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SIGNATURE SERIES

Resident Evil

Official
Strategy
Guide

Zero



This game
has received
the following
rating from
the ESRB:



NINTENDO
GAMECUBE

CAPCOM

by
Dan Birlew



The background of the cover is a composite image. On the left, there's a dark, ornate door with a brass handle and a small window. On the right, a person in a white lab coat and a surgical mask is visible, looking down. The title 'Resident Evil' is in a large, stylized, metallic font with a registered trademark symbol. Below it, 'Zero' is written in a smaller, similar font, all contained within a large, dark, metallic 'X' shape.

Resident Evil®

Zero

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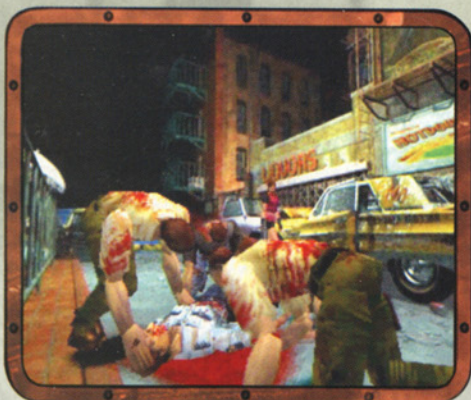
The History of Resident Evil

In this guide, BradyGAMES proudly delves into every aspect of the *Resident Evil* series. This section gives you a retrospective of the saga and how it has left its indelible mark on the market, as well as a complete synopsis of the story thus far.

The Birth of Survival Horror

When the original *Resident Evil* was released in 1996, the early days of 3D gaming technology, it was one of the most visually and viscerally striking adventures out there. Combining the monster-blasting fun of games like *Doom* with the eerie mystery of the popular *Alone in the Dark* PC games, Capcom's self-proclaimed "survival horror" scenario quickly caught on with players. They were drawn in by its frightening yet gorgeous atmosphere and branching, multiple-scenario story design.

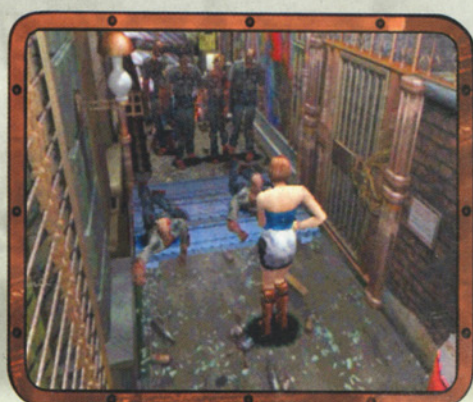
In the following year, *Resident Evil* was voted "Best PlayStation Game Overall" by loyal fans of the console. In appreciation, Capcom created *Resident Evil: Director's Cut*, featuring bonus materials and extras. New versions that have been released since then include *Resident Evil Extreme Battle Mode*, exclusively for the Sega Saturn, and *Resident Evil: Director's Cut Dual Shock*, with a new music soundtrack and analog vibration features.



Resident Evil 2 was released in January 1998, accompanied by rave reviews and a massive advertising campaign. Within two months, the sequel outsold its predecessors and established the *Resident Evil* saga as one of the top-selling game series of all time. Critical and fan praise for the title quickly ushered *Resident Evil 2* into the category of classic, essential, must-own gaming. The sequel took place in the same location as the original, and it's the first game to feature a separate CD-ROM for each main character.

It also marks the debut of the "zapping" system, where the actions of one character can affect another character in a subsequent game. Packed with more replay value and extras than any other game on the market, *Resident Evil 2* continues to be sold and played to this very day. Subsequent rereleases of the title include vibration and analog support, plus the inclusion of an all new Extreme Battle Mode, as well as the *Platinum* edition for the Windows PC.

After this smash success, Capcom introduced *Resident Evil 3: Nemesis*, which expanded upon the events of *Resident Evil 2* and pulled in characters and elements from the original game. The new game allowed the player to combine items to create custom ammunition, and it had a menacing new enemy who chased the player from one area to the next, appearing unexpectedly to keep the fear factor alive. *Nemesis* has been rereleased on the Dreamcast and the PC, with a GameCube port just over the horizon.



1950s

A group including Dr. James Marcus, Lord Edward Ashford, and Oswell E. Spencer discover the Mother Virus and realize its potential for the creation of biological weapons.

Early 1960s

Alexander Ashford graduates with a Ph.D. in biogenetics and joins his father's research on the Mother Virus.

1963

Famous New York City architect George Trevor is hired by Spencer to build a huge mansion in the Arklay Forest mountain range outside Raccoon City.

Summer, 1967

The first Special Tactics And Rescue Squad (S.T.A.R.S.) is formed as a special branch of the NYPD in New York. It specializes in occult-related terrorism within the city.

Fall, 1967

The Arklay mansion is completed. The building includes many secret passages that only Spencer and Trevor are aware of.

November 10, 1967

George's wife Jessica and daughter Lisa visit the mansion at Spencer's request. George is delayed by business in New York. Lisa and Jessica Trevor become the first test subjects of the Mother Virus.

November 13, 1967

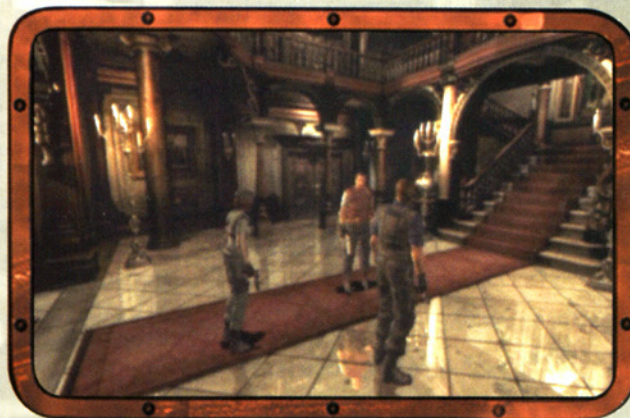
George Trevor arrives at the mansion, and Spencer tells him that his wife and daughter have left to visit their Aunt Emma, who has fallen unexpectedly sick.



Not even a full year passed before Capcom released *Resident Evil CODE: Veronica*, the series' first foray into the next generation of amazing 128-bit graphics. With astonishing graphics and an engaging storyline, the game reunited Claire Redfield from *Resident Evil 2* with her brother Chris, from the original game. The unfortunate siblings were again thrust into danger as a viral outbreak turned innocent people into

ravenous undead zombies. Chris's old rival Albert Wesker, in spite of his previous "death," also returned to threaten the heroes' survival. After proving to be a smash success internationally, the game was subsequently ported to a new system as *Resident Evil CODE: Veronica X*, including new cut scenes and bonus material. A PC version is not far away.

In early 2002, Capcom re-created the original for the Nintendo GameCube, releasing *Resident Evil* with a complete graphics overhaul. The new version features a lifelike realism that adds a whole new level of fear and tension to the original. With the release of the highly anticipated *Resident Evil O*, Capcom now reexamines the early events of the storyline with unmatched graphics and a new, two-character party combat system. What new secrets will be revealed about the tragic demise of Raccoon City, and how deep does the conspiracy extend?



Compare this shot from the original *Resident Evil*...

...to this shot from the GameCube version!

November 14, 1967

While leading Trevor on a tour of the estate, Spencer reveals his intention to form a large pharmaceutical company named Umbrella. The mansion will be a weekend retreat for executives. Lisa Trevor revives, but is undergoing mutation from the Mother Virus.

November 15, 1967

Lisa is allowed to eat with her mother. Mutating rapidly, and believing her mother to be a fake, Lisa peels off her mother's face and attaches it to her own. Jessica Trevor is presumed dead.

November 18, 1967

George Trevor begins to worry about his family and cannot find a telephone. He notices a tunnel in the courtyard that was not part of the original plans.

November 21, 1967

While trying to leave, Trevor is forcibly taken by men to a gallery where paintings depict a man's birth and death. One of the men informs George that his family is dead and injects him with a sedative.

November 24, 1967

George Trevor is imprisoned in a room with strange ant-like creatures. One of Spencer's men informs him that he must be eliminated in order to preserve the mansion's secrets.

Wesker's Report

The events depicted in the *Resident Evil* series are the culmination of forces set in motion long ago. No one has been a bigger part of the story-behind-the-story than the ruthless and enigmatic Albert Wesker, former Umbrella Corporation researcher turned traitor and chief rival of the S.T.A.R.S. organization. Sometime before the fateful accident in the Raccoon City Mountain area, Wesker wrote a five-part account of his research and involvement with the insidious Umbrella Corporation. This document was addressed to a mysterious individual named Ada Wong, who may have been a confidant and agent of Wesker's during his defection to an unknown organization that seeks to steal Umbrella's valuable research. We present that account here in its entirety...

PART I

WOMAN SPECIMEN SUBJECT

It was the summer, 20 years ago, and I was 18 years old when I visited the Arklay Facility for the first time.

MONDAY, JULY 31, 1976

I can still smell the stench of the air stirred up by the helicopter's rotor blades. The mansion looked perfectly ordinary from the sky. But from the ground, I sensed something that made me fear to tread. Birkin, who was two years younger than me, was interested in nothing but the research paper he was reading. We had only been assigned to that place two days previously, the same day they decided to close down the executive training center we belonged to. Whether this chain of events was carefully planned or pure coincidence, only Spencer knows. This place, Arklay Laboratory, was the very location where Spencer himself had established a base for T-virus research.

Getting off the helicopter, we saw the Laboratory Manager waiting for us near the lift. Today, I can't even recall the man's name. But it didn't matter. In spite of his official title, the laboratory belonged to Birkin and myself from that day forward. As Chief Research Engineers, we had full authority on the premises. This was, of course, Spencer's intention. Birkin and I had been chosen.

We walked past the laboratory manager and got into the lift, without introduction. I knew where we were headed, since I had memorized a map of the building the previous day. As for Birkin, he didn't mean to snub the manager, but he never had time for the little people. Being in our company for more than five seconds would have agitated most people, but the laboratory manager didn't seem to mind. I was an egoistic young man in those days, and I didn't want to recognize his indifference to us. After all, while I was at Arklay I was Spencer's puppet. The lab manager knew this better than I did at the time.

While we descended on the lift, Birkin concentrated on his papers, which contained detailed records on Ebola, a filovirus that had been discovered in Africa two years before. Even now, many people across the world still study Ebola. Some are studying the virus in order to find a cure and save lives, while others have more sinister intentions...

Ninety percent of specimens infected with the Ebola virus will die. Once infected, body tissue is destroyed within ten days. There is no vaccination and no cure. If the virus could be used as a weapon to decimate populations, the threat would be incredibly frightening. Of course, the Treaty Prohibiting Use of Biological Weapons had been in effect long before then, so it was illegal to conduct research on using the virus as a weapon. However, it was perfectly legal to conduct research on the virus with the inten-

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November 27, 1967

Trevor escapes from his room but cannot escape the mansion. He cannot remember how to undo the puzzles and traps of the estate. He is beginning to lose his mind.

November 30, 1967

Recalling the mansion's design, Trevor manages to find a secret passageway into the lab under the estate. His health continues to deteriorate.

December 7, 1967

Suffering from dehydration and starvation, Trevor crawls into a secret passage inside the mansion, where he discovers a tombstone with his own name on it. He realizes Spencer has orchestrated his demise as a sick joke. He lies down and quietly dies.

1968

Edward Ashford, James Marcus, and Oswell Spencer establish Umbrella Chemical, Inc. as a front operation for their research into Bio-Organic Weapons. Edward Ashford dies of natural causes soon thereafter.

1970

Alexander Ashford completes work on a secret research facility in the Antarctic. He continues independent work on the Veronica virus, named for his glorious ancestor.

1971

Alexander isolates the gene that determines human intelligence. He splices genes from his celebrated ancestor Veronica into the egg of a surrogate mother. Alfred and Alexia Ashford are born nine months later.

tion of preventing its spread if it was used by someone else as a weapon. The difference between the two types of research is a fine line—in fact, there is practically no difference between the two. In order to stop the use of a virus, you must know how it can be used as a weapon. This means it is possible to pretend that your research is intended to prevent and cure an outbreak, while your true aim is the exact opposite.

However, Birkin was interested in neither method of research, because the virus had too many imperfections. First, it dies in contact with direct sunlight, and it can only survive outside the body for a few days. Second, the virus cannot move to another host because it kills its initial host too quickly. Finally, the virus is transmitted through body fluids and secretions, which can be prevented easily.

But consider this: What if a person infected with the virus could stand up and walk? And what if, subconsciously, that person sought direct physical contact with uninfected people? What if the RNA of the Ebola mutated his genes, changing him into an indestructible monster? This creature would be a Bio-Organic Weapon—almost dead, but still capable of attacking and infecting other humans. We were lucky that Ebola did not already exhibit such characteristics. But we could now create a strain of Ebola with those capabilities, just for ourselves.

The Umbrella Corporation was established through Spencer for the creation of this Bio-Organic Weapon. On the official level, Umbrella was a pharmaceutical company specializing in a cure for the virus. But in reality, it was a factory for the production of viral weapons. Previously, they had discovered a Mother Virus that could modify genes. This was the genesis of the project. In order to manufacture a Human Biological Weapon from the Mother Virus, it was necessary to develop a variant wherein this strange property was enhanced.

This was the essence of the T-virus project.

The Mother Virus is a type of RNA virus that has a tendency to mutate the subject. Birkin wondered if he could combine Ebola genes with the mutated form of the Mother Virus to enhance its uniqueness. A sample of the Ebola virus had already been shipped to the laboratory.

After switching from one lift to another, we arrived at the unit of the laboratory with the highest security. Even Birkin's eyes were diverted from his papers when we met her for the first time. We had no previous knowledge of her existence. She was the biggest secret at the laboratory, and her data was never published outside the premises. She was the human specimen upon whom we were to test the T-virus. She was 25 years old. No one knew her real name, but the records showed that she had been there ever since the facility was built. The experiments had started on November 10, 1967, and she had been

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EMERGENCY

Mid-1970s (Estimated)

Umbrella Chemical expands to multinational status and becomes the Umbrella Corporation. A management training facility is built eight miles away from Raccoon City. James Marcus becomes director of the facility.

June 3, 1978

After months of research on the virus discovered by the founders of Umbrella, Dr. James Marcus suddenly disappears. The management training facility is abruptly shut down.

July 31, 1978

Albert Wesker and William Birkin arrive at the Arklay Laboratory facility outside Raccoon City. They begin their tenure as Chief Research Engineers on the T-virus project. Their work commences with a creature that was once Lisa Trevor.

July 27, 1981

Ten-year-old genius Alexia Ashford graduates at the top of her university class and is hired by Umbrella. She joins her father in researching the Veronica virus.

December 8, 1981

Ten-year-old Alfred Ashford completes construction of a military training facility on Rockfort Island. He begins to oversee the secret training of mercenary soldiers employed by Umbrella.

receiving virus injections for 11 years.

Birkin muttered a curse—or was it praise? We realized there was no turning back. Would we lead the research to a successful conclusion, or would it rot away like her? We had only one option. The sight of her body in that shabby hospital bed moved something in our consciences. I wondered if this was part of Spencer's plan?

Part II

Alexia

SATURDAY, JULY 27, 1981 (THREE YEARS AFTER THE PREVIOUS REPORT)

On this day, a 10-year-old girl was appointed senior researcher at the South Pole facility. Her name was Alexia Ashford. I was 21 years old and Birkin was 19. Unfortunately, the rumors about Alexia at the South Pole were rampant among Arklay's researchers. The House of Ashford was legendary to the older staff, who had been with Umbrella long enough to remember the name. Whenever the research hit a stopping point, they always said, "If only Dr. Ashford were still alive..."

Dr. Ashford certainly was a great scientist. He was one of the original research team who discovered the Mother Virus, and he originated the T-virus project. However, he died soon after the Umbrella Corporation was established. Thirteen years had passed since his death. What was the point of expecting anything new from the Ashfords? In fact, the South Pole laboratory, which was founded by Dr. Edward's son, Alexander, had so far yielded no results. Certainly, nothing more could be expected from the granddaughter, Alexia! However, from that day on, our useless subordinates would say, "If only Ms. Alexia were here..."

There was no potential for future development in this lab, as long as we had staff like those idiots who thought someone was smarter just because they hailed from a famous family. I realized those fools would never take the initiative and would be content to remain minor researchers even though they already had one foot in the grave. But I was different. I had sense.

If I, as the chief researcher, had become emotional, the development of the T-virus would have been delayed even further. To achieve results, one must stay calm and make sensible decisions no matter how trying the circumstances. An idea came to me. If I could find a use for those useless old gentlemen, the research might be more successful. Since they could drop dead at any moment, wouldn't they be more useful as test subjects for the more dangerous experiments?

The art of management is to effectively utilize the workers.

However, Birkin was becoming a problem. He made himself miserable over the Alexia

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February 17, 1983

On a trip to the Antarctic facility, Alfred Ashford discovers the truth behind the birth of himself and his sister Alexia. He shares this information with her.

March 3, 1983

With her brother's assistance, Alexia Ashford experiments on a human with the latest form of the virus she has developed. The subject is their father, Alexander.

April 22, 1983

After several weeks of mutation, Alexander Ashford is classified as a failed experiment by his daughter Alexia. They confine him in a secret chamber in the Antarctic facility.

December 27, 1983

Alexia injects herself with the T-Veronica virus and places herself in a cryogenic freeze. She believes this method will prevent the rapid degeneration her father experienced. Alfred Ashford slowly begins to lose his sanity.

December 31, 1983

News of Alexia Ashford's death in the Antarctic reaches the Arklay Laboratory. Wesker begins to wonder why Spencer would fund viral research in a dangerous forest zone. He begins to question his loyalty to Umbrella.

January, 1988

Michael Warren is elected mayor of Raccoon City. Under his fine leadership, the community forms a tight relationship with Umbrella. More than half the town is employed in Umbrella's various facilities.

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rumors. Although he never admitted it, he was quite proud to be Chief Researcher at the age of 16, the youngest ever. But this 10-year-old girl had ruined it. This was perhaps the first time Birkin felt inferior to anyone. He couldn't understand how a young girl, some rich brat, had overthrown him. It was unimaginable that he was being affected by minor events in such a faraway place, where there had been no advancements for so long. After everything we had accomplished, he was still just a child.

Although he was immature, I needed him to pull himself together because after three years, our research had finally reached the second stage.

By then, the T-virus was becoming stable enough to be used to create Bio-Organic Weapons, more widely known as zombies. However, the virus would never be able to modify the human gene 100%. There are incompatibilities between the virus and the genes because no two persons' genes are exactly alike. Ten percent of humans might be fortunate enough to escape, and they would be immune to the disease even if a zombie infected them with the virus. There was nothing we could do to change this, no matter how hard we tried. With a 90% success rate, it should have been good enough to use for biological warfare. But Spencer wasn't satisfied. He wanted a weapon that would completely wipe out an entire population, without exception. But why?

Essentially, the intended virtue of biological weapons was their low development cost. But our Human Biological Weapon was becoming extremely expensive. Spencer would have never chosen this route if he wanted financial gain. If manufactured now, as just another ordinary weapon, it would have made a handsome profit. But to keep researching it just to make it a weapon of total extermination did not make any business sense whatsoever. Why did he continually ignore the mounting cost? If his goal was to monopolize the entire weapons industry by changing the very concept of war, perhaps I could understand a little. But I still don't understand his real intentions.

Aside from Spencer's program, Birkin was engineering a living biological weapon with an increased emphasis on its combat abilities. Not only was he mutating human genes through the T-virus, but also by adding the genetic information of other creatures. The fighting biological weapon would kill all human beings, including those wearing body armor or biohazard suits, plus people vaccinated against infection. This experiment was later named The Hunter. But we had to suspend these experiments after a while—to protect the main project.

Birkin, with his absurd feelings toward Alexia, started acting irrationally. He worked through the night at the lab, time after time, and repeated unorganized experiments one after another. My staff and I collected biopsy samples as quickly as possible before the specimens expired, but we just couldn't keep up with his speed. The laboratory

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July 1st, 1988

After months of struggling with the Tyrant Project, Wesker and Birkin finally receive a sample of the Nemesis prototype from Umbrella France. They test it first on the female specimen. When she absorbs Nemesis, the G-virus is discovered.

1989

Birkin is approved to begin research and development on the G-virus. A new secret lab is constructed under the old train yards in downtown Raccoon City. Wesker applies for a transfer to Umbrella's Information Bureau.

1992

With funding provided by Umbrella, Mayor Warren leads a project to build a new hospital in Raccoon City and rebuilds the Municipal Building and the public utility works. His achievements are commemorated with a statue in the Municipal Building's courtyard.

1993

Raccoon Police Department Chief Brian Irons begins accepting bribes from Umbrella to ignore their unethical practices. He covers up the disappearances of human test subjects abducted from town.

manager supplied the new specimens as if nothing was wrong, but the bodies didn't survive long.

It was hell.

But the female specimen survived that hell. She was 28 years old by then, and had spent 14 years in this lab. The numerous injections of the Mother Virus should have left her bereft of any logical reasoning. But if she had any remaining mental abilities, death would have been the one and only thing she desired. However, she continued to survive. Why? The experiment data did not highlight any difference between her and the other specimens. We needed more time to determine the answer to that question.

Part III

Alexia's End

DECEMBER 31, 1983 (TWO YEARS AFTER THE PREVIOUS RECORD)

It was my 6th winter at the Arklay Laboratory. We had not achieved anything new in our research for some time, but the turning point finally arrived. The catalyst was a report we received that morning. Alexia had died at the South Pole facility.

The reports indicated that Alexia had accidentally infected herself with a new virus she'd created, the T-Veronica virus. At that time, Alexia was only 12 years old and was much too young to conduct this kind of dangerous research. A rumor began to circulate that she had deliberately infected herself with T-Veronica, but that didn't seem plausible. More likely, she had not recovered from the disappearance of her father a year earlier and had made a clumsy mistake.

At the South Pole facility, Alexia's research was taken over by her twin brother, the last of the Ashford lineage. But no one expected anything worthwhile from him. It seemed the House of Ashford would fall without producing any research of note. As I suspected, the legend surrounding this family was just a legend after all.

Alexia's death changed Birkin—or transformed him back into his usual self? Following this major event, the subordinate researchers had to admit that no one was better than Birkin now. However, talking about Alexia in front of Birkin was still not a good idea. I wanted to obtain a sample of the T-Veronica virus, but Birkin strongly disagreed. I had to wait a long time before I would know the truth about Alexia's research. In spite of the change in Birkin's circumstances, he still never grew up.

However, I was asking myself a much bigger question at the time.

A deep forest surrounded the Arklay facility. I used to take walks out there quite often. However, I never saw any people in the mountainous region. The only way in or out

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March 3, 1995

Albert Wesker returns to the Arklay Laboratory to assist William Birkin in the disposal of the female specimen. He suspects the new facility head, John, is leaking information, and learns that Spencer doesn't visit the mansion anymore.

Summer, 1997

The Raccoon City Police Department is allowed to relocate to the empty Art Museum. Many expensive pieces of artwork remain in the building, and Chief Irons soon receives more art pieces.

Winter, 1998

Barry Burton, former S.W.A.T. team leader, quits his job to help Albert Wesker establish a S.T.A.R.S. branch at the Raccoon City Police Department. With the blessing of Chief Irons, they begin recruiting new members.

April 6, 1998

Chief Irons threatens his secretary and forbids her from moving the statues in the second floor hallway of the police station. His mood swings are becoming increasingly erratic.

April 7, 1998

Chief Irons' secretary does some research on the Chief and finds out that each of his art pieces is worth hundreds of thousands of dollars. She wonders where the money comes from.

April 25, 1998

A disposal manager is transferred to take charge of Umbrella's test subject disposal plant inside the City Park. The facility is quickly nicknamed the Dead Factor.

was by helicopter. Distance from the population was important to this kind of work, because we could minimize the damage if a virus escaped. However, controlling a biologically engineered weapon was not that simple. The viruses didn't just affect people. (For example, the human influenza virus also infects birds, pigs, horses, and seals.) A more complex aspect of the T-virus was that not all species of an animal family could be affected. This meant that ducks and chickens might be susceptible, but other bird types might not be. Moreover, the mutation would change the type of hosts affected, even though it was the same virus. So there was no way to know how many hosts were susceptible to any virus.

The big problem was the high adaptability of the T-virus from host to host. While Birkin was mentally crippled, I studied the possibilities of secondary infection from the T-virus. I discovered that not just animals, but plants, insects, fish, and almost every species could spread the T-virus.

When I left the lab and strolled through the forest, I would wonder why Spencer chose this location. There were so many species in the forest. What would happen if the virus escaped and found an acceptable host body to infect, here in the woods? If the host was a small insect, the threat would be minimal. But T-virus insects could mutate and grow larger. In that case, how far would the virus spread? If plants were infected, the spread of contamination would be small because plants can't move. But what about their pollen?

This location was too dangerous. I realized that the Ashford family was right to move their facility to the South Pole. On the other hand, this particular facility seemed to be placed intentionally to spread the virus.

The danger was too large to share with any of the other researchers. Birkin was the only one I could tell, but it was obvious he wouldn't care. I needed more information. Around this time, I started to feel my limitations as a researcher. To figure out Spencer's true intentions, I needed access to the information I required. I did not care if I had to leave my current job to fulfill this need. But I couldn't be too hasty, or Spencer would notice and it would all be over.

I devoted myself to the research with Birkin, so that my real thoughts would not be apparent. We became increasingly busy, and everyone forgot about the female specimen. She was a useless failure, and yet she lived on. And because her data was useless in our current endeavor, we continued to think of her as a failure until that experiment five years later...

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May 10, 1998

Chief Irons purchases a lurid piece of artwork. His secretary begins to wonder about his sanity. The animal keeper of the Arklay facility is ordered to take care of a new monster that resembles a skinned gorilla.

May 11, 1998

An "accident" occurs in the Arklay Lab, and the T-virus is released. The keeper is required to wear a biohazard suit. A crazed scientist destroys a water tank and floods a portion of the facility.

May 12, 1998

The keeper's skin begins to feel itchy inside the suit. He becomes irritated and irrational and refuses to feed the dogs.

May 13, 1998

The keeper reports to the infirmary to let the doctor look at his itchy, swollen back. The doctor bandages his wounds and says he doesn't need the biohazard suit anymore.

May 14, 1998

The keeper finds a blister on his foot. He has to drag the foot behind him when he walks. Some of the dogs have chewed their way out of their pens. Umbrella's disposal facility in the City Park is completed, but the systems require more testing.

Part IV

Nemesis

JULY 1, 1988 (FIVE YEARS AFTER THE PREVIOUS RECORD)

Our 11th summer since we arrived at the Arklay Facility...

I was 28 years old. Birkin was then a father with a two-year-old girl. His partner was also researcher at Arklay. It was hard to imagine that anyone could marry and raise a child while both of them were involved with the work there. But Birkin was different, and he continued his research.

Only the mad could succeed at Arklay.

After these 10 years, our research had finally reached the third stage: A highly sophisticated, intelligent Biological Combat Weapon that could be programmed to obey orders and act as a soldier. We called it Tyrant. But there was a large obstacle from the very beginning—it was almost impossible to find a living specimen upon which we could base the Tyrant. The supply of human beings who were genetically acceptable for this task was extremely limited, due to the nature of the T-virus.

The T-virus variant used to create the zombies and the Hunters was suitable for most humans, but the carrier's brain cells would decay. To transform the specimen into the Tyrant, we had to be able to keep the subject's intelligence at a certain level at all times. To overcome this obstacle, Birkin worked to extract a variant that would cause only a little damage to the brain while mutating the specimen to perfection.

However, humans with the required genetic stamina were extremely rare. The Genetic Analysis team's simulation data reported that only one person in ten million would make a successful Tyrant subject, while the rest would only become zombies. It was possible to develop a more potent version of the T-virus that could transform more humans into Tyrant candidates, but we needed a human subject who was a perfect genetic match to the new version. The possibility of obtaining such a specimen was minimal, with maybe only 50 existing in the USA. In fact, in spite of a great search, only a few specimens with a close match were collected.

From the outset, our research was at a standstill.

One day, we heard a rumor that a European branch laboratory was working on a project to create a third-generation Bio-Organic Weapon. It was called the Nemesis Project. I worked hard to quickly obtain a specimen from the project so that I could use it to further our research. Naturally, Birkin opposed this idea, but I managed to persuade him. He was forced to admit that our work could not proceed until we had an appropriate specimen. A few days later, a parcel arrived from Europe through various transit points. It was delivered to our heliport in a small box labeled "Nemesis Prototype."

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May 15, 1998

The keeper tries to leave the Spencer estate to go visit his girlfriend. He is prevented from leaving by armed guards. One of the researchers is shot trying to escape. The plant at point 42 in the dormitory area begins to grow at an accelerated rate, fueled by chemicals in the waters flooding the basement.

May 16, 1998

The keeper becomes increasingly itchy. Rotten flesh falls off his arm when he scratches.

May 19, 1998

The keeper kills and eats one of the guards. His transformation is almost complete.

May 20, 1998

The mutilated corpse of a young female hiker is found on the left bank of the Marble River in the older district of Raccoon City.

May 27, 1998

The Raccoon Times finally reports the discovery of the mutilated hiker in the Marble River.

June 7, 1998

The manager of the Dead Factory complains that the bodies arriving from the Arklay Lab are increasing in quantity and can't be disposed of properly. The laboratory staff won't listen to his complaints.

-8-

We had to use a lot of influence to obtain it from the French division where it was cultured, but we would not have received it without Spencer's help. Birkin wasn't interested in the experiment, but he agreed that it was important anyway.

The sample we received had a brand new design. Nemesis was a parasitic living body, created through pure genetic modification. A living body with intelligence, but no ability to act on its own. However, once it infested the brain of another living being, it would assume control of the body and demonstrate a highly developed aptitude for combat. The idea was to provide the intelligence separately from the body, and then combine them in order to create one living biological weapon.

Yet a new problem arose, because Nemesis did not always assume control of the host body in the way we needed it to. The report that came with the sample was only a long list of deaths. The specimens lasted only five minutes after Nemesis took control of their minds. So we knew that an incomplete prototype would be in extreme danger. However, if we could prolong the carrier's survival period, we might take credit for the Nemesis Project. That was my goal.

The female specimen was the natural candidate. With her unique ability to endure, she could withstand the Nemesis prototype longer. So even if the experiment failed, nothing was lost.

However, the experiment took an unexpected turn. When Nemesis tried to enter her brain, it was absorbed. At first, we didn't understand what had happened. That was when it all started. Up to that point she had remained barely alive, but now something was awakening inside her. We started to examine her with renewed vigor.

For the past 10 years, she had been carefully examined, down to the smallest detail. But we decided to ignore her past records and start over. For the first time in her 21 years here, she was about to show us something completely new.

After all our examinations, Birkin was the only one to see it. Something definitely was born inside her. However, this discovery was greater than the original T-virus project, leading us to a direction we had never before considered. This was the beginning of the G-virus project, which changed our fate.

Part V G-Virus

MONDAY, JULY 31, 1995 (SEVEN YEARS AFTER THE PREVIOUS RECORD)

Summer had arrived again, and 17 years had passed since my first trip to Arklay Mansion. Whenever I arrived, I always remembered the smell of the winds on that first day. None of the buildings had changed since then. I could see that Birkin had already

-more-

June 8, 1998

Chief Irons becomes furious at his secretary, and she flees from his office. Irons locks himself inside and refuses to come out. The secretary worries the Chief may try to hurt her. John, the chief researcher of the Arklay Laboratory, writes a goodbye letter to his girlfriend, Ada Wong. He advises her to report what happened to the media, and to shoot him if he has turned into a zombie.

June 10, 1998

Chief Irons has been locked in his office for two days and won't come out. The police officers are starting to worry about his behavior.

June 15, 1998

Irons' secretary manages to discover the Chief's secret. She is certain her life is in danger, and her diary abruptly ends.

June 16, 1998

The Raccoon Times reports violent attacks of tourists and hikers by packs of wild dogs roaming the Arklay Forest.

June 28, 1998

Don Weller, the chemical transporter between the Raccoon City Lab and the Arklay Facility, returns to work after being sick in bed until the day before. The sewer manager notices that Weller is sweaty and constantly scratching himself.

arrived and was standing on the heliport. I hadn't seen him since I had left Arklay Laboratory four years before.

Co
Ev
still
anymor

Back then, when Birkin's G-virus project received approval, I applied for a transfer to the Information Bureau and was readily accepted. Everyone must have seen it as a natural move, giving up my post as chief researcher to seek a career change. The truth is that the G-virus project was quite beyond my capabilities. Even if my true goal was to determine Spencer's real motivations, everyone felt that my abilities as a useful researcher had reached their limits.

Th
Still,

In spite of the winds caused by the helicopter, Birkin never took his eyes off his research papers. Although he visited Arklay repeatedly, he was no longer a researcher there. Sometime before he had been transferred to a huge underground laboratory in Raccoon City, which was the base for the G-virus project under his direction. To be honest, I never would have thought Spencer would approve the G-virus project, because it was founded on an estimated guess and deviated from his original conception of a biological weapon.

rec
regain

The main difference between the G-virus and the T-virus was that any organism infected by the G-virus continued to mutate on its own. Because a virus is an unprotected form of a gene, it can mutate easily. This mutation can happen when a virus is left on its own, but once a virus is in another organism, something different occurs. A gene in an organism's body hardly mutates even though a virus modifies its structure, unless there are external influences like radiation exposure. However, an organism infected with the G-virus kept mutating itself without any external influence until it died.

Similar characteristics existed in the T-virus. When we placed the Bio-Organic Weapon under certain circumstances, we recorded some genetic recombination caused by an activated virus in the body. However, in the case of the T-virus, it always needed some external influence to trigger the recombination, and the results were always close to what we predicted.

Organisms infected with the G-virus totally lacked such predictability. No one could foresee what sort of recombination would take place, and nothing could stop the mutation, making our manipulation worthless. Seven years before, Birkin found signs of this effect in the female specimen. On the surface, she had not changed at all. But internally, she changed continuously and remained alive by merging and coexisting with all the experimental viruses she had been administered. And 21 years of internal mutation had evolved her enough to accept the parasitic organism Nemesis.

The G-virus project was trying to push this abnormality to the limit. But the result of this project could mean either the evolution of the ultimate organism or total destruction.

-more-

June 30, 1998

Rebecca Chambers joins the S.T.A.R.S. Bravo Team as a field medic.

July 7, 1998

The sewer manager notices that Chief Irons has been visiting the Raccoon City Lab more often than usual, looking more and more grim.

July 9, 1998

R.P.D. officers block off the road into the Arklay Mountains following several attacks and murders in the Arklay Forest. The S.T.A.R.S. are assigned to locate missing hikers.

Mid-July, 1998

The general manager of Umbrella's Sanitation Division receives a fax from Umbrella's Special Committee on Disasters. Their conclusion is that the virus outbreak may be out of control, and the secrecy of Umbrella's research has been compromised. The intervention by State Police and the S.T.A.R.S. is considered dangerous.

Mid- to Late July, 1998

Albert Wesker recruits new members to S.T.A.R.S. and reassigns other members to Raccoon City to assist with the investigation of the recent incidents in the forests.

July 16, 1998

The Dead Factory is unable to process the massive numbers of infected bodies. The workers are being exposed to the disease, and some are showing signs of infection.

-10-

Could we call this a weapon? What made Spencer approve this project?

Even though I had been in the Information Bureau for four years by this time, I still could not understand his motives. And by now, Spencer did not even come to Arklay anymore. It was as if he foresaw that something was about to happen there.

The memory of Spencer's face was fading from my mind like a mirage in the desert. Still, an opportunity would present itself sometime... If I could survive until then...

The lift carried Birkin and myself to the highest security level, to the place where we saw her for the first time. The new chief researcher and Birkin's successor, John, was waiting for us there. He had been transferred from the Chicago laboratory and was known as an excellent scientist. But he seemed to be too normal to work for this laboratory. He doubted the cruel methods of the research and requested that his superiors correct the situation. This caused a big stir, even in the Information Bureau. It was everyone's opinion that if information was being leaked, this man was the source.

We ignored John and started to give her the final treatment. To kill her. She had regained a little intelligence after absorbing the Nemesis, but this just made her behave strangely. This odd behavior continued to escalate. By this point, she had taken to peeling off other women's faces and wearing them over her own. The records indicated that she behaved in a similar manner when first administered the Mother Virus. We never knew what made her act in such a fashion, but her termination was ordered after three researchers died. Now that the study of the G-virus was well under way, she had lost her status as a valuable specimen.

The termination of her vital signs was checked and confirmed repeatedly for the next three days. Then her body was transferred to some unknown location under the instructions of the laboratory manager.

Even now, I still do not know who she was and why she was brought here. But the circumstances were exactly the same with the other specimens. However, if she had not been kept there for so long, the G-Project might never have existed, and Birkin and I would be in very different situations.

As I left the Arklay Laboratory, I was mulling things over. Just how calculating was Spencer?

-86-

EMERGENCY

July 21, 1998

The sewer manager notices that a well-dressed new employee has started working at the Raccoon City secret underground lab.

July 22, 1998

Albert Wesker is ordered by the unknown entity White Umbrella to complete several objectives in the following week. He must lure the S.T.A.R.S. into the Arklay facility to fight the Bio-Organic Weapons, collect two embryos of each B.O.W. except Tyrant, and destroy the facility. Navy ensign Billy Coen is court-martialed and sentenced to death. Navy MPs escort him through the Arklay mountain range.

July 23, 1998

S.T.A.R.S. Bravo Team is deployed to search the forest zone for missing hikers. During their mission, Bravo Team locates a mansion deep in the forest. Their helicopter engine fails, and all contact is lost.

July 24, 1998

Bravo Team has been missing for nearly 24 hours. Albert Wesker leads the Alpha Team into the forest zone to search for their missing comrades...

Today

Welcome to Survival Horror...

**EYES
ONLY**

TOP SECRET
Police Document

**EYES
ONLY**

MISSION: TACTICAL HOMICIDE INVESTIGATION - EXTREME FORCE AUTHORIZED

AGENCY: S.T.A.R.S. [SPECIAL TACTICS AND RESCUE SERVICE]

UNIT: BRAVO TEAM

LOCALE: RACCOON CITY FOREST, ARKLAY MOUNTAIN RANGE

SITUATION:

Dispatch Bravo Team to sweep the northwestern Raccoon Forest area for signs of a possible cult of crazed murderers (occult relation possible). Victims show signs of struggle and mastication (partially eaten). Strange reports from local witnesses describe a group of roughly ten suspected individuals emerging from and returning to the forest and mountains surrounding the town. Concentrate sweeps via helicopter surveillance along the northwest woodlands.

S.T.A.R.S. (SPECIAL TACTICS AND RESCUE SERVICE)


RACCOON CITY, Nov. 2 — S.T.A.R.S. is a privately funded organization with in law enforcement, recruiting top agents and officers for special investigations of the highest intensity. The first S.T.A.R.S. team was established in New York City to investigate a rash of occult-related homicides in the famous summer of 1967. Since then, S.T.A.R.S. teams have been established in a number of major metropolitan areas, and are responsible for solving a vast number of difficult cases. All S.T.A.R.S. members undergo extensive combat training or bear a record of previous combat experience.

Albert Wesker and Barry Burton established the Raccoon City chapter of S.T.A.R.S. only a few short months ago, and new members are being recruited quickly to contend with the crisis arising just outside of town.

CHAMBERS, REBECCA



Thumbprint, Left



18

A ☐ B ☐ AB ☒ O ☐

Height 5' 2"

Weight 93 lbs

CHAMBERS, REBECCA

PROFILE

- ☐ C.O.
☐ Agent
☒ File

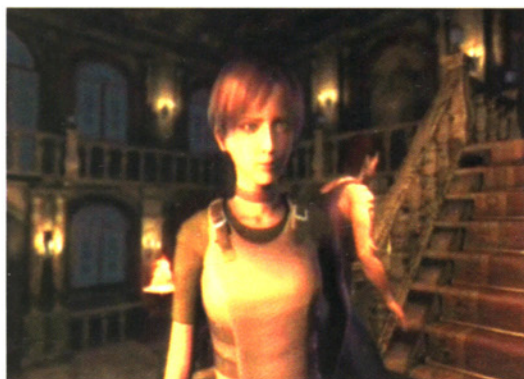
CHAMBERS, REBECCA

Date Filed 7/20/1990
For Office Use Only

Overview from Biographical Compilation:

A child genius and college graduate at the age of 18, Rebecca possesses a generous wealth of scientific knowledge. She was recently appointed Field Medic of the S.T.A.R.S. Bravo Team.

Normally she is precise and highly thoughtful in all her actions, regardless of the circumstances. But she also has a bold side to her personality, progressing through matters at her own pace.



Coen,

2, JULY, 1998

FROM: UNITED STATES OF AMERICA NAVY DEPARTMENT
NAVAL LEGAL SERVICE COMMAND

BY THE CONVENING AUTHORITY, OFFICE OF THE JUDGE ADVOCATE GENERAL,
UNDER AUTHORITY OF THE VICE CHIEF OF NAVAL OPERATIONS

TO: OFFICE OF NAVAL ARCHIVES

GENERAL COURT-MARTIAL HEARING

SUMMARY JUDGEMENT AND SENTENCING PROCEEDING

On this 22nd day in the month of July, 1998, court-martial defendant and former Marine Lieutenant of the Second Class, Billy Coen, referred to hereafter as "Defendant," has been found guilty of all charges pertaining to case 3M-40059-A6565, by we, a duly appointed panel of Military Jurors, under the authority and instruction of a Military Judge with all vested authority, Colonel Thomas A. Festerberger, referred to hereafter as "military authority" in conjunction with the appointed military jury panel. During the course of said hearing, the testimony of which is contained in full portion in U.S. Navy Form 4454R-07221998-COEN, we, the military authority, did summarily find Defendant Coen guilty of all charges. Henceforth, the defendant is stripped of all rank, all military benefits and salary are cancelled, and the military service pension of the defendant is revoked.

Due to the intense nature of the crimes with which the defendant is charged, we the assembled military court determined that sentencing be carried out without further delay, and without recognizing commentary or rebuttal from the defendant, hence the combination of Summary Judgement and Sentencing Proceeding in single form. For the estimated deaths of twenty-three of his fellow Marines, said defendant was forthwith sentenced by appointed Military Judge Col. Festerberger to the maximum penalty of death by hanging in military prison. The military authority did then specify that the defendant be removed to confinement quarters, and from there be transported by Military Police escort to the Lexson Base.

Furthermore we, the assigned military jurors, do wish to register a complaint regarding the manner in which this trial was conducted. We as a group unanimously feel that

COEN, BILLY



COEN, BILLY

Thumbprint, Left



26

A ☒ B ☐ AB ☐ O ☐

Height 5' 9"

Weight

163 lbs

PROFILE

COEN, BILLY

Date Filed

7/20/1990

For Office Use Only

- ☐ C.O.
☐ Agent
☒ File

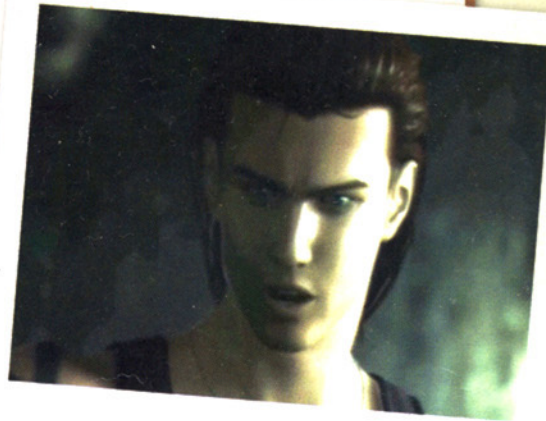
Overview from Biographical Compilation:

A former Marine Second Lieutenant stripped of his rank following court-martial, Coen is suspected of massacring 23 people. While being transported to the base for execution, the prison car in which he rode was attacked. He took advantage of the opportunity to escape, and yet he supports Rebecca whenever she has a tough time against the monsters on the train.

Outwardly blunt and cynical, Coen actually has a strong sense of justice and will not commit a dishonest act, even under orders. He also has a surprising talent for playing the piano.

Additional Observation

See attached



MARINI, ENRICO



MARINI, ENRICO

Thumbprint, Left



41

A ☐ B ☐ AB ☐ O ☒ X

Height

6' 3"

Weight

183 lbs

PROFILE

MARINI, ENRICO

Date Filed

7/20/1990

For Office Use Only

☐ C.O.
☐ Agent
☒ File

Overview from Biographical Compilation:

The deputy commander of S.T.A.R.S., Enrico also serves as the leader of Bravo Team. His abundant experience and popularity have earned him a deep trust from those around him, and he has performed many distinguished services unexpected of him. Recognized for his strength of will, he is also proud of his great knowledge of survival techniques.

Date Submitted

Compliance

mission to archives.

Submitted



Thumbprint, Left



A ☐ B ☐ AB ☐ O ☒ X

Height 38

Weight 186 lbs

6' 0"

WESKER, ALBERT



WESKER, ALBERT

PROFILE

- ☐ C.O.
☐ Agent
☒ File

WESKER, ALBERT

Date Filed
7/20/1990

For Office Use Only

Overview from Biographical Compilation:

The commander of S.T.A.R.S., Wesker also serves as the leader of Alpha Team, which is Bravo Team's brother unit. He is a specialist in bioengineering, as well as a former Army Tech Officer.

His natural cleverness and sharp insight have led him to solutions to many difficult cases. However, there are still many things that are unclear about his past.

UMBRELLA INCORPORATED

Established in the late 1960s by prominent royal descendants Ozwell E. Spencer and Edward Ashford, Umbrella Inc. is the world's leading producer of top pharmaceutical goods and medical supplies. Throughout the past few decades, Umbrella has built several factories and facilities, and it employs more than half of the population of Raccoon City. This is the public side of Umbrella, which is a front operation for the true purpose of the company. Umbrella uses its legitimate status to carry out secret research of bio-organic weapons, developed through use of a unique virus discovered by the company's founders shortly after World War II.



Compliance

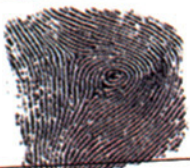


BIRKIN, WILLIAM



BIRKIN, WILLIAM

Thumbprint, Left



36

A

B

AB

O

X

Height

5' 8"

Weight

147 lbs

PROFILE

BIRKIN, WILLIAM

Date Filed

7/20/1990

For Office Use Only

- ☐ C.O.
☐ Agent
☒ File

Overview from Biographical Compilation:

A prominent researcher for Umbrella, Birkin is said to be one of two people working directly under Marcus. After Marcus disappeared, he was ordered by Umbrella to continue Marcus's research.

Birkin has a self-righteous belief about his research, although not to the extent that Marcus does. When it seemed likely that Umbrella was going to steal the G-virus Birkin developed, he infected himself with it and abandoned his human form rather than give up his life's work.

Additional Observations (if any)

Date Submitted

Compliance



MARCUS, JAMES

No Photo Available.
Request submitted to
Central Identification
Processing

CM

MARCUS, JAMES

Thumbprint, Left



70

A ☒ B ☐ AB ☐ O ☐

Height 5' 9"

Weight 151 lbs

PROFILE

Date Filed
7/20/1990
For Office Use Only

☐ C.O.
☐ Agent
☒ File

MARCUS, JAMES

Overview from Biographical Compilation:

The first head of Umbrella's management training facility, Marcus was personally appointed by Umbrella's founder, Oswell E. Spencer, and entrusted with continuing and expanding the research on the Mother virus discovered by Spencer. An unusual amount of his affection was devoted to the "mimetic leech" synthesized during his research.

Marcus was an excellent researcher, but even within Umbrella there were some who opposed his uniquely cruel methods. He was willing to do tests even on living people. One day, he suddenly disappeared, and his whereabouts are still unknown.

Additional Observations (if any)



Thumbprint, Left

A ☐ B ☐ AB ☐ O ☐

Height ☐ ☐ ☐ ☐ ☐

Weight ☐ ☐ ☐ ☐ ☐

???



PROFILE

Date Filed
7/20/1990
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Overview from Biographical Compilation:

A handsome young man with a deep connection to current events. Everything about him is still wrapped in mystery. He seems to have some connection to the monster that attacked the train...



Date Submitted

Compliance

Thumbprint, Left

A ☐ B ☐ AB ☒ O ☐

Height ☐ ☐ ☐ ☐ ☐

Weight ☐ ☐ ☐ ☐ ☐

AIKEN, RICHARD



AIKEN, RICHARD

PROFILE

☐ C.O.
☐ Agent
☒ File

AIKEN, RICHARD

Date Filed
7/20/1990
For Office Use Only

Overview from Biographical Compilation:

The communications officer for the S.T.A.R.S. Bravo Team, Richard's combat skills are rather inferior compared to the rest of the team. A cheerful young man, Richard always wears a smile. Although combat isn't his specialty, he's still an unsung hero who backs up the Bravo Team in various other ways.

SULLIVAN, KENNETH J.



SULLIVAN, KENNETH J.

Thumbprint, Left

45

A ☐ B ☐ AB ☐ O ☒ X

Height 6' 2"

Weight 213 lbs.

PROFILE

- ☐ C.O.
☐ Agent
☒ File

SULLIVAN, KENNETH J.

Date Filed

7/20/1990

For Office Use Only

Overview from Biographical Compilation:

The oldest member of S.T.A.R.S., Kenneth holds a doctoral degree in science, and the scientific weapons he creates specialize in countermeasures and defense. In addition, even Enrico tips his hat to "Sully's" wealth of investigative experience. A perfectionist, Kenneth's gardening skills put pros to shame.

SPEYER, FOREST



SPEYER, FOREST

Thumbprint, Left

29

A ☒ B ☐ AB ☐ O ☐

Height 6' 0"

Weight 157 lbs.

PROFILE

- ☐ C.O.
☐ Agent
☒ File

SPEYER, FOREST

Date Filed

7/20/1990

For Office Use Only

Overview from Biographical Compilation:

Forest specializes in electronic crime, making him a counterhacker. A highly skilled marksman, he has won awards and is the second-best shot on the team. He's usually pitted against first-place winner Chris Redfield in intramural contests. Forest gets along particularly well with Alpha Team's Chris and Joseph, and the three of them often head out to the suburbs. They usually cause some sort of trouble before coming back.

DEWEY, EDWARD



DEWEY, EDWARD



Thumbprint, Left

26

A ☒ B ☐ AB ☐ O ☐

Height

6' 3"

Weight

247 lbs.

PROFILE

DEWEY, EDWARD

Date Filed

7/20/1990

For Office Use Only

Overview from Biographical Compilation:

The helicopter mechanic and flight navigator for the Bravo Team. After arriving on the scene, Ed trades in his joystick for a rifle and acts as a sniper, providing cover fire. The tall giant of the team has an unexpected enthusiasm for dance. He looks after his juniors twice as much as anyone else does. Since this is Rebecca's first mission, he is secretly anxious for her.

Date Submitted

Compliance

DOOLEY, KEVIN



DOOLEY, KEVIN



Thumbprint, Left

A ☐ B ☐ AB ☐ O ☐

Height

Weight

PROFILE

DOOLEY, KEVIN

Date Filed

7/20/1990

For Office Use Only

Overview from Biographical Compilation:

The helicopter pilot for the Bravo Team, Kevin is a mechanical wizard and an accomplished stunt pilot. In spite of his past in the entertainment industry, Kevin takes his role in the S.T.A.R.S. unit seriously. He's been instrumental in rescuing many citizens from dangerous situations in the dense Raccoon Forest area and the rocky Arklay Mountains.

MONSTER IDENTIFICATION AND CONTROL HANDBOOK

**Authorized Personnel ONLY
Do Not Distribute**

3
Monsters

MEMO

Foreknowledge of your enemies is certain to aid in your struggle to eliminate them. The descriptions and tactics in this chapter will help you survive. But the only true method to master the game is to practice your skill on your own, and to polish these techniques after you have met horror face to face. Monsters are listed in the order you encounter them in the game.

CONFIDENTIAL

MONSTER PROFILE

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ZOMBIE

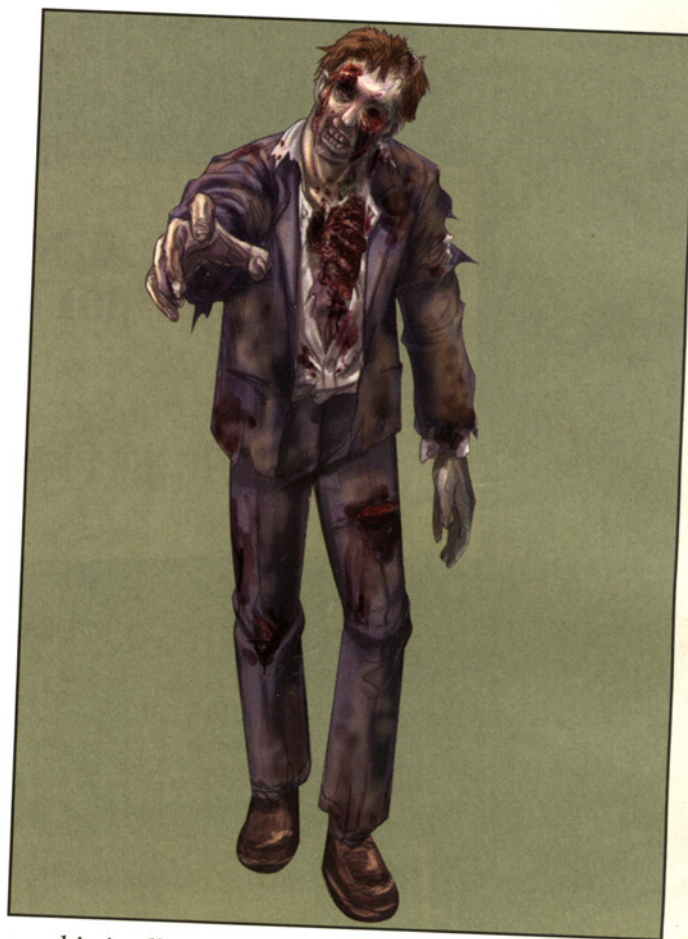
Persons infected with the T-virus first appear to be dead. But this is only a period of hibernation while the virus takes over the cellular structure of the person, reanimates the muscles and nervous system, and restructures target DNA strands. The corpse then rises, and the T-virus motivates the new creature to seek out and feed upon living creatures. Turning people into biological weapons is indeed the most insidious plot ever devised.

COMMON ENCOUNTERS

Zombies appear in a wide variety of outfits and types, so that almost no two zombies look alike! Upright zombies will stand in one place, staring into nothingness, until they detect the presence of living prey. Because they are not fully in charge of their own capacities, zombies move slowly and stagger toward their targets, arms outstretched. When the creature is just a few feet away from its prey, it can make a surprising sudden leap to grab onto people. Zombies can survive and attack even while they are on fire. Some zombies are not fully reanimated, and can only drag themselves across the floor because their legs are useless. Zombies are the most frequently encountered monsters in the game, so a plethora of strategies for dealing with them is required.

ZOMBIE STRATEGIES

The handgun is ideal for defeating zombies, because handgun ammo is plentiful in the game, and it's effective enough. The ideal combat encounter starts when you position your character several feet away from a zombie and fire continuously as it approaches. After two to four successful hits, the zombie will groan and fall to the ground. This is only a ruse to make you stop attacking. After a few seconds, or when your character attempts to run past the fallen zombie, it will rise and come after you again. If a



zombie is allowed to fully rise, another three to five shots will be necessary to finish it off. However, if you position your character directly over the zombie, aim down, and shoot it on the ground, only one or two more shots will finish the job. All zombies voice a loud death sound when they're eliminated, and a pool of blood spreads around them. Follow this strategy only when zombies absolutely must be eliminated in order for you to interact with the environment. Otherwise, if you are just passing through an area, you should shoot the zombie until it falls, run past the body, and leave the area. Using any handgun, there is a slight chance per shot of blowing a zombie's head clean off, killing them instantly. If a zombie manages to grab your character, wiggle the face and trigger buttons to break free more

Submitted

Updated

MONSTER PROFILE

Authorized Personnel Only • Do Not Distribute

quickly. The Partner character set to Attack mode will blast the zombie off of the Main character, making it that much easier to break free without suffering too much damage.

Some zombies lie on the ground and remain stationary until you character accidentally bumps into them. Then they will snatch the person's leg and try to nibble on it. By wiggling the triggers and face buttons on the controller, the character will yank his or her leg free and smash the zombie's head. If you have a lot of health, consider using this tactic rather than shooting a zombie on the ground. Also, any zombie that lies face down when shot might do the same thing. Utilize the game's head-stomping feature to help conserve ammo.

The shotgun is another effective weapon against zombies, especially because each blast's radius of damage can hurt several approaching enemies simultaneously. By aiming the shotgun upward toward a zombie's face when it is at close range, there is a strong chance to decapitate the zombie, killing it cleanly in one shot. If a cluster of zombies is approaching your character, and they are extremely close together, using this tactic could blow several heads off at once!

As far as other weaponry is concerned, almost anything will be effective against zombies except for the knife. However, using anything stronger than the handgun is a waste of rare ammo.

CERBERUS

Dogs used as test subjects for T-virus injections, classified under project "Cerberus," have broken loose from their pens and roam the Raccoon Forest Range in packs. Scavenging for wildlife and the occasional hiker, Cerberus dogs are the main spreaders of contagion outside of the contaminated Umbrella facilities in the region. The most ravenous undead creatures, Cerberus must often resort to cannibalizing each other to satiate their voracious appetites.

COMMON APPEARANCES

Because they roam the forest zone surrounding the mysterious Spencer Mansion, they have yet to penetrate deeper into the region. Therefore, you'll encounter these grizzly mutts only on the Train while it is parked on the tracks near the Mansion area. Cerberus will leap through windows to attack individuals on the motionless Train. There is also a pen onboard the Train that contains a couple of dogs that were being transported to the test facilities. But the canines were infected during the attack on the Train, and they too will break loose to attack.



Submitted

Updated

MONSTER PROFILE

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DOG WRANGLING

A Cerberus can leap through a plate glass window, run right up to its target, and attack all in a single fluid motion. The best strategy is to raise your gun, but wait until the dog runs toward your Main character. As it leaps, try to blast it out of the air. As the dog writhes at your feet and attempts to recover, aim down and pump bullets into it. Keep shooting until it yelps and a pool of blood spreads around it.

If facing two Cerberus at once, shoot one dog and then switch aim to the other and fire. The first dog will rise and growl before beginning another attack run, so listen for the growl before firing at Cerberus that are off-screen. Keep switching your aim back and forth with the Left Trigger. Try to manage both dogs at once, rather than shooting too many times at one dog. No matter how many bullets it takes, keep shooting at one Cerberus and then the other, until you hear two death yelps.

LEECH

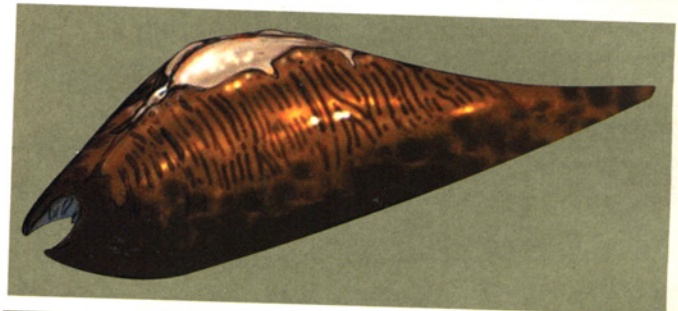
The Leeches that attacked the train were cultivated using the T-virus, which is spread to every living creature they attack. After consuming large quantities of human flesh, the Leeches will lay hundreds of eggs and spawn a whole new breed. Leeches are grown possessing a "hive-mind" mentality, and often seem to act as a single entity. A large enough brood of Leeches can assemble into a humanoid creature, and can even mime the form and skin texture of human beings.

LEECH ENCOUNTERS

Leeches appear only rarely in their slug form, and they can be easily avoided. Just be certain to run quickly through the area and exit before they attach themselves to your character. Although Leeches only cause minor damage, if several of them manage to climb onto your character they might even drop your hero into Caution status.

SQUISHY TACTICS

Shooting at any Leech is a waste of ammo. Just run quickly through their area, and set your Partner character to "Idle" so that he or she does not waste bullets on them. Leeches are easily squashed under-



foot, and this is the best way to eliminate them if that is your goal. Leeches that leap off the walls or climb onto your characters will slide up the victim's spine until they reach the neck. That is where they will attack, and your character will stop to pull them off. If Leeches crawl onto either of your characters, the best thing to do is run for an exit. Leaving the room causes all Leeches to be removed from your character.

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HUMANOID LEECH

A large enough quantity of T-virus Leeches can assemble to assume human form. Through their mimetic traits, the Leeches can imitate skin tones, facial features, and even clothing. Humanoid Leeches often take on the shape of an elder gentleman, perhaps someone that the Leeches previously had contact with. When these imitation humans spot live prey, they undergo a brief transition. The creature transforms into a less-human, more elastic, combat-ready monster, which will stretch across long distances and move at tremendous speeds to attack a person. Although they're rarely encountered, these extremely dangerous creatures will leave an indelible impression on one's mind.

HUMANOID LEECH APPEARANCES

Moving with an almost humanlike intelligence, Humanoid Leeches sometimes seem to follow the characters into an area. So when you first enter one of these monster's lairs, it will enter the room later. Sometimes a Humanoid Leech will be standing idly in the corner, miming human form. When your characters come into close proximity of the Humanoid Leech, it will change forms to resemble a human-shaped mass of Leeches. Its arms and limbs can extend to strike at targets, and if it can manage to grab your characters, it will soak them with a highly-damaging acidic secretion.

HUMANOID LEECH DISMEMBERMENT

Shooting at a Humanoid Leech is somewhat fruitless, because only the single leech that is hit among the stack will suffer damage. If an area of the Humanoid Leech is hit with gunfire enough times, it will explode and will not reform. Removing limbs will limit the creature's ability to attack. Thus, blowing off a Humanoid Leech's head will reduce its accuracy, and blowing off its arms will prevent it



from whipping the characters. However, when only the lower torso remains, the scrambling limbs will run at the characters and try to push them into a corner. The lower torso will then swell to an enormous, unavoidable size, and explode. If your characters are in the immediate vicinity during this kamikaze death, they can suffer major damage. Humanoid Leeches are weak against fire, and are best fought with Molotov Cocktails or Napalm Grenades. The biggest problem with Molotovs is that they are thrown at short range, and the Humanoid Leech will continue advancing toward the characters despite the fact that it's on fire. The best tactic is to run toward a Humanoid Leech

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while it is transforming, and soak it with one or two Molotovs. If you score direct hits, only two cocktails will dissolve the Humanoid Leech. But because the creature moves so rapidly, sometimes it will take four or more cocktails to defeat it. For this reason, it is important to reserve your Molotov Cocktails and

Napalm Grenades solely for encounters with these demons. A combination of gunfire and firebombs is the best method to confront them, so equip your Main character with incendiaries while the Partner shoots with a shotgun or better.

CROW

Carrion birds of prey in the Raccoon Forest area have fed upon the carcasses of the infected, thus contracting the T-virus. Consequently, the crows' sense of flocking has become highly attuned. They have become hungry for living prey, even the large, two-legged, upright kind that they normally avoid. Working as a collective, crows seek to overwhelm and peck their prey to death, creating a festive feast for the flock.

CROW PERCHES

Crows are wildlife, and are usually encountered in outdoor areas. However, if they spot prey inside rooms with many windows, they won't hesitate to crash through the glass panes to reach their prey.

CROW AVOIDANCE

If crows break into a room through the windows, run for the exit immediately. However, if you must cross an area where a flock has perched, move quickly and avoid bumping into obstacles or corners. Crows cannot damage people who are moving at a fast rate of speed. They need a stationary target to attack. Blasting crows is usually a waste of time and ammo. However, it



doesn't hurt to take out one or two birdies, just to thin the flock. A smaller number of crows have a smaller chance to swarm your characters. Because crows will attack any moving thing, whether the person is walking or running, it's a wise idea to shoot one or two crows while they are perched, before they take flight.

PLAGUE CRAWLER

Insects are natural test subjects for T-virus development of living weapons, due to their instinctive nature of attacking anything that invades their territory. Plague Crawlers are insect B.O.W.s (Biological

Offensive Weapons) based on various "bugs" created from repeated DNA manipulation made with the T-virus. Plague Crawlers prey upon their victims with scythe-like forelimbs, and will even tackle people to the ground and attack the head region with their mandibles. Plague Crawlers instinctively prefer damp,

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in order to attack. If the area is a little darker, Plague Crawlers can see somewhat better and they might tackle victims to the ground, inflicting severe damage. Their quick movements make them formidable opponents, and their hard insect carapaces make them difficult to injure. They must be eliminated swiftly with heavy armaments.

DISSECTING PLAGUE CRAWLERS

The best weapon to use against Plague Crawlers is the shotgun, due to its blast radius and piercing shots. While blasting Plague Crawlers at a distance is effective, the best time to attack is when the creatures crawl directly to your characters' feet and stop. Point the shotgun downward and blast them in the head; it is their weakest region. A shotgun blast will knock Plague Crawlers back a little bit, but they will advance again just in time for you to unload another shot at their heads. At such close range, one or more Plague Crawlers can be destroyed with just two shots. Most other weapons are highly ineffective against these creatures. Still, a Partner character can be equipped with Molotov Cocktails or the Magnum, providing cover fire while the Plague Crawlers are properly dispatched.

dark places. They also crawl along ceilings above their prey, dropping down suddenly to attack.

As the first B.O.W., development of these creatures was progressing nicely. But when evaluated as a weapon, their fatal defect was their lack of the intelligence required for executing orders. Research on this type was discontinued.

CRAWLING HORROR

Plague Crawlers prefer to reside in dark or uninhabited areas, and they avoid light. They love to drop from ceilings, trapping their prey in corners or other disadvantageous areas. Their eyesight is extremely limited, so they must crawl directly up to their target

GIANT SPIDER

The giant, hairy blue poisonous things creeping in the dark are Biological Offensive Weapons (B.O.W.) based on spiders, created from T-virus injection tests and genetic manipulation. Crawling along walls and ceilings, Giant Spiders can sneak into various locations. Giant Spiders are bold creatures that charge at their prey and bite victims in the legs. These fiends also spit a secretion that poisons human beings. Sometimes a person hit by the acid wash will be unaffected, but not most of the time...

SPIDER APPEARANCES

Giant Spiders never appear alone. They like to infest corridors and other narrow spaces in numbers, to attack their prey from various angles. Crawling on walls, they can turn to face oncoming targets and spit acid. Giant Spiders crawling on the ceiling will drop in front of prey, attempting to block all movement. Usually, it is possible to run around one side of the spider, and it is difficult for the big creatures to turn their large bodies fast enough to follow. At close range to a Giant Spider on the ground, it will attempt a biting attack. At

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medium distances, the area will become soaked in acid spit from various angles.

GIANT SPIDER EXTERMINATION

Due to their segmentation and unnatural size, Giant Spiders are extremely difficult to kill. A person would have to shoot a Giant Spider several times with a handgun or even a shotgun, exposing him- or herself to dangerous counterattacks from the creature. Only a grenade launcher or a magnum is an efficient weapon to kill Giant Spiders without taking a lot of damage or getting poisoned in return. For this reason, it is impractical to try to kill Giant Spiders, unless you have some kind of powerful unlimited ammo weapon. Whenever possible, run past these creatures and quickly leave the areas they infest. Because Giant Spiders love to inhabit narrow corridors and other tight spaces, it is best to split up your team and run through their areas one at a time.

ELIMINATOR

Simian test-subjects for the B.O.W. project, these creatures are nothing more than leftovers from the research. Due to its abnormal muscular development, the skin of the former ape is tearing apart. Through its athletic abilities, Eliminators perform astoundingly swift attacks using the walls and ceiling. Coupled with its unmatched speed, Eliminators often attack as a group, surrounding prey and attacking from all sides with an instinctive strategy.

ELIMINATOR SIGHTINGS

Eliminators are released during a certain event of the game, and they will immediately spread out and repopulate areas of the Training Facility and Facility Basement, even areas that were previously cleared. When prey steps into the Eliminators' territory, they will attack in a cluster from various angles. Eliminator attacks include pouncing on the victim's back and biting, as well as swiping at the legs from the front. Eliminators also have an awesome attack in which one of them will rebound off a wall or vertical surface and tackle the character to the floor. Because they are



so tough to fight and kill, avoid Eliminators by dashing through their domain and exiting as quickly as possible.

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ELIMINATION STRATEGIES

The Magnum is not available in the portion of the game where the simian horrors strike, but if you can obtain a magnum by winning prizes in the Extra Game, then it is the best weapon to use. Even with the grenade launcher or the shotgun, Eliminators have a tendency to recover quickly from damage and counterattack. If a beast leaps onto a character's back, wiggle the face and trigger buttons to shake it off more quickly. The best way to take on Eliminators

is as a team, with both characters packing heavy weaponry. Taking them on alone is suicide. Try to confront the Eliminators in a narrow corridor; avoid wide-open spaces. In the confines of a narrow space, it becomes easier to prevent Eliminators from surrounding the characters. By confronting them head-on in a tight space, your two characters can submit the Eliminators to a wall of fire from which they will often retreat. Use a combination of shotgun and grenade launcher, or shotgun and Molotov Cocktails.

HUNTER

A Hunter is a living weapon created by altering the genetic structure of a human with injections of the T-virus, then adding the genetic information of other reptiles. The code name "Hunter" expresses the keen movement of the creature and the efficient way it dispatches prey. Hunters have enough intelligence to understand and execute simple orders, and they are rated a "Success" as B.O.W. experiments.

HUNTER APPEARANCES

Once positioned, Hunters will wait patiently for hours until targets step into their view. Half of their effectiveness lies in the terror they evoke with their physical appearance, as well as the high-pitched shrieks they emanate when they sight their quarry. Fast, powerful, agile, and merciless, hunters are undaunted murderers created solely for the purpose of vicious annihilation. Hunters are lizard-like sentinels, which take up positions throughout an area. They will stand in place, immobile, patiently waiting for their target to enter a door or walk unsuspectingly around a corner. Sighting a target, a Hunter springs into action, leaping at the character and slashing with their razor-sharp claws. Immediate counterattack is required.

SURVIVING THE HUNTER

Powerful firearms, such as the shotgun or the magnum, are required for a character to even pierce the

thick scales that cover a Hunter's body. Because of their speed and agility, Hunters must be shot on sight. A powerful enough attack will knock a Hunter to the ground. Make sure that the character is at medium range from the Hunter as it rises, because it is smart enough to duck under the next shot! So back away if necessary, and be ready to fire again. The shotgun must be fired at least twice to defeat a Hunter, but a single well-placed magnum round will kill it on the spot.



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3
Monsters

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LURKER

A Lurker is a frog grown to gigantic proportions through the effects of the T-virus and born through the process of experimentation on amphibians. Its eyes have deteriorated thanks to the T-virus, but it can still locate and distinguish its quarry using some kind of sensory organ.

LURKER ENCOUNTERS

The Lurker is a single, fabled creature that haunts the watery areas and machine rooms of the Treatment Facility. Any time your characters take too long to explore a room that contains a large pool of water, the Lurker will appear and hop onto dry land. The Lurker's main attack employed is to extend its double-elongated tongue across an area, catching a victim with the sticky secretion that covers this mouth appendage. Provided the victim cannot break free, or

that no one is around to aid the captured victim, the Lurker will slowly drag the victim into its gaping maw while the tongue acids start to dissolve the morsel. Even someone who can free him- or herself from the hideous creature's tongue will suffer major damage in the struggle.

FENDING OFF THE LURKER

By all appearances, the Lurker is afraid of confrontation. While it will hop onto dry land seeking something to eat, it prefers docile prey. At the first sign of trouble, it will release its prey and hop back into the safety of nearby waters. Therefore, all you have to do is shoot it or shoot in its general direction, and the Lurker will retreat. For this reason, the creature seems to be invulnerable, and no successful kill has ever been accomplished. But there is no need to hunt down a creature that runs away so easily.



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WEAPONS, AMMO, AND FIRST AID

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Weapons
Ammo &
First Aid

A large part of mastering survival horror involves understanding the functions and proper usage of your weapons, ammo, and recovery items. These items are your only defense against hordes of inhuman monsters. Using the right weapon for the right situation is the only way to make it out alive. This chapter contains tips on using each weapon and recovery item effectively.

W E A P O N I D E N T I F I C A T I O N

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Weapons

Here's how to use each weapon, as well as which weapons to use against certain enemies.



KNIFE

This is a standard hunting knife with a serrated edge, such as those issued to most police and military personnel. This light-damage, close-range melee combat weapon is completely ineffective against the victims of the T-virus outbreak in Raccoon City. However, it's still a good self-defense weapon if your ammunition runs out. This weapon can be found on the Train, and Billy is carrying one.



S.T.A.R.S. HANDGUN

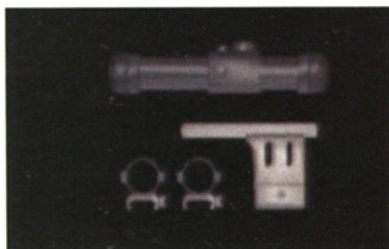
This is a custom handgun modified and engraved for issue to S.T.A.R.S. officers. S.T.A.R.S. commander and gun enthusiast Barry Burton contracted a local gunsmith, Robert Kendo, to create a line of elite handguns for use by the Special Tactics And Rescue Service. The gun has a double safety lock to prevent use by criminals in case of theft. This automatic handgun is also designed with a special sliding bridge, which prevents jamming. Rebecca's weapon is a capable firearm for disposal of T-virus infected zombies,

Cerberus dogs, crows, and other minor enemies encountered throughout the game. With each successive shot fired, there's a very slight chance that the handgun will blow off a zombie's head, resulting in a full decapitation and an instant kill.



MILITARY POLICE ISSUE 9MM HANDGUN

This is a standard-issue Army automatic handgun, which fires 9x19mm parabellum rounds. Billy's acquired pistol is best suited for suppressing zombies, Cerberus dogs, crows, and other minor enemies. The military model has a slight chance of exploding a zombie's or Cerberus dog's head, causing an instant kill. Billy's handgun has a slightly better chance of inflicting an instant kill than Rebecca's S.T.A.R.S. model.



HANDGUN PARTS

This is a scope and scope mount that can be attached to any automatic sliding-chamber handgun to increase its range, firing speed, and precision. Combine the Handgun Parts item with either handgun to improve a character's ability to kill and decapitate zombies and Cerberus dogs, and to eliminate tougher monsters more effectively. The Handgun Parts are locked inside the Duralumin Case, found in the locker of the combat test area on B3 of the Facility Basement.

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MAGNUM

This is a .50 caliber automatic Desert Eagle brand handgun capable of firing large-millimeter Magnum rounds. The weapon's powerful recoil causes a moment of recovery on the part of the user. The Magnum is without a doubt the most lethal handgun in the game, killing most monsters in one shot. However, due to its effective killing capabilities, the Magnum is best reserved for the more resilient Hunters and the tough boss monsters encountered during key events in the game. The Magnum is located in the cable car, docked in the B2 machine room of the Laboratory.



MAGNUM REVOLVER

This is a .50 caliber revolver modified by S.T.A.R.S. resident weapons expert Barry Burton, with much greater firepower resulting from an enhanced cylinder and frame. Dubbed the "hand cannon," this Magnum is much more powerful than the Desert Eagle automatic model, and the user gets more bang per bullet. The Magnum revolver is the prize for obtaining a Rank B in the bonus Extra Game. Once you reach this rank, start a new game and enter Cabin 202 on the third car of the Train. The gun is next to the dead man on the bunk.



HUNTING GUN

This is a Western-style shotgun that can hold only two shots in the barrel before requiring a reload. The Hunting Gun is an older weapon, but it's still compatible with most 12-gauge shotgun shells. This is a powerful weapon, with higher damage and range due to its extended barrel. This weapon is good for confrontations against zombies, Hunters, Plague Crawlers, and other tough mon-

sters. However, due to its limited cartridge capacity and the need to reload constantly, this is not a practical weapon for a survival horror situation. While this weapon will be immensely helpful against the enemies you encounter on the Train, the pump-action shotgun is a much better weapon. The Hunting Gun is found in Train Car No.2, inside the 2F First Class Cabin 101.



SHOTGUN

This is a pump-action shotgun capable of firing 12-gauge shells in a burst pattern, damaging all enemies in a cone-shaped radius in front of the shooter. The shotgun can be loaded with up to seven shells at a time, and its greater fire-

power enables the character to eliminate easy foes such as zombies, flocks of crows and bats, and Plague Crawlers. The shotgun is even an effective weapon against extremely bizarre mutants such as Humanoid Leeches and even Hunters, until better weaponry can be acquired. It's located in the art storeroom in the Training Facility, on 1F in the east wing.

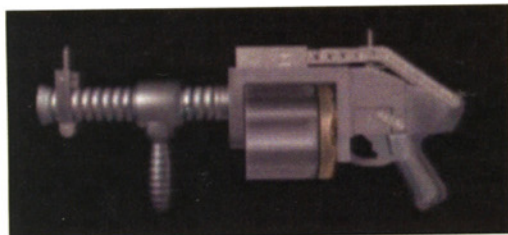
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Weapons
Ammo &
First Aid

W E A P O N I D E N T I F I C A T I O N

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GRENADE LAUNCHER

This is a hand-held launcher device that can fire a variety of 20mm explosive shells. In spite of its six-shot revolving cylinder, the grenade launcher can be combined with up to 255 grenades of any type and will fire continuously without the need to reload. Normal grenades are highly effective against all normal enemies. Acid grenades are best used against Hunters and Plague Crawlers.

Incendiary napalm grenades are most effective against Humanoid Leeches and zombies. The grenade launcher is located in the second-floor studio on the east side of the Training Facility.



SUB-MACHINEGUN

This portable, snub-nosed weapon uses its own type of ammunition. You obtain the Sub-machinegun by completing the game in a short amount of time and obtaining Rank A or better. When fully loaded, the Sub-machinegun fires a continuous stream of bullets while the Action button is held. During shooting, you can rotate the aim of the Sub-machinegun left or right, up or down in a circle in front of the character. Ammunition is counted as a percentage, with 100% ammunition equaling approximately 300 bullets. Magazines containing

additional machinegun ammo can be added to the main game by obtaining Rank E during the bonus Extra Game. You can give the Sub-machinegun unlimited ammo by winning the Rank A prize in the Extra Game. The Sub-machinegun is an effective tool against most types of enemies, but it's not as ineffective against fast-moving mutants such as Plague Crawlers and Hunters.



ROCKET LAUNCHER

This is a shoulder-mounted projectile weapon that launches long-range missiles at targets. The intense amount of damage inflicted by this heavy weapon destroys any normal enemy in one hit and allows the user to defeat most boss monsters with four shots or less. The rocket launcher is a

two-slot bonus weapon that is acquired by beating the game in less than 3.5 hours with a Rank S. It will appear in Rebecca's inventory in your next game. The ammunition for this weapon is unlimited, and finishing the game again becomes a simple matter.



MOLOTOV COCKTAIL

Rebecca and Billy can assemble these crude, handmade gasoline firebombs by combining Empty Bottles with Gas Tanks. A gasoline-soaked rag is stuffed into the bottleneck and lit. When a character tosses a Molotov at a target, the glass bottle shatters and the enemy is covered with burning gasoline. (The weapon is named after Vyacheslav Molotov, who was the Foreign Minister and Secretary of War of the Soviet Union during World War II. The soldiers of the Finnish Army successfully used Molotov Cocktails

against Soviet tanks during their brief skirmishes against Russia, and the Soviet soldiers coined the term.) As a rule, these weapons should be conserved for use against Humanoid Leeches and Plague Crawlers.

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Ammunition



HANDGUN AMMO

These are 9x19mm Luger high-power parabellum rounds, for use in any automatic handgun. They come in boxes of 15. In rare instances, you may find boxes with 30 bullets.



SHOTGUN AMMO

These are 12-gauge burst-pattern shotgun shells, for use in any compatible shotgun. They come in steel military-grade shotgun shell boxes, seven to a box.



MAGNUM AMMO

These are jacketed flat-point magnum rounds for use in high-caliber handguns to provide greater stopping power. Magnum rounds come in small boxes containing eight bullets.



GRENADES

These are 20mm explosive-tipped shells filled with standard-grade plastic explosives, designed to fragment on impact. Grenades are packed in steel carrying cases, six each.



ACID GRENADES

These are 20mm explosive-tipped shells filled with highly concentrated sulfuric acid. On impact, the shell collapses, splattering the target with corrosive materials. Found in quantities of six.

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W E A P O N I D E N T I F I C A T I O N

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NAPALM GRENADES

These are 20mm shells with explosive tips filled with a highly flammable liquid. Upon impact, the shell detonates and ignites the fluid, which splatters on the target. The enemy is consumed in flames for several moments, inflicting damage while the flames last. Found in quantities of six.



EMPTY BOTTLE

This is one of two materials required for crude Molotov Cocktails. Empty Bottles are usually found in quantities of three. Combine with gasoline to produce hand-thrown liquid firebombs.



GAS TANK

Contains gasoline, one of two materials required to create crude Molotov Cocktails. Gas Tanks may contain enough gasoline to fill anywhere from three to six empty bottles.



MACHINEGUN AMMO

This is large magazine of ammunition for a semiautomatic-class machinegun or sub-machinegun. Ammunition quantity is measured in percentages, with each clip supplying 100% ammunition. Only one clip may be carried per item slot. Machinegun ammo appears in various locations throughout the game after the player has obtained the Rank E prize from the bonus Extra Game.

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Recovery Items

Health aids are like ammunition in the war against death. There is no penalty for using health items in the game, so administer first aid to your characters whenever they slip into less-than-perfect condition. A complete table for mixing and administering health items is found in the "Surviving the Horror" chapter.



GREEN HERB

This is green plant native to this region that restores a small amount of health to an injured character. An experienced field medic can grind and combine two or even three green herbs to increase the potency of the dosage. Green Herbs can also be combined with Blue Herbs to form a powerful mixture that restores health and cures poisoning. It can also be combined with the mysterious Red Herb to fully restore a person to health, even from the brink of death.



BLUE HERB

This is blue plant native to this region that can cure poisoning. If it's administered to a poisoned character quickly enough, no damage will result from the toxicity. Blue Herbs can be ground by an accredited field medic and combined with Green Herbs and Red Herbs to form complex curative and restorative compounds.



RED HERB

This is a red plant native to the Raccoon Forest region that has no particular effect its own. However, when ground to powder and combined with other herbs by an experienced field medic, this herb will increase the potency of mixed herb compounds. A Red Herb can be mixed with a Green Herb, or a Green Herb and a Blue Herb. However, a Red Herb combined with a Blue Herb alone won't have any effect. When a Red Herb is used in a mixed compound, the final product restores the user to full health.



FIRST AID SPRAY

This chemical antibacterial spray can restore a person to full health. These items are hard to find and should be conserved for battles against extremely tough boss monsters.

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Key Items List

For aid in finding that elusive key or missing puzzle element, please consult this chapter. All key items have been listed alphabetically. To pinpoint exact locations, please consult the maps for each stage in the walkthrough.

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Name Angel Wings

Location

Inside the Book of Good in the Training Facility 2F west wing private collection.

Where It's Used

The wing portion of the Statue of Good.



Name Battery

Location

Play the piano to open the secret room in the Training Facility 2F east wing lounge.

Where It's Used

Powers the lift outside the Training Facility, on the first floor outside the front doors.

FILE COPY



Name Black Statue

Location

Training Facility 1F, northeast storage room in the east wing.

Where It's Used

The body portion of the Statue of Evil.

FILE COPY



Name Black Wing

Location

Inside the Book of Evil.

Where It's Used

The wing portion of the Statue of Evil.

COPY



Name Blue Keycard

Location

Inside the Briefcase in the Conductor's Office.

Where It's Used

Unlocks the door at the front of Car No.2, 1F.

FILE COPY



Name Blue Leech Charm

Location

Use the Stripping Agent to dissolve the Leech Capsule.

Where It's Used

Unlocks the blue door with an engraving of Marcus, in the corridor on Laboratory B2.



Name Book of Evil

Location

Training Facility 2F west wing, Marcus's Office, hidden under the chess board on the desk.

Where It's Used

Contains the Black Wing.



Name Book of Good

Location

Training Facility 2F west wing, private collection room, behind the bookcase.

Where It's Used

Open it to find the Angel Wings.

FILE COPY



Name Breeding Room Key

Location

Laboratory B1, Marcus's lab, inside the poison gas tank.

Where It's Used

Unlocks the door to the breeding room, in the corridor on B1 of the Laboratory.

FILE COPY



Name Briefcase

Location

Cabinet in Conductor's Office, Train Car No.2, 1F

Where It's Used

Contains the Blue Cardkey.

FILE COPY



Name Conductor's Key

Location

Window sill of service compartment, 2F of Train Dining Car.

Where It's Used

Unlocks Conductor's Office in Car No.2, 1F.

Key
Items List



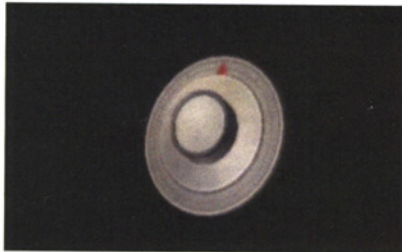
Name Crank Handle

Location

Training Facility 2F, sitting room on the west side of the entrance hall balcony.

Where It's Used

Required part of the crank for the lift in the Training Facility 2F research library.



Name Dial

Location

Laboratory B1 breeding room, inside the Hunter's cage.

Where It's Used

Insert into the door in the Laboratory B2 corridor, and then input the pass code to unlock the door.



Name Dining Car Key

Location

Hand of the dead body in Train Car No.2, 1F.

Where It's Used

Unlocks Train Car No.5, the Dining Car.



Name Discipline Tablet

Location

On top of the column in the Training Facility 1F front courtyard. Use the crate from the lift to reach it.

Where It's Used

One of three tablets used to lower the observatory from Training Facility 3F to 2F.



Name Duralumin Case

Location

Facility Basement B3, combat test control room locker.

Where It's Used

Use the combination 385 to open the case and obtain the Handgun Parts.



Name Elevator Key

Location

Factory B4, on the floor at the end of the west corridor.

Where It's Used

Calls the elevator on the east end of Factory B4.

FILE COPY



Name Empty Battery

Location

Treatment Plant B9 specimen room. Give Rebecca a boost to the high shelf near the specimen tanks.

Where It's Used

Combine with the Battery Fluid to make the Hi-Power Battery.

FILE COPY



Name Fire Key

Location

Training Facility 3F, trapped under the cage in the breeding pool.

Where It's Used

Unlocks the two red doors on the first floor of the Training Facility, one to the kitchen and the other to the projector room.

FILE COPY



Name Gold Ring

Location

The dog pen at the back of Train Car No.5, storage room.

Where It's Used

One of two rings required to open the Briefcase.

FILE COPY



Name Green Leech Charm

Location

Laboratory B2, artwork storage room, held in the statue's hand.

Where It's Used

Unlocks the engraved green door in the Laboratory B1 operating room.

FILE COPY



Name Handle

Location

Treatment Plant B7, on the east side of the water tank room.

Where It's Used

Unseals the door with the square hole in the corridor in Treatment Plant B6.

FILE COPY



Name Hi-Power Battery

Location

Combine the Battery Fluid and Empty Battery.

Where It's Used

Insert into the power panel on the forklift on B7 of the Treatment Plant.

Key
Items List

FILE COPY



Name Hookshot

Location

Rear platform of the Train Dining Car, mounted on the outside wall.

Where It's Used

Used in several locations throughout game to rise through holes in the ceiling or to climb onto the Train roof.

FILE COPY



Name Ice Pick

Location

Service cart in hallway, Train Car No.2, 2F.

Where It's Used

Unlocks the stuck service compartment door in Train Dining Car 2F.

FILE COPY



Name Industrial Water

Location

Treatment Plant B8 experimental data room, on the table across from the blue chemical cylinder.

Where It's Used

Combine with Sulfuric Acid to make Battery Fluid.

FILE COPY



Name Input Regulator Coil

Location

Laboratory B2, Marcus's office, on the shelves near the south door.

Where It's Used

One of two regulator coils required to provide power to the cable car control panel.

FILE COPY



Name Iron Needle

Location

Training Facility 2F, west wing study, on the horn of the moose head mounted over the fireplace.

Where It's Used

Attach it to the clock face in the Training Facility 3F clock room and set the time.

FILE COPY



Name Jewelry Box

Location

Closet in First Class Cabin 102, Train Car No.3, 2F.

Where It's Used

Contains the Silver Ring.

FILE COPY



Name Keycard

Location

In the Treatment Plant B7 courtyard, insert the Hi-Power Battery into the forklift and raise your partner up to the cliff's edge.

Where It's Used

Unlocks the door with the card reader at the west end of Treatment Plant B9.



Name Leech Capsule

Location

Laboratory B1 leech specimen lab, in the glowing case.

Where It's Used

Dissolve with the Stripping Agent to obtain the Blue Leech Charm.

FILE COPY



Name Lighter Fluid

Location

Training Facility 1F east wing, on the kitchen counter.

Where It's Used

Refills Billy's Lighter to make it usable in puzzle-solving.

FILE COPY



Name Locker Key

Location

Facility Basement B3, on the crates in the water drainage room.

Where It's Used

Unlocks the locker in the Facility Basement B3 combat test area control room.

FILE COPY



Name MO Disk

Location

Training Facility 1F west wing projector room.

Where It's Used

Place the two Microfilms into the projector. Initializes the code input process for the Training Facility 2F lecture hall, to open the doors guarded by the knights.

FILE COPY



Name Magnetic Card

Location

Train Car No.1, Engine Cab.

Where It's Used

Initiates the emergency brake override panel on the rear platform of Train Car No.5.

Key
Items List

FILE COPY

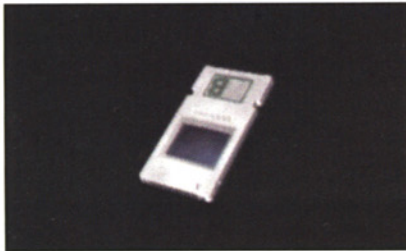


Name Microfilm A

Location
On the bureau near the western door of the research library, Training Facility 2F west wing.

Where It's Used
One of two microfilms to be inserted into the projector in the projector room, Training Facility 1F west wing.

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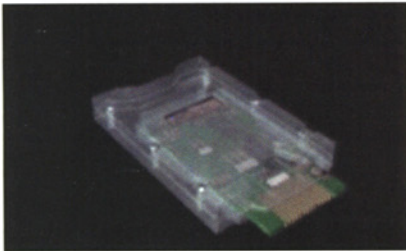


Name Microfilm B

Location
Training Facility 2F conference room, on the east side of the entrance hall balcony. The item is sitting on the fireplace mantle.

Where It's Used
One of two microfilms to be inserted into the projector in the projector room, Training Facility 1F west wing.

FILE COPY



Name Motherboard

Location
Treatment Plant B8, on the floor beneath the circuit board in the eastern circuitry room.

Where It's Used
Restores power to the gondola car system on B7 of the Treatment Plant.

FILE COPY

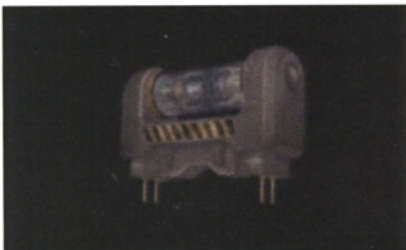


Name Obedience Tablet

Location
Release the vise in the Training Facility 2F east wing machine shop.

Where It's Used
One of three tablets used to lower the observatory from Training Facility 3F to 2F.

FILE COPY

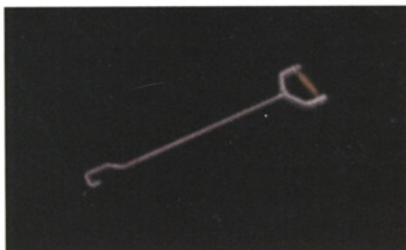


Name Output Regulator Coil

Location
Laboratory B2, cable car platform, on the mobile bridge tracks, after moving the bridge.

Where It's Used
One of two regulator coils required to provide power to the cable car control panel.

P Y



Name Panel Opener

Location
Amid debris left by the Stinger monster, Train Car No.2, 2F.

Where It's Used
Opens the floor panel at the back of the kitchen in the Train Dining Car, 1F.

FILE COPY



Name Shaft Key (L)

Location

Treatment Plant B9 microwave incinerator room.
Defeat the Queen Leech boss and it will drop this.

Where It's Used

One of two keys required to unlock the doors to the escape route on B9 of the Treatment Plant.



Name Shaft Key (R)

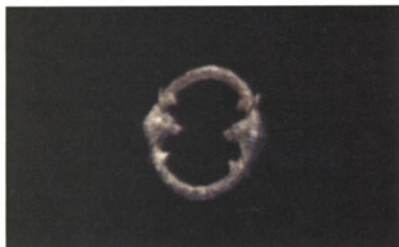
Location

Treatment Plant B9 microwave incinerator room.
Defeat the Queen Leech boss and it will drop this.

Where It's Used

One of two keys required to unlock the doors to the escape route on B9 of the Treatment Plant.

FILE COPY



Name Silver Ring

Location

Inside the Jewelry Box found in Train Car No.3, 2F.

Where It's Used

One of two rings required to unlock the Briefcase.

FILE COPY



Name Statue of Evil

Location

Combine the Black Statue with the Black Wing.

Where It's Used

Place on the scales of justice in the Training Facility 2F entrance hall to open the secret doorway to the Facility Basement.

FILE COPY



Name Statue of Good

Location

Combine the White Statue and the Angel Wings.

Where It's Used

Place on the scales of justice in the Training Facility 2F entrance hall to open the secret doorway to the Facility Basement.

FILE COPY



Name Sterilizing Agent

Location

Laboratory B1 mortuary, near the tables at the south end.

Where It's Used

Decontaminate the poison gas in the test tank of Marcus's lab on Laboratory B1.

Key
Items List

FILE COPY



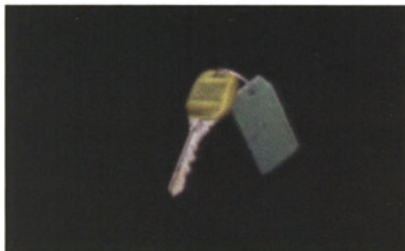
Name Unity Tablet

Location
Facility Basement B2, in the decorative fireplace in the ruined bedroom.

Where It's Used

One of three tablets used to lower the observatory from Training Facility 3F to 2F.

FILE COPY



Name Up Key

Location
Factory B1, on the floor in the platform security control room.

Where It's Used

Insert into the control panel in the Factory 1F platform control room to raise the platform elevator to the top level.

FILE COPY



Name Vise Handle

Location

Training Facility 2F, on the shelf in the east wing security monitor room.

Where It's Used

Release the vise in the Training Facility 2F east wing machine shop.

FILE COPY



Name Water Key

Location

Facility Basement B3 combat test room, in the BOW pen.

Where It's Used

Unlocks the blue door in the Training Facility 2F east wing studio.

FILE COPY



Name White Statue

Location

Training Facility 2F, east wing studio, near the blue door bearing the wind motif.

Where It's Used

The body portion of the Statue of Good.

Surviving the Horror

This chapter describes the basics of *Resident Evil 0*, as well as some master strategies. Whether you're a beginner or a survival horror expert, learning these tips and tactics will make the fight against the undead much easier, and even more fun!



Game Basics



There are three possible control schemes available in the Options menu, and Type A is the default. This entire guidebook is written according to the Type A scheme. As much as possible, general terms have been used for each button. The following chart will help you determine the function of each control.

Default Control Scheme

Up	Move forward
Down	Step backward
Left	Turn left
Right	Turn right
A	Search, accept, use weapon
B	Cancel, run
Y	Status menu
X	Switch character
Z	Quick map
C	Move partner
B + Down	About-face, 180 degree turn
Right trigger	Aim
Left trigger	Next target, correct aim
Start	Trace, split up or regroup

GENERAL INVESTIGATION TECHNIQUES

The main objective of *Resident Evil 0* is to guide the two characters to safety through a perilous area infested with monsters and traps. In order to do this, you'll have to find documents that contain important clues, as well as keys or key items to unlock new areas. Some of the locks are very tricky, and sometimes you must solve complex puzzles in order to proceed.

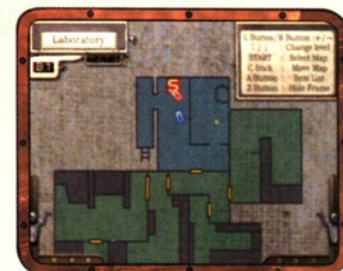




Most items and clues are highlighted in the environment. Files and keys will shimmer slightly. Also, search for hidden items in cabinets, desks, and shelves. In survival horror, you need to find and use everything possible in order to live another day!

MAPS AND FILES

Maps are a great help in exploring buildings and areas for key items, new weapons, and ammo. Enter the map screen through the status menu, or by pressing the Z button. When the characters first enter an area, only the rooms they are standing in or have visited will appear on the map. But when a character obtains an actual map of the area, even sections that they haven't visited will appear. Obtaining a map should be one of your main priorities upon entering any new area.



Whenever you become stuck and don't know how to proceed, try exploring new areas. Maps help you keep track of which areas you've explored and which you haven't. Gray or uncolored areas on the map have not been explored, green rooms indicate areas the characters have already visited, and the blue area is the room where the main character is standing. Rebecca's position is indicated with a red marker, pointing in the direction she faces. Billy's place is indicated with a blue marker.

The maps provided in this guide show the locations of all the crucial items in the game. Save points are marked with the following icon:



ITEM SLOT MANAGEMENT

To unlock new areas and proceed through the game, the characters need to locate items such as weapons, ammunition, health recovery items, and keys of various kinds. Rebecca and Billy only have six item slots each in which they can carry items. While most items take up only one item slot, some weapons and key items take up two spaces, such as the Shotgun or the Hookshot.



Sometimes multiple two-slot weapons and many key items are required to conquer and unlock a new area. Juggling all of the required items between the two characters is one of the biggest challenges in the game. Always keep at least one slot open for each character. Use and discard items as soon as possible.

WEAPON

The firearm or projectile currently held by a character is displayed below the inventory slots. To equip a weapon, it must already be in the character's inventory. Select the knife or firearm and choose the Equip command. To empty the character's hands, choose the equipped weapon's inventory slot and select Equip again to remove it. Always keep a weapon equipped for each character throughout the entire game. The only time to free up the character's hands is when objects need to be pushed around.

USING ITEMS

Once you obtain the key to a door, it will be used the next time the character holding the key examines the door. The two heroes do not share items automatically, so the character holding the key must be the one to unlock the door. The character without the key will just wiggle the locked doorknob helplessly.

Some key items must be used from the status menu in order to fulfill their purpose. For instance, the Sterilizing Agent must be set into the proper control panel, the three tablets must be placed into the observatory telescope, the Blue Keycard must be manually swiped through the reader, etc.



In order to "use" an item in such instances, place the character directly in front of the area where you want to try to use it. Remove any weapons from the character's hands so that they stand up straighter and face the target more accurately. Once the character is in the proper place, enter the status menu and move the cursor to select the correct item. Press the Confirm button and a submenu will appear. Select Use, and press the Confirm button again.



Once a key item is set into its proper place, it no longer takes up space in the characters' inventory. Some door keys must be used to unlock multiple doors in the game. Once the key has served its purpose and unlocked every door it can, you will have the option of discarding the key. Always discard keys when you are through with them, and use item spaces wisely.

RECORDING DATA AND SAVING TIME

In order to save your game to a memory card, you must locate a typewriter and use an Ink Ribbon to record your game data. Ink Ribbons are usually located right next to typewriters. Once you've used a ribbon, it's a good idea to leave the remainder in the vicinity of the typewriter, rather than dumping them someplace else.

There is no way to pause the game. The hidden game timer is ticking on all screens, even the status menu. Time is a factor in unlocking bonus weapons and features, so saving time is important. If you're going to stop playing for a while, it's better to save your game and turn off the console rather than allow time to pass and hurt your chances of obtaining bonus prizes.



EXAMINING ITEMS

Any item your characters obtain can be examined more closely in the status menu. Select the item and press Confirm to bring up the item submenu. Choose the Examine command and the object will appear in three dimensions. You can rotate the object left or right, up and down with the thumbstick or D-pad. Use the C stick to rotate the item in a circle. The left trigger allows you to zoom out, and the right trigger is used to zoom in.



Press the A button while examining the object to view information about it. Sometimes, examining an object from different angles provides greater clues about its real use. For instance, if a key has a tag, rotate the object to view the tag and press A to read it.



There are two books in the game. To open a book, rotate it to a side view so that the ends of the pages are showing and press A.

When you obtain certain keys and key items, their real names and purposes are unknown. To find out the real name of such an item, examine it in the menu.

LEAVING ITEMS

With only six item slots per character, often you must manage far more items than the characters can carry. To get around this, you can leave items on the floor in most rooms. Position the character where you want to leave the item, enter the status menu, choose the item, and select the Leave command. The item is removed from the character's item slot and appears as an object on the floor.

The size of the room limits the number of items that can be left there. A large room, such as the entrance hall of the Training Facility, is a better place to leave items than a closet or a hallway. When no more items can be left in a room, you'll have to choose another area to drop off things.



Try to place items spaced apart somewhat, or they will be difficult to separate when you're trying to pick them up again. Avoid placing items near doors, typewriters, or other usable features of the environment. Don't make your gear hard to retrieve!

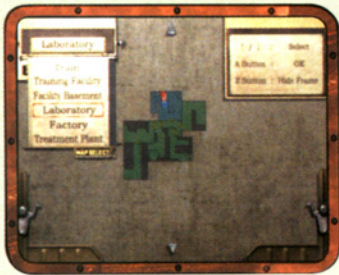
Leaving items requires some strategy. If you leave an item in an isolated place where it will be hard to reach, you'll increase your game time unnecessarily. The walkthrough tells you exactly where you should leave certain items, and when.

PLANTING RECOVERY ITEMS BEFORE BOSS FIGHTS

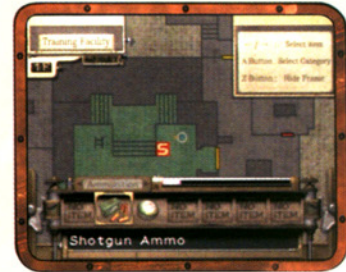
The characters must face and defeat several unique monsters that are harder to kill than the rest. Usually, there are no health items in these areas. In almost every case, however, the characters can visit the boss battle zone prior to the engagement. If you leave health items in the area prior to the boss fight, you can bring more weapons and ammo to the party.

MARKING ITEMS ON THE MAP

The in-game maps serve another helpful purpose: The items you leave in the rooms are pinpointed on the maps as colored dots. Recovery items are green, weapons are red, ammunition is blue, key items are yellow, and Ink Ribbons are orange. To locate the items you've left, zoom in on the map and press the A button to bring up the item locator bar. Scroll left or right across the item bar, and each item is circled on the map.



Once you've obtained the map item for a level, you can press the Start button to view the maps for any previous stage. This way, you can keep track of the items you left in the previous stage, in case you need to go back for them.



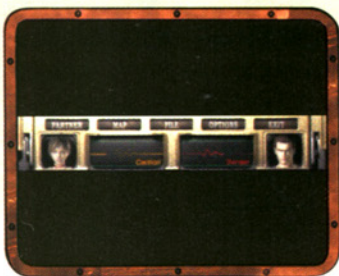
"FEELING" ITEMS

Because there are only six item slots for each character, you shouldn't pick up every item you come across until you know that you really need it. However, once you locate an item, you don't want to forget where it is. You can track the locations of items on the map, even if they have never been in your item slots. The practice of locating an item without taking it is called "feeling" the item.

When you find an item, you can choose whether to take the item or not. Choose No and the item will remain in its original location. However, the item will now glow more brightly than before, and the item's location is marked on your map! Now you know where the item is in case you need it, without wasting item space lugging it around. "Feeling" items rather than taking all of them with you is required for mastering the game.

HEALTH ITEMS AND STATUS

The undead are ravenous, they attack furiously, and their assaults are hard to deflect. Even expert gamers won't always be able to keep the monsters at bay. As enemies inflict more damage on your characters, their condition will worsen. Wounded or poisoned characters will hold their sides in pain and move more slowly. For this reason, your characters must use items to recover lost health points. Keeping health items handy is a smart strategy.



A character becomes weaker in stages. The character starts in Fine condition, and their EKG is green-colored on the status menu. When the character drops to an unknown number of health points, the EKG turns yellow and the character enters Caution status. More damage thereafter will send the character into the second Caution status, and the EKG turns Orange. The character can be seen holding their side and limping slightly. If yet more health is lost, the EKG turns red and becomes fainter. The character won't be able to run, and the next hit will most likely kill them. You should administer health items long before you reach this stage. During boss fights with tougher monsters who inflict more damage per hit, you need to administer recovery items as soon as the character grabs their side in pain.



Certain monsters' attacks or certain events in the game can poison the character. A poisoned character will gradually lose health points and their condition will deteriorate. Only consuming the strange Blue Herbs found in rare locations can cure the poison and save the character's life.

However, health items take up item slots like anything else. It's more important to carry weapons and key items. A smart approach to managing health items is to leave them where you find them until they're really needed. They're plentiful enough that you won't have to go far to find them when needed. Use the "feeling" technique to mark the locations of health items on your in-game maps, and save your characters' item slots for more important things!

HERB MIXING

A majority of health items come in the form of natural herbs that grow in the region. Green Herbs restore health, and Blue Herbs cure poisoning. Herbs can also be combined to form more powerful remedies that restore health and cure ailments at the same time. Only Rebecca is capable of mixing herbs. Whenever possible, herbs should be mixed to take up fewer item slots. If Rebecca is not around to use her skills, Billy should leave herbs alone until she can come along and mix them properly.

Billy's stamina is higher than Rebecca's, so he can take more damage. However, minor recovery items won't affect him as well as they do Rebecca. Conserve First Aid Sprays for Billy's use, and have Rebecca consume mainly Green Herbs and mixed herb compounds.



RECOVERY ITEM CHART

Item	Effect
Green Herb	Small recovery
Blue Herb	Cures poisoning
Red Herb	No effect
Mixed Herbs, Green + Green	Medium health recovery
Mixed Herbs, Green Herb x3	Maximum health
Mixed Herbs, Green + Red	Maximum health
Mixed Herbs, Green + Blue	Small recovery, poison cured
Mixed Herbs, Green x2 + Blue	Medium recovery, poison cured
Mixed Herbs, Green + Red + Blue	Maximum health, poison cured
First Aid Spray	Maximum health

SINGLE-SLOT MIXING

Rebecca needs just one open item slot to mix herbs. Pick up one herb off the ground. While picking up the second herb, select the Use option instead. The item submenu appears, and you can combine the two herbs in one slot! Use the same method to make Molotov Cocktails from gasoline and empty bottles.

TRAPS AND PUZZLES

Part of the fun and challenge of the game is solving complex environmental and item puzzles. Figuring out these puzzles on your own can be a trial-and-error process. If you want to start a puzzle over, you can reset almost any puzzle by leaving the room and returning. In most cases, *both* of your characters must leave the room before the puzzle will reset.

Some puzzles and areas contain traps. Make the wrong move or touch the wrong piece, and the trap will spring. If your character isn't killed, leave the room. Then return and the trap will be reset.



PUSHING AND CLIMBING

Environmental objects, such as crates and tables, can sometimes be moved. This is often required to access a new area or a higher level. To push a crate or statue, move the character up against the side of the object until they crouch and start to push it. You must position the character on the correct side so that the object is pushed in the right direction. Coaxing the character to start pushing an object is quicker and easier if they're not carrying a weapon.



Either character can climb onto objects that are waist-high. Simply face the object you want to climb onto, such as a ledge or a crate, and press the Action button. To climb down, face the edge of the crate and do the same. If the main character climbs onto a ledge while in Team mode, the partner character will follow. With crates, only one character can climb on top at a time. A partner will not follow the main character if they're left standing on top of a crate. You must switch to the partner and climb down manually.

Dual Character Management

Resident Evil 0 introduces the two-character system, which means that you must use the skills of both characters and manage their items successfully in order to defeat enemies and solve puzzles. Although both characters are at your disposal most of the time, you can control only one at a time. This is the *main* character, and the CPU-controlled hero is the *partner*. Managing the relationship between the main character and the partner character is a huge aspect of the game.

TEAM MODE VS. SOLO MODE

Enter the status menu, press upward until Partner is highlighted on the top bar of the screen, and select it. The settings of the partner character can be adjusted on the left menu.



Attack and Idle refer to the combat mode of the partner. The best uses of these settings were described earlier in this chapter.

Solo and Team refer to the movement settings of one or both characters at the same time. In Solo mode, you move only the main character, and the partner stays put until ordered to follow by the main character. In Team mode, the partner character will follow the main character wherever they go. The partner will try to stay within six feet of the main character.

Team mode is an effective way to move both characters across large areas simultaneously. It's also ideal for handling extremely tough bosses or groups of monsters. However, sometimes two characters are at a disadvantage in an extremely narrow or small area. When the main character uses the door in team mode, both characters will leave the area simultaneously. If the partner character is attacking an enemy or is being attacked, the mode will automatically change to Solo and the partner character will be left behind. Usually, the partner will follow the main character around an area, so they can be led away from enemies in this regard. But if the partner is attacked or becomes engaged with an enemy, they will stay and fight the monsters rather than follow any evasive maneuvers you're attempting.



Solo mode is an effective way to search the environment without being crowded by the partner. This mode is also an effective way to outmaneuver enemies in narrow corridors or tight spaces. If a corridor is full of spiders or other enemies you would rather not waste ammo on, leave the partner in a safe area and run through the narrow zone in Solo mode. Then switch to controlling the other character and lead them through.

Sometimes circumstances of the layout or events in the game force the characters to split up and investigate separate areas. When determining which character to control, make sure that the other character is left in a safe location with no enemies. If the partner character is ever attacked while the main character is in another room, a distress call is sounded on the radio. The game automatically switches to the character in distress, just an instant before they're about to take damage from monster attacks.

The Trace command is another way to toggle between Team and Solo modes. Press the Trace button and the main character will shout an order to the partner, either to split up or regroup. You cannot use the Trace command if either character is being attacked, or if the main character is attacking an enemy. The Trace command is also a handy and quick way to call the partner character over to the main character if the two are working solo on opposite sides of an area.

MOVING TWO CHARACTERS

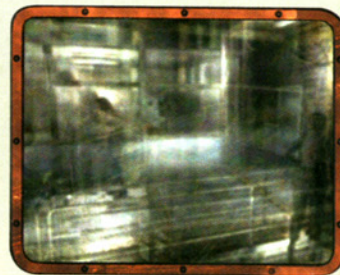
Moving a team across most areas is quite simple. The partner character will follow roughly four feet behind the main character. The main character is therefore the focal point of navigation, speed, and changes in camera angle. You can move the main character with either the thumbstick or the D-pad. Movement with the D-pad is more precise, so you're less likely to move in the wrong direction and accidentally back into an enemy or get stuck on a corner. Consider using the D-pad to move the main character, especially in close-quarters combat.

The partner character can be moved with the C stick. This is helpful when you're trying to position the characters at two different control consoles, or when you just need the partner out of the way as you're trying to search an area. The C stick can also be used to prevent the partner from shooting at enemies, and to navigate them away from danger.

SWITCHING CHARACTERS

The main character's status and inventory are displayed on the right side of the menu screen. Only the main character can use and combine items. To switch the main character, press the Switch button while in the menu. The characters trade places on the status screen. When you leave the status screen after switching characters, the scene will shift to focus on the new main character.

You can also switch characters in real time by pressing the Switch button. After a brief screen blur, the scene will shift to the other character's location. Switching characters is impossible if an enemy is attacking the main character.



EXCHANGING ITEMS

The characters can trade items through the status menu by using the Exchange command. The characters don't have to be in Team mode to exchange items. However, they must be within ten feet of one another, and neither of the characters can be engaged in combat.



Select an item or an open slot in the main character's inventory on the right side of the screen, and choose the Exchange command. Then select an item or open slot on the partner character's menu. You can exchange one item for another, or send an item to an open slot. The characters cannot trade the items in their personal keepsake slots.

With ammunition of all types, you can press left or right with the thumbstick or D-pad to send ammo to the partner. This way, you can split up the bullets as evenly as possible. Or you can press the left trigger or right trigger to exchange all of the

ammo and leave the main character with none. If the main character needs to exchange ammo with the partner, all of the ammo is sent at once.

SPECIALIZED SKILLS

Certain tasks in the game can only be accomplished by one of the characters due to their special skills. You must figure out how to put the right character in the right place to use their individual traits to your benefit.

Rebecca can mix chemical solutions for use in puzzles, and she can combine herbs to form stronger healing compounds. However, she has fewer health points and drops into Caution status easily. There are certain boxes that are too heavy for Rebecca to move, and she has trouble turning tight valves. As far as her piano playing goes, she needs some practice.

Billy can ignite things with his lighter, such as certain puzzles requiring fire. He has a greater number of health points and can take several hits of damage before dropping into the yellow Caution stage. He can shrug off a zombie's grip slightly faster than Rebecca, and he has a greater chance of knocking an enemy to the ground with this countermove. He can also push heavy boxes that Rebecca cannot, and he can twist tight valves quickly. Billy can't mix chemicals or combine herbs, but he can play the piano like a maestro.

Whenever you're faced with a complex puzzle or a room full of deadly enemies, consider the skills of both characters. Which one is more likely to survive the danger? Which one has the skills to save them both? Remember, if one character dies, the game is over!

CHARACTER-SPECIFIC SCENES

Depending on which character is used to perform certain solo tasks, some cut scenes will change. For instance, if Rebecca explores B2 of the Laboratory stage alone, she will be the one to discover the cable car and radio Billy. But if Billy finds the cable car, he will radio Rebecca. Keeping this aspect in mind, you can change the events of the game each time you replay it.

The walkthrough has been written for the first-time player, with all considerations made for the lack of item slots, the equipment necessary to continue, and the difficulty of the tasks in each part of the game. Once you've cleared the game and obtained some secret unlimited weapons, item management becomes less of a chore, the difficulty level drops, and you can mix it up a little more in terms of who performs which tasks.



Combat Supremacy

Let's get down to the brass tacks of dismembering dead guys and dodging genetic demons. Combat requires a great deal of practice, but this section shows you how to turn it into a two-character hammer party!

AUTO-AIMING

Press the right trigger button, and your main character raises their weapon and aims at the closest enemy on any side. This means you can press the right trigger and the character will even spin around to aim at a foe behind them. This feature allows you to run straight past an enemy, turn quickly, and have them dead-bang at close range just by pressing the right trigger. With this kind of freedom to move and swiftly inflict pain, you should never be tempted to stand in one position for too long.



Holding the right trigger also causes the character to aim at enemies offscreen. So if you're wary of going around a corner, press the right trigger to see if your character aims at anything offscreen. There's no reason to run smack into an enemy's outstretched arms when you can detect monsters you can't see.

While holding the right trigger, press the left trigger to adjust the character's aim. In a room with more than one monster, the main character will switch aim to the next-closest enemy. By pressing the left trigger repeatedly, you can cycle through target points and get some idea where every foe in the room is, even if you can't see them. If only one enemy is in the room and it's moving in a sideways or indirect pattern, use the left trigger to correct your aim.

SHOTGUN DECAPITATIONS

One way to kill the undead is through massive blood loss, requiring several bullets per body. But if the head is destroyed, a zombie's reanimated nervous system can no longer function. It's a gruesome job, but somebody has to do it. Zombies need to have their heads blasted clean off!

Normally, two or three Shotgun blasts are required to eliminate a zombie. However, if you wait and fire at just the right moment, you can decapitate a zombie with a single Shotgun blast. When a zombie is approaching your character, wait until it's a step or two away. Then ready your weapon, aim upward, and fire a blast directly into its face. Nine times out of ten, the Shotgun blast will disintegrate the zombie's head, reducing a biological weapon into a staggering headless corpse.



Still, there's a slight chance that this tactic will fail, and then the zombie will seize your character and cause some damage. However, it's totally worth it just to conserve as many Shotgun Shells as possible. You'll be thankful when you see how many shells are needed for the final boss!

RELOADING WEAPONS

All guns have clips of ammo. You can only load a certain number of rounds into a weapon, and the rest have to be carried in another item slot. When a gun is empty, the character will click on nothing. You have to press the Action button again to make the character reload the weapon. This is true for all weapons except the Grenade Launcher. Most enemies in the game wait for the character to reload and attack at that moment of vulnerability.

Avoid showing weakness in combat by reloading your weapons outside of real time. Always enter battle with a fully loaded weapon. As you fire shots, count them off in your head. When you know that the weapon is empty, enter the menu screen and use the Combine command to put more ammo in the weapon. When you leave the menu and return to battle, it will be like you never had to reload! Most enemies are best met with a ceaseless barrage of gunfire. Whenever you reload your main character's weapon, extend the same courtesy to your partner character as well.

YOU CAN'T BLAST EVERYTHING

There isn't enough ammunition in the game to kill every single monster. A majority of your ammunition should be reserved for mandatory encounters with boss enemies. If you don't have a *ton* of ammo by the end of the game, you might not be able to survive the final enemy. Practice outmaneuvering and outrunning enemies, rather than blasting everything and wasting ammo.

Once your first game is cleared, you can win unlimited ammo weapons from the Extra Game. Then you can shoot whatever you want, whenever you want!

TWO-CHARACTER COMBAT

Once Rebecca teams up with Billy to survive the game, you must determine how you want your characters to fight whenever they're together. Change the combat settings by entering the Status menu and navigating over to the Partner menu.

The partner character can be set to Attack mode or Idle mode. Attack mode means the CPU-controlled partner will automatically attack any enemy that comes in close range. In Idle mode, the partner will not fight, even if either character is attacked.

Both modes have their advantages. In Attack mode, the characters can clear out a heavily infested room more quickly. If a zombie or monster grabs the main character, the partner will blast the creature off their comrade. Idle mode