV

One of Umbrella's associate companies, they created the TG-01 metal.

MICHAEL FESTIVAL

RE:3

A celebratory event that took place in Raccoon City every year on September 29. Derived from Saint Michael in a Christian appreciation of the harvest season.

MIXING TOOL

RE:3

Rebecca's personal item. Used for mixing herbs and other drugs.

MOLOTOV COCKTAILS

RE:3

A special kind of weapon that first appeared in *Resident Evil 0*. Combine an empty bottle with the polytank to make as many of these as your inventory can hold.

MOONLIGHT SONATA

RE

Beethoven's masterpiece. Jill plays it as an event.

MULTIENDING

ETC

Refers to the different possible endings the player will see depending on the manner in which he cleared the game.

NEMESIS

RE3

The creature that plagues Jill Valentine throughout all of *Resident Evil 3*, the Tyrant-like Nemesis T Type. When this creature appears in the area, the music changes to alert you to the danger.

NEMESIS

RE3

The other name for the parasite NE- creature. Named for the Goddess of Vengeance, the Nemesis from *RE3* is created by injecting the parasite into a Tyrant.

NEMESIS PROJECT

RE3

A plan to develop a new type of B.O.W. using the NE- parasite. This project eventually gave birth to the Nemesis seen in *RE3*.

OBJECTS (JEWELS)

ETC

One of the key items in the *Resident Evil* series. Often used to solve puzzles. In *Resident Evil 0* there was also an extra game consisting of collecting Jeweled Leeches.

OBSERVER

RE3

The name for the secret Umbrella agents sent to record their teammates in their fight against the creatures in Raccoon City. Their main representative is Nicholai Ginovaef.

PARABELLUM BULLETS

ETC

Military ammunition. Parabellum is Latin for "prepare for war".

PARACELSUS' SWORD

RE3

Also known as the Rail Cannon, it's a special weapon that can only be used in a particular event.

PARTNER CHARACTER 1

ETC

A character that assists in the protagonist's investigation. Often move about on their own, but occasionally allow the player to control them for certain scenes.

PARTNER CHARACTER 2

ETC

Refers to the character not controlled by the player while using the Partner Zapping system. This character moves automatically to assist the player when in danger.

PARTNER ZAPPING

ETC

A system first employed in *Resident Evil 0*. Refers to the system that allows the player to switch between Rebecca and Billy to take advantage of their separate abilities when necessary.

PASSWORD (PASS NUMBER)

ETC

Another mainstay of the series. One of the many obstacles to progressing, hints can usually be found in files and other areas.

PERIPHERAL DAMAGE

ETC

What happens when you use a powerful weapon that deals damage indirectly to creatures other than the target.

PICKING

ETC

The art of opening up simple locks without their keys with the help of a lockpick. Cylinder based locks can be opened in a few seconds.

PLANTER

ETC

Contains either Green or Blue herbs. While you can't take them with you, they can be used for recovery as many times as you need.

PLAY TIME

ETC

The amount of time passed until the game was cleared. Everything after the start of the game, from event scenes, to data loading, to status screens, to end credits, are included in the calculation.

PLAYER CHANGE

ETC

The act of changing to a different character during certain parts of the game. These characters have different weapons and restrictions on where they can and cannot go.

PLAYER CHARACTER

ETC

The character controller by the player during the game. Includes the special partner characters controlled during certain parts of the game. Also referred to as controlled characters.

PLAYING DEAD

ETC

An ironic way of referring to zombies that are lying prostrate on the floor that appear to be defeated. They will try to bite you if you approach them, hence the name.

PLAYING MANUAL

ETC

A file that explains the basic controls and the layout of the map. In your possession from the beginning.

POISON DAMAGE

ETC

The damage taken at regular intervals while poisoned.

POISONED

ETC

A status condition inflicted on you by certain creatures' attacks. While infected, your Electro-Cardiogram turns purple, and your HP will slowly decrease.

POOL OF BLOOD

ETC

After knocking down a zombie, this lets you know that it's truly dead.

PRIMARY PLAY AND SECONDARY PLAY

RE2

The name for the system used in *Resident Evil 2* that allowed you to play a different version of the game for both Claire and Leon depending on who you chose first.

PRISONER NUMBER: WKD4496

RECV

The number assigned to Claire when she was sent to Rockfort Island.

PRIVSOL

ETC

Short for Private Institution Solder. Refers to the soldiers Umbrella employs at all its key locations.

PROGENITOR VIRUS

RE0

A new type of RNA virus that attaches itself to its host's DNA and rearranges it to create new features and abilities. Once its cells spread, it provokes sudden mutations.

QUARANTINE PLAN

RE3

The action undertaken by the military to ensure the virus would never spread further by blowing up the city. Approximately 100,000 civilians died because of this.

RACCOON CITY

ETC

A city in mid-western America. Umbrella's donations were largely responsible for the city's rapid growth and success. Over 1/3 of the people who lived there worked for Umbrella or one of their associate companies.

RACCOON CITY GENERAL HOSPITAL

ETC

A large all-purpose hospital built in 1992 with Umbrella funding. Blown up by Nicholai Ginovaef.

RACCOON CITY HALL

RE3

Located in the downtown area of the city. Contains a bronze statue of the mayor.

RACCOON CITY PARK

RE3

A large park in the northern part of the city that contains lots of greenery, a forest path, and a cemetery.

RACCOON CITY

ETC

UNDERGROUND LABORATORY

RE2

The place explored in the second half of *Resident Evil 2*, and William Birkin's workplace.

RACCOON DAM

RE:CV

A dam found in the Arklay Mountains that brings water to the city.

RACCOON FOREST

RE:CV

Forest land on the Arklay Mountains that grows to the north of the city. Umbrella owns a number of facilities in the deeper parts of the forest.

RACCOON PRESS

RE:CV

Provides the paper for the Raccoon Times newspaper.

RACCOON WEEKLY

RE:CV

A minor local periodical. Details the first sightings of Cerberus in the Arklay Mountains. Seen in the original Resident Evil Scrapbook.

RADIO CONTROL

RE:CV

The name of *Resident Evil*'s unusual control scheme. It means the character will always move forward by pressing up no matter what the camera angle may be.

RANDOM SET

RE:CV

A system brand new to *Resident Evil* 3. Changes the location of items every time you enter an area.

RANK

RE:CV

A grade received based on your in-game performance. Calculated from number of times saved, number of times healed, and total time passed until the game was cleared. Ranges from S to E.

"RAW" FEELING

RE:U, RE:CV

The feeling of actually being there and feeling the terror more explicitly due to the huge graphical quality of these games.

RELOAD

RE:CV

The act of refilling your weapon with ammo. You can choose to reload manually or automatically. Should you choose the latter, you will see your character reloading in the game, but you will be vulnerable to attack while they do so.

RELOAD TOOL

RE:CV

An item unique to *RE3*, it allowed you to create various kinds of ammunition from gunpowder and other items.

RESULT SCREEN

RE:CV

The final screen showed after all the end credits. Displays play time, number of times killed, rank, and more.

RETRY

RE:CV

The option upon dying that allows you to restart the game from the nearest saved file.

ROCKET LAUNCHER

RE:CV

A staple power weapon of the series, it's notable for its extremely high attack power. There are conditions for its acquisition.

ROCKFORT ISLAND

RE:CV

A solitary island that sets the first stage for *RE: CVX*. Contains such buildings as the "inescapable prison", training grounds, a lab, a public and private mansion, and others.

ROTATION

RE:CV

The movement system employed throughout the *Resident Evil* series.

RUNNING ZOMBIE

RE:CV

Another quick moving zombie, but one that differs from the Hyper Zombie in certain areas.

SAINT MICHAEL CLOCK TOWER

RE:CV

A famous Raccoon City tourist spot. Also one of several stages where Jill fights Nemesis after a failed escape attempt at the tower.

SAMURAI EDGE

RE, RE:CV, RE:CV

A standard issue S.T.A.R.S. M92F that has been upgraded and customized by the Robert Kendo's brother, John Kendo.

SCOPE SCREEN

RE:CV

A special interface for the sniper rifle and linear launcher that allows you to aim precisely at the target you wish to hit. Can also zoom in for increased accuracy.

SCRAP BOOK

RE:CV

A scrap book of newspaper articles concerning game events. Appeared in the original *Resident Evil*.

SEALING PLAN

RE:CV

Refers to the plan to completely quarantine Raccoon City after the outbreak. The military and the militia worked together to barricade the city limits, and citizens who escaped were subjected to tests and blood work to ensure they weren't also infected.

SECURITY BOX

RE:CV

A storage item first seen in *RE: CVX*. Used to store metallic items in order to bypass the metal detector.

SELF DESTRUCTION EQUIPMENT

RE:CV

Umbrella's standard last resort to hide evidence of its activities. When time on these runs out the entire facility is destroyed.

SERIAL NUMBER D-1036

RE:CV

Billy Cohen's serial number for the Marines. Confirmed in file "Transportation Orders".

SERUM EVENT

RE, RE:CV

A special event that involves rescuing a teammate that has been heavily poisoned. Completing, or failing to complete, this even has a large effect on the following events.

SHINA ISLAND

RE:CV

A small European island owned by Umbrella. It contains a plant for Tyrant experiments, and used to house several researchers and their families, but was destroyed intentionally.

SIGNAL FLARE

RE

Used to alert Brad Vickers to come and rescue you.

SOFT RESET

RE:CV

A method that returns you to the title screen quicker than pressing the reset button on the console. Just press Start and select Game Reset from the menu.

SONG OF HEALING

RE:CV

The music that plays in save rooms and rooms with Item Boxes to let you know that it's safe.

SPECIAL WEAPON

RE:CV

Hidden weapons. Opened for use after fulfilling certain conditions.

SPENCER

RE:CV

One of the founders of Umbrella, Ozwell E. Spencer.

SPLIT UP

RE:CV

A special system seen only in *RE0*. Give this order to your partner to have them wait for you while you proceed alone.

STANDARD ITEM (PERSONAL ITEM)

RE:CV

Items that the player character possesses from the beginning that have special uses, can be used indefinitely, and don't take up inventory space.

STATUE

RE:CV

One of the mainstay puzzles of the *Resident Evil* series. Whether it's moving them, placing jewels in them, or even destroying them, they test the player's wisdom each time they appear.

STATUS SCREEN

RE:CV

The screen that shows the player character's condition, inventory, files, maps, and other key items. Players will never be attacked while viewing this screen.

STYPTIC EVENT

RE:CV

An event similar to the Serum event. If you give this and the lighter to Rodrigo Juan Raval, you can get different items as both Claire and Chris.

SUNGGLASSES BASTARD

RE

Albert Wesker. Written in the file "A lab worker's testament".

SUPPORT

RE:0

A special system used only in *Resident Evil 0*. Your partner will call you for help if they find themselves in a tight spot.

SURVIVAL HORROR

ETC

The genre to which *Resident Evil* belongs. It refers to a type of game where the player is in an extremely dangerous, catastrophic situation and must escape alive.

SURVIVAL KNIFE (COMBAT KNIFE, KNIFE)

ETC

One of the mainstays of the player characters' equipment. Can be used endlessly, but it does little damage and has a short reach.

TACTICAL VEST

ETC

A bullet-resistant vest all S.T.A.R.S. personnel wear to reduce damage. Each vest has a different number of pockets and other storage areas tailored to each team member's purpose.

TERMINAL

ETC

A computer. Often used to input a password and unlock a door.

THE BRIGHT 21ST CENTURY

RE

RACCOON CITY PLAN

A large project that also gave birth to S.T.A.R.S. Several civilian corporations, starting with Umbrella, contributed the funds that made it possible.

TIGER TANK

RE:CV

The strongest tank from World War II for the German military. Military fanatic Alfred Ashford left one in the training grounds on Rockfort Island.

TIME ATTACK

ETC

One of the ways to play and enjoy the game for skilled players. Depending on how fast you can clear the game, the extras you receive will vary.

TREVOR'S JOURNAL

ETC

A document that contains the painful story of how George Trevor and his family were not only used by Umbrella but killed by them as well. First seen in "The True Story Behind BIOHAZARD" and revived again in *Resident Evil*!

TURNTABLE

RE:0, RE:2, RE:CV

A large platform often used for transporting heavy materials, used like an elevator to travel between areas.

TYPEWRITER

ETC

Used together with ink ribbons to save the player's progress. Found in every *Resident Evil* game.

UMBRELLA

ETC

A huge conglomerate corporation that makes most of its money off of pharmaceuticals. "We protect your health" is their universally known slogan, but despite this, they are, of course, the main source of all the evil that has occurred in the Resident Evil games to date.

UMBRELLA INDUSTRY

RE:2, RE:3, RE:CV

Umbrella's weapons department. The flamethrower, spark shot, mine thrower, and linear launcher have all originated from it.

UMBRELLA SPECIAL FORCES

RE:0, RE:3

An elite team of soldiers that carry out Umbrella's top secret missions. Delta Team from RE0 and Alpha Team from RE2 both originated from here.

UMBRELLA TRAINING FACILITY

RE:0

A facility located in Raccoon Forest to train promising young employees to become formidable presences for Umbrella. The first managing director was professor James Marcus.

UNLIMITED AMMO

ETC

An attribute frequently seen with weapons opened up in hidden modes. Weapons that before were used sparingly so as to not run out of ammo prematurely can now be used freely.

UPPER/LOWER (ANGLE) ATTACK

ETC

The process that lets you aim weapons either above you or below you. The rocket launcher is the only one that can only be aimed level.

UPTOWN

RE:3

The city district in southern Raccoon City. Contains Jack's Bar.

VACCINE

ETC

The antibodies that prevent one becoming infected with a virus and that can heal the symptoms of a virus even after infection.

VALVE HANDLE

RE, RE:2, RE:CV

One of the key items of the series. Like the crank, you place it on a device that it fits and turn it to activate a door or device so you can progress.

VICTORY LAKE

ETC

A certain lake in the Arklay mountains. Located to the northeast of Raccoon City, is known throughout the area as a place of relaxation.

WALL WALK (WALL RUSH)

ETC

One of the unofficial play styles invented by clever players. It involves running at an angle toward a wall while constantly hitting the action button, which drastically cuts your chances of overlooking an item.

WARNING

ETC

This screen appears upon starting every *Resident Evil* game, warning the player that it contains violence, blood, and grotesque images.

WESKER ZOMBIE

ETC

A zombified Albert Wesker that appears in the Battle Game extra of the Sega Saturn version of *Resident Evil*. So strong that he can only be defeated with two shots from the Colt Python.

WESKER'S REPORT

ETC

A report written by Albert Wesker that contains tons of precious information. "I" was revealed in the extras DVD that came with *Resident Evil – Code: Veronica X*, and "II" was revealed on the web.

WILL

RE:0

William Birkin. Referred to in the assistant manager's diary as "Scholarly Will", revealing that the two were on very good terms.

WILL'S RESEARCH REPORT

RE:3

One of the parts of the proof of the G-virus Plan Chris showed to Jill before he left. If you read "Jill's Diary", you can learn that Chris knew about the G-virus before the disaster.

X (COMPLETE EDITION)

ETC

Words affixed only to the title of *Resident Evil – Code: Veronica*. Must-see additions include new events and the true ending!

ZAPPING

ETC

A system employed in RE2. It refers to the actions taken by either Leon or Claire in the same location having an effect on the other's game in that location.

CHRONOLOGICAL LIST

Resident Evil Archives

Resident Evil debuted for the PlayStation in Japan, under the name *Biohazard*, on March 22, 1996. At first, its sales were nothing impressive. However, it gradually began to gain popularity and to infect those who played it with an overwhelming desire to tell their friends about it. People all over the world thrilled to this new type of game that they had never experienced before, and even now, the name *Resident Evil* is spreading everywhere.

JAPANESE RELEASE CALENDAR

TITLE	SYSTEM	DATE
Biohazard	PS	3/22/1996
Biohazard	SS	7/25/1997
Biohazard Director's Cut	PS	9/25/1997
Biohazard 2	PS	1/29/1998
Biohazard Director's Cut Dual Shock Ver.	PS	8/6/1998
Biohazard 2 Dual Shock Ver.	PS	8/6/1998
Biohazard 3: Last Escape	PS	9/22/1999
Biohazard 2 Value Plus	DC	12/22/1999
Biohazard Gun Survivor	PS	1/27/2000
Biohazard 2	N64	1/28/2000
Biohazard -Code: Veronica-	DC	3/22/2000
Biohazard 3: Last Escape	DC	11/16/2000
Biohazard - Code: Veronica-	DC	3/22/2001
Biohazard - Code: Veronica-	PS2	3/22/2001
Biohazard Nightmare Returns	PS/PS2	3/22/2001
Gun Survivor 2 Biohazard Code: Veronica	PS2	11/8/2001
Biohazard	GC	3/22/2002
Biohazard Gaiden	GBC	3/29/2002
Biohazard 0	GC	11/21/2002
Biohazard 2	GC	1/23/2003
Biohazard 3: Last Escape	GC	1/23/2003
Gun Survivor 4 Biohazard Heroes Never Die	PS2	2/13/2003
Biohazard - Code: Veronica - X	GC	8/7/2003
Biohazard Collector's Box	GC	8/7/2003
Biohazard Outbreak	PS2	12/11/2003
Biohazard Outbreak File 2	PS2	9/9/2004
Biohazard Double Feature	GC	12/22/2004

Code: GC = GameCube, DC = DreamCast, GBC = Game Boy Color, N64 = Nintendo 64,
PS = PlayStation, PS2 = PlayStation 2, SS = Sega Saturn

This table displays consumer data only.

STAFF CREDITS

BIOHAZARD 0

Game Design

TAKAHIRO USHIRODA
TAKAYOSHI MIYAKE

ISAMU HARA

TOMOHIRO KIDA

YASUHIRO ITOGE

Assistant Director

YUKI FURUKAWA

Original Game Design

HIDEKI KAMIYA

Production Manager

TAKEHI TANIGUCHI

Coordinators

HIDEONI FUKUKAWA

YODO LIU

Scenario Editors

FRAGSHIP

NOBORU SUGIMURA

HIROMICHI NAKAMOTO

JUNICHI MIYASHITA

PROGRAM

Program Supervisor

SEIICHIRO CHIBOSHI

Main Programmer

YOSHIFUMI HIRAO

System Programmers

TOMOHIRO UEDA

HIROYOSHI IWASAKI

Character Programmers

TSUTOMU KOBAYASHI

YOSHITARO HONJO

Creature Programmers

MASAYOSHI ITOH

VIDEO MATSUMOTO

MITSUTAKA EMORI

Map Programmers

MASAO UE

TSUKASA MURAKAMI

Demo Programmers

TATSUYA KITABAYASHI

MASAO UE

Sub screen Programmers

HIKIO MATSUMOTO

YOSHITARO HONJO

TUKASA MURAKAMI

Effect Programmers

MITSUTAKA EMORI

Maintenance

YUICHI OUMI

Software Support

MASAMITSU KOBAYASHI

BACKGROUND

Background Graphic Supervisor

KOICHI MINAMI

Background Graphic Director

HIROSHI KASAJIMA

Background Graphic Designers

SATORU HIRANO

HIROTAKA MORIYAMA

KIYOSHI HARADAI

ERI INOUE

YUYA OKADA

MOTOHISA TOMINAGA

RYUJI TAMURA

MAKIKO NIHARI

JIANPING QIU

CHENHUAO XU

YAN HUANG

SHENG XU

HAINING ZHANG

YING CHEN

HAIRONGU TANG

JUN HU

ETSKU HIROSE

Shadow Mapping

GENTARO SAKAI

Background Sketch Artists

RYU NOGUCHI

mitsuru HIROTA

Background Artist

SHINKIRO

Title Logo Designed By

NAOKI KATAKAI

SHIGEOMI OKAMURA

Title Screen Designed By

NAOKI YOSHIKAWA

MODEL / DESIGN

Model & Motion Design

Director

KENICHI UEDA

Character Model Artists

KOJI ISHIDA

SHIN YUASA

GEN KOBAYASHI

TORU NAKAZAWA

KENICHIRO YOSHIMURA

YOSHINORI MATSUSHITA

Character Animators

YOSHIO MISAKI

TORU YAMASHITA

YUKI YANAGIMOTO

SYOJI HAMADA

TOMOKAZU KADOU

KENICHIRO HATADA

YOSHIAKI UTAZU

TAKASHI ITAI

HIROKI MOTOSHIMORI

SHINTARO TAKARAMOTO

YOSHIAKI NAEUMURA

2D Item Design

KIYOSHI NISHIKAWA

MASAYUKI MORITOMO

Object Design

TOSHIYUKI KANNO

YUICHI MATSUDA

NORIE SHOJI

SAYAKA MIZA

LEI NING

JUN HU

Hi-end Character Model Art

NARU OHMORI

TAKAMASA YAMADA

YASUYUKI TAKAGI

Creature Sketch Artist

SATOSHI NAKAI

Creature Artist

YOSHIO HIROHITO

Character Artists

SHINKIRO

SHINSUKE KOMAKI

EFFECTS

Effect Supervisor

YUSUKE HASHIMOTO

Effect Director

MASAKI TOKUDA

Effect Designers

GO YOSHIDA

GEN SATOH

HIROAKI NAKANO

HIDEAKI TANAKA

AKIRA MASUDA

SHINYA KAWANE

REAL-TIME DEMO

Real-Time Demo Supervisor

SHINJI UTSUNOMIYA

Face Modeling & Facial

Direction

YOSHIAKI HIRABAYASHI

Real-Time Demo Creators

KUNIHIKO TSUDA

MOTOKI TUJI

SHOHEI KONNO

NORIHIKO UENO

MASAKI FURUTANI

SATORU FURUTANI

Tool Creators

RYUTA TAKAHASHI

ATSUTOSHI MURATA

MIYU TAKAMURA

YUICHI YAMURA

Sound

Sound Director

ICHIRO KOHMOTO

Sound Editors

RYOUE TAKAGI

RIYOU KINUGASA

SHINGO KATAOKA

Music Composed By

SEIKO KOBUCHI

Supported By

TOMOHIRO MASUDA

Sound Assistant

MADOKA OHASHI

Vocal

KENGO (RAKU-SHA)

Strings

CG MOVIE 1st UNIT

ROBOT

CG Movie Producer

MIKITAKA KURASAWA

Director of Photography

SATOSHI MAEDA

KUMIKO HAYASHI

CG MOVIE 1st UNIT

ROBOT

CG Movie Producer

MIKITAKA KURASAWA

Director of Photography

SATOSHI MAEDA

KUMIKO HAYASHI

CG MOVIE 1st UNIT

ROBOT

CG Movie Producer

MIKITAKA KURASAWA

Director of Photography

SATOSHI MAEDA

KUMIKO HAYASHI

CG MOVIE 1st UNIT

ROBOT

CG Movie Producer

MIKITAKA KURASAWA

Director of Photography

SATOSHI MAEDA

KUMIKO HAYASHI

CG MOVIE 1st UNIT

ROBOT

CG Movie Producer

MIKITAKA KURASAWA

Director of Photography

SATOSHI MAEDA

KUMIKO HAYASHI

CG MOVIE 1st UNIT

ROBOT

CG Movie Producer

MIKITAKA KURASAWA

Director of Photography

SATOSHI MAEDA

KUMIKO HAYASHI

CG MOVIE 1st UNIT

ROBOT

CG Movie Producer

MIKITAKA KURASAWA

Director of Photography

SATOSHI MAEDA

KUMIKO HAYASHI

CG MOVIE 1st UNIT

ROBOT

CG Movie Producer

MIKITAKA KURASAWA

Director of Photography

SATOSHI MAEDA

KUMIKO HAYASHI

CG MOVIE 1st UNIT

ROBOT

CG Movie Producer

MIKITAKA KURASAWA

Director of Photography

SATOSHI MAEDA

KUMIKO HAYASHI

CG MOVIE 1st UNIT

ROBOT

CG Movie Producer

MIKITAKA KURASAWA

Director of Photography

SATOSHI MAEDA

KUMIKO HAYASHI

CG MOVIE 1st UNIT

ROBOT

CG Movie Producer

MIKITAKA KURASAWA

Director of Photography

SATOSHI MAEDA

KUMIKO HAYASHI

CG MOVIE 1st UNIT

ROBOT

CG Movie Producer

MIKITAKA KURASAWA

Director of Photography

SATOSHI MAEDA

KUMIKO HAYASHI

CG MOVIE 1st UNIT

SPECIAL THANKS

Planning Cooperate
SHU TAKUMI
KUNIOMI MATSUSHITA
Software Cooperate
RYUTA TAKAHASHI
MIYUKI OHIRO
TAKESHI ENOMOTO
JUN MATSUMOTO
AKIRA KAZAOKA
Graphic Cooperate
SHIZUO UKAI
NOBUAKI YAMAZAKI
TAKASHI HAMA
KEIJI UEDA
Sound Cooperate
TOSHIO KAJINO
MAKOTO TOMOZAWA
TOMOTAKI KAWAKAMI
NAOSHI MIZUTA
Naming Content Winner
KENJI FUJYOSHI
KAZUYASU KOYANO

PUBLICITY

MASAKO HONMA
KEIICHI BABA
YOSHIHIRO OHNO
SHINSUKE KOMAKI

GAME PRODUCER

SHINJI MIKAMI

PROMOTION**PRODUCER**

KEIJI INAFUNE

GENERAL PRODUCER

NORITAKA FUNAMIZU

SUPERVISOR

YOSHIKI OKAMOTO

DIRECTED BY

HIDEKI KAMIYA

BIOHAZARD 3**LAST ESCAPE****STAFF****PLANNING**

Scenario
YASUHISA KAWAMURA

Event Plan

AKIRA KOKUSHOU

WAKAKO NAMMO

Acting

TETSURO OYAMA

Schedule Manager

KOTARO NISHIO

Support

HIROYUKI KOBAYASHI

GRAPHIC**Background Creator Chief**

MIHO HAMANO

HIROSHI SHIBATA

BG. Image Design

MUNEYUKI KOTEGAWA

BG. Creator

HIROKI OHNISHI

HIROKAZU YONEZUKA

HIROYUKI IMAHORI

HIROSHI SUGIYAMA

NAOKI KATAKAI

YUKI KURAHASHI

NAOTO ISHII

KOICHIRO HARA

TAKAHITO WASHISAKA

TAKUO YAMAMOTO

TATUHIKO KAWASHITA

YASUHIRO HIRATA

JUNKO GOTOH

MASACHIKO KAWATA

YUSUKE KAN

TOSHIYA KOTANI

KOICHI HIDAKA

KOICHI MINAMI

NAOHIRO YAMADA

CHIE NISHIDA

Interface Design

KENICHIRO YOSHIMURA

KAORU ARAKI

Character Creator Chief

KENICHI UEDA

Character Creator

MASAKI YAMANAKA

TOMOAKI SUGENO

SHINJI UTSUNOMIYA

KUMIKO SUEKANE

AKIKO SHIBATA

MASATERU NAKAO**Creature Design**

YOSHINORI MATSUSHITA

Effect Design

YUSUKE HASHIMOTO

SOFTWARE**Program Chief**

KIYOHICO SAKATA

Scenario Program

TOMOHIRO AKIZUKI

AKIHIRO SHIMAMORI

KAZUNORI INOUE

AKIRA KAZAOKA

NAO UEDA

Enemy Program

KATSUTOSHI KARATSUMA

MITSUO OKAMOTO

Sound Program

HIDEAKI MOTOZUKA

Effect Program

TAKAKI YAMANOUEHI

SOUND**Music Composition Chief**

MASAMI UEDA

Music Composition

SAORI MAEDA

Sound Design Chief

WATARU HAMA

Sound Design

TOMOYUKI KAWAKAMI

CG MOVIE CREW

IMAGICA IMPRESSION

Producer

TSUTOMU TORII

Production Runner

TETSUTO KOYAMA

Director / Editor

HIROSHI SASAKI

Computer Graphic Designer

RICA FUJIMOTO

NOVKO OINO

SHIGEHIARU SHIMADA

KIYOSHI SHIGENAGA

KOZO TAKAYAMA

YOSHUYUKI TONOE

KAYOKO INOMOTO

YUTAKA NISHIKAWA

KOJI TAKENAKA

KUMIKO MURATA

SHUNICHI SHIRAI

TAKAHIRO ONISHI

MARI YAMAMOTO

Technical Support

MASASHI IMANAKA

Texture Designer

TAKAYUKI YAMADA

AZUMI NISHIMURA

MAKOTO NISHIBORI

HIROYUKI KUSUKAWA

HAKUEI YAMAMOTO

Sound Mixer

TAKEFUMI HIRAYAMA

KAZUYA HIRATSUKA

Motion Actor

KAZUHIDE YAMAMOTO

RICA MAENAMI

Special Thanks

AvidJapan & DAIKIN/SOFTIMAGE 3D

RECORDING CREW**CAST**

Jill

CATHERINE DISHER

Carlos

VINCE CORAZZA

Mikhail

BEN CAMPBELL

Nicholai

ROGER HONEYWELL

Brad

EVAN SABBA

Tyrell

PETER WINDREM

Murphy

RICHARD CLARKIN

Daria

TONY ROSATO

Record Engineer

PAUL SHUBAT

Assistant Record Engineer

IAN RODNESS

Producer

SUSAN HART

Voice Director

ERIK "ESX" SUZUKI

ENGLISH SCRIPT**Translation**

TOM SHIRAIWA

ABU TAKEMURA

MIKI TAKANO

SPECIAL THANKS**Texture Cooperate**

MAKOTO TSUCHIBAYASHI

MASAO SAKURAI

SAORI BANDO

SATOMI TSUBOTA

Music Mastering

KAZUYA TAKIMOTO

Sound Design Cooperate

NORIKO ANDO

TAKASHI UNO

CG Movie

MOTOJI FUJITA

NAOTO SATOU

(CAPCOM VIDEO TEAM)

Opening Illustration

SHIGEOMI OKAMURA

PUBLICITY

MASAKO HONMA

KEIICHI BABA

MIDUHO TOYONAGA

SUPPORT COMPANY**Supervisor**

YOSHIKI OKAMOTO

General Producer

NORITAKA FUNAMIZU

Producer

SHINJI MIKAMI

Director

KAZUHIRO Aoyama

BIOHAZARD**— CODE:VERONICA****STAFF****Sub Director**

YOSHITAKA MAKI

Assistant Director

RYUICHI IKIHARA

PLANNING**Stage Plan**

DAISUKE TERAOKA

FUICHI KITANO

KAORI NISHINO

MASATOSHI YAMADA

KAZUNORI KADOI

Enemy Plan

RYO FUJII

Event Plan

ATSUKO HAYAKAWA

System & Sound Plan

YOSHIOKA ANDO

Scenario Message

YASUSHI FUNAKOSHI

MASAKI HORIUCHI

Scenarist & Planning Support

NOBORU SUGIMURA

HIROHISA SODA

JUNICHI MIYASHITA

AKIRA ASAKA

HIDEYUKI ISHIZUKI

YASUHIKO SUZUKI

GRAPHIC**Art Director**

JUNICHI OHTA

BG. CREATORS

MASAMOTO KATSUYAMA

HIROSHI SEKI

KIYOTAKA TOKOEDA

TERUYA TOCHIGI

YOUSKE HIRATA

TAKESHI WATANABE

RYO SAIDA

NAOMI SATO

TOMOHIRO YAMAKAWA

YOSHIE ISHIMARU

RICA YAJIMA

KENTARO HIKITA

ATSUSHI WATANABE

NAOYA TANAKA

ATSUSHI OGAWA

NOBUYUKI OSHIMA

YASUHIRO MATSUMOTO

HIROTAKA KAWAKAMI

AKIHIRO KANEKO

Tomoko Koikeda

YOSHIMI SUSHI

AKIKO UEMURA

Character Creator

KAZUNORI TAZAKI

YASUJIRO KONDO

YUICHI AKUMOTO

YOSHIOHIDE ITAKI

YASUHIRO SHIMADA

DAISUKE TAKAHASHI

YOSHIOHIDE ISUZAKI

KIMITAKA YAMAGAMI

Face Modeling

KASHIWA ODA

TATSUSHIGE ODA

Motion Design

JUNJI HAYASHI

MITSUHARU KAWAGUCHI

NAOKI TAGUCHI

YOSHIKAZU NAKANO

MASAMASA HONMA

HIDEAKI SAKADO

YOSHIFUMI HATTORI

NOBUAKI YAMAZAKI

Event Motion

YOSHIKI ITO

YUKI IZUMI

TATSURO MATSUNAGA

RYO MIYATA

Director of Photography

SPECIAL THANKS

Planning Cooperate
SHU TAKUMI
KUNIOMI MATSUSHITA
Software Cooperate
RYUTA TAKAHASHI
MIYUKI OHIRO
TAKESHI ENOMOTO
JUN MATSUMOTO
AKIRA KAZAOKA
Graphic Cooperate
SHIZUYO UKAI
NOBUAKI YAMAZAKI
TAKASHI HAMA
KEIJI UEDA
Sound Cooperate
TOSHIO KAJINO
MAKOTO TOMOZAWA
TOMOYUKI KAWAKAMI
NAOJI MIZUTA
Naming Content Winner
KENJI FUJYOSHI
KAZUYASU KOYANO

PUBLICITY

MASAKO HONMA
KEIICHI BABA
YOSHIIHIRO OHNO
SHINSUKE KOMAKI

GAME PRODUCER

SHINJI MIKAMI

PROMOTION PRODUCER

KEIJI INAFUNE
GENERAL PRODUCER
NORITAKA FUNAMIZU
SUPERVISOR
YOSHIIHIRO OKAMOTO
DIRECTED BY
HIDEKI KAMIYA

BIOHAZARD 3 LAST ESCAPE**STAFF****PLANNING**

Scenario
YASUHISA KAWAMURA

Event Plan

AKIRA KOKUSHOU
WAKAKO NAMMO

Acting

TETSURO OYAMA

Schedule Manager

KOTARO NISHIO

Support

HIROYUKI KOBAYASHI

GRAPHIC*Background Creator Chief*

MIHO HAMANO
HIROSHI SHIBATA

BG. Image Design

MUNEHYUKI KOTEGAWA

BG. Creator

HIROKI OHNISHI
HIROKAZU YONEZUKA

HIROYUKI IMAMORI

HIROSHI SUGIYAMA

NAOKI KATAKAI

YUKI KURAHASHI

NAOTO ISHII

KOICHIRO HARA

TAKAHITO WASHISAKA

TAKUO YAMAMOTO

TATUHIKO KAWASHITA

YASUHIRO HIRATA

JUNKO GOTOH

MASACHIKI KAWATA

YUSUKE KAN

TOSHIO YOTANI

KOICHI HIDAKA

KOICHI MINAMI

NAOHIRO YAMADA

CHIE NISHIDA

Interface Design

KENICHIRO YOSHIMURA

KAORU ARAKI

Character Creator Chief

KENICHI UEDA

Character Creator

MASAKI YAMANAKA

TOMOAKI SUGENO

SHINJI UTSUNOMIYA

KUMIKO SUEKANE

AKIKO SHIBATA

MASATERU NAKAO*Creature Design*

YOSHINORI MATSUSHITA

Effect Design

YUSUKE HASHIMOTO

SOFTWARE*Program Chief*

KIYOHICO SAKATA

Scenario Program

TOMOHIRO AKIZUKI

AKIHIRO SHIMAMORI

KAZUNORI INOUE

AKIRA KAZAOKA

NAO UEDA

Enemy Program

KATSUTOSHI KARATSUMA

mitsuo okamoto

Sound Program

HIDEAKI MOTOZUKA

Effect Program

TAKAKI YAMANOUCHI

SOUND*Music Composition Chief*

MASAMI UEDA

Music Composition

SAORI MAEDA

Sound Design Chief

WATARU HAMA

Sound Design

TOMOYUKI KAWAKAMI

CG MOVIE CREW

IMAGICA IMPRESSION

Producer

TSUTOMU TORII

Production Runner

TETSUO KOYAMA

Director / Editor

HIROSHI SASAKI

Computer Graphic Designer

RICA FUJIMOTO

NOVKO OINO

SHIGEHIRO SHIMADA

KIYOSHI SHIGENAGA

KOZO TAKAYAMA

YOSHIIKU TONOE

KAYOKO INOMOTO

YUTAKA NISHIKAWA

KOJI TAKENAKA

KUMIKO MURATA

SHUNICHI SHIRAI

TAKAHIRO ONISHI

MARI YAMAMOTO

Technical Support

MASASHI IMANAKA

Texture Designer

TAKAYUKI YAMADA

AZUMI NISHIMURA

MAKOTO NISHIBORI

HIROYUKI KUSUKAWA

HAKEI YAMAMOTO

Sound Mixer

TAKEFUMI HIRAYAMA

KAZUYA HIRATSUKA

Motion Actor

KAZUHIDE YAMAMOTO

RICA MAENAMI

Special Thanks

AvidJapan & DAIKIN/SOFTIMAGE

RECORDING CREW**CAST**

Bill

CATHERINE DISHER

Carlos

VINCE CORAZZA

Mikhail

BEN CAMPBELL

Nicholai

ROGER HONEYWELL

Brad

EVAN SABBA

Tyrell

PETER WINDREM

Murphy

RICHARD CLARKIN

Dario

TONY ROSATO

Record Engineer

PAUL SHUBAT

Assistant Record Engineer

IAN RODNESS

Producer

SUSAN HART

Voice Director

ERIK "ESX" SUZUKI

ENGLISH SCRIPT*Translation*

TOM SHIRAIWA

ABU TAKEMURA

MIKI TAKANO

SPECIAL THANKS*Texture Cooperate*

MAKOTO TSUCHIBAYASHI

MASAO SAKURAI

SAORI BANDO

SATOMI TSUBOTA

Music Mastering

KAZUYA TAKIMOTO

Sound Design Cooperate

NORIKO ANDO

TAKASHI UNO

CG Movie

MOTOJI FUJITA

NAOTO SATOU

(CAPCOM VIDEO TEAM)

Opening Illustration

SHIGEOMI OKAMURA

PUBLICITY

MASAKO HONMA

KEIICHI BABA

MIDUHO TOYONAGA

SUPPORT COMPANY

YOSHIKI OKAMOTO

General Producer

NORITAKA FUNAMIZU

Producer

SHINJI MIKAMI

Director

KAZUHIRO Aoyama

BIOHAZARD - CODE:VERONICA**STAFF***Sub Director*

Yoshitaka Maki

Assistant Director

Ryujiro Ichikura

PLANNING*Stage Plan*

Daisuke Teraoka

Eiichi Kitano

Kaori Nishino

Masatoshi Yamada

Kazunori Kadoi

Enemy Plan

Ryo Fujii

Event Plan

Atsuko Hayakawa

System & Sound Plan

Yoshihide Ando

Scenario Message

Yasushi Funakoshi

Masaki Horiechi

Scenario & Planning Support

Noboru Sugimura

Hirohisa Suda

Junichi Miyashita

Akira Asaka

Hideyuki Ishizeki

Yasuyuki Suzuki

GRAPHIC*Art Director*

Junichi Ohta

BG. Creator

Masamoto Katsuyama

Hiroshi Seki

Kiyotaka Tokoeda

Tetsuya Tochigi

Yosuke Hirata

Takeshi Watanuki

Rika Yajima

Kentaro Hikita

Atsushi Watanabe

Naoya Tanaka

Atsushi Ogawa

Nobuyuki Oshima

Yasuhiko Matsumoto

Hirotaka Kawakami

Akihiro Kaneko

Tomoko Koidea

Yoshimi Soshi

Akiko Uemura

Character Creator

Kazunori Tazaki

Yasutyo Kondo

Yuchi Akimoto

Yoshihide Itagaki

Yasuhiko Shimada

Daisuke Takahashi

Yoshiaki Isozaki

Kimitaka Yamagami

Face Modeling

Kashow Oda

Tatsumi Oda

Motion Design

Junji Hayashi

Mitsuharu Kawaguchi

Naoki Taguchi

Yoshiaki Nakano

Masao Honda

Hideaki Sakado

Yoshifumi Hattori

Nobuaki Yamazaki

Event Motion

Yoshiki Ito

Yuki Izumi

Tatsuro Matsunaga

Ryo Miyata

Director of Photography

Hide Gondoh

Satoshi Nakai

2D Design Chief

Shinichi Kawaguchi

Effect Design

Takashi Noguchi

Shigeru Komatsu

Graphic Support

Hiroki Iwasa

Tadafumi Kato

Hiroshi Koga

Tomomi Seki

Ryo Murakawa

Toshio Yamamoto

Eiji Matsura

Font Edit

Ukiko Hoshino

Graphic Design

BIOHAZARD ARCHIVES

STAFF

EDITING & PUBLISHING

CAPCOM CO., LTD.

Tetsuya Ohno Kou Masui

EDITING & PRODUCTION

Erika Hanazawa (Karitajian, Inc.)

Reiko Hirano (Karitajian, Inc.)

Shuhei Yasumura (Karitajian, Inc.)

Noriko Otsuka (Karitajian, Inc.)

Yoshie Hori

Atsuko Takano

PLANNING LEADER

Jun Otomo

MAIN WRITING

Jun Otomo

WRITING

Toshiro Yoshida

Hidekuni Shida

Kyoichi Hata

Kotaro Iwase (Studio e-clair)

Rie Hokari (Studio e-clair)

SPECIAL CONTRIBUTION

Hideo Arai

MOVIE CAPTURE

Keiji Ishimaru (Karitajian, Inc.)

ITEM CAPTURE

Kazuhsia Ichikawa

ART DIRECTOR

Teruyoshi Ando (curl, Ltd.)

DESIGN

Teruyoshi Ando (curl, Ltd.)

Atsuko Kobori (curl, Ltd.)

Kimio Watanabe (Amber Graphic)

ASSISTANT DESIGN

Junko Uchiyama

Tomoe Miyajima

Rindo Shimamura

Megumi Sakuma

SUPERVISION

CAPCOM CO., LTD.

 biohazard 0;  biohazard;  BIOHAZARD 2;

 BIOHAZARD 3 LAST ESCAPE

 BIOHAZARD -CODE:Veronica-X; Research & Development Department

PRODUCER

Hiroyuki Kobayashi

BRADYGAMES STAFF

Publisher

David

Waybright

Licensing Manager

Mike Degler

Director of Marketing

Steve

Escalante

Editor-In-Chief

H. Leigh Davis

Creative Director

Robin Lasek

CREDITS

Senior Development Editor

Christian

Summer

Development Editor

Brian Shotton

Screenshot Editor

Michael Owen

Lead

Designers

Rob Floyd

Brent Gann

Translation

Zpang America, Inc.

RESIDENT EVIL® ARCHIVES

©2006 Pearson Education

BradyGAMES® is a registered trademark of Pearson Education, Inc.

All rights reserved, including the right of reproduction in whole or in part in any form.

BradyGAMES® Publishing

An Imprint of Pearson Education

800 E. 96th Street

3rd Floor

Indianapolis, Indiana 46240

©CAPCOM CO., LTD. 2005 ©Capcom U.S.A., Inc. ALL RIGHTS RESERVED. CAPCOM, the CAPCOM logo and RESIDENT EVIL are registered trademarks of CAPCOM CO., LTD.

ISBN: 0-7440-0655-4

Library of Congress Catalog No.: 2005933035

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 05-1 shows that the first printing of the book occurred in 2005.

08 07 06 05

Manufactured in the United States of America.

Limits of Liability and Disclaimer of Warranty: THE AUTHOR AND PUBLISHER MAKE NO WARRANTY OF ANY KIND, EXPRESSED OR IMPLIED, WITH REGARD TO THESE PROGRAMS OR THE DOCUMENTATION CONTAINED IN THIS BOOK. THE AUTHOR AND PUBLISHER SPECIFICALLY DISCLAIM ANY WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. THE AUTHOR AND PUBLISHER SHALL NOT BE LIABLE IN ANY EVENT FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES IN CONNECTION WITH, OR ARISING OUT OF, THE FURNISHING, PERFORMANCE, OR USE OF THESE PROGRAMS.

4 3 2 1

1960~1998

In the latter half of the 20th century, the world's attention was drawn to America's Midwest when an industrial town, Raccoon City, was the center of a series of exceedingly unusual events. Bizarre murders, the loss of the S.T.A.R.S. Special Forces, and multiple instances of an unexplained epidemic were all precursors to the U.S. Government's decision to launch missiles at its own soil, instantly erasing over 100,000 people from existence.

Horrible tales from the survivors were both amazing and entirely unbelievable. One of America's top companies, the Umbrella Corporation, was blamed for the events and nobody believed the stories of biological weapons, secret research facilities, and, most disturbingly, the T-virus that transformed humans and animals into appalling monsters.

The Umbrella Corporation's archival data has recently been discovered and the truth can finally be revealed.

This is the untold story.



CAPCOM

©CAPCOM CO., LTD. 2005 ©Capcom U.S.A., Inc. ALL RIGHTS RESERVED. CAPCOM, the CAPCOM logo and RESIDENT EVIL are registered trademarks of CAPCOM CO., LTD.

\$29.99 USA / \$41.99 CAN

ISBN 0-7440-0655-4



52999
9 780744 006551



7 52073 00655 6



Biohazard Archives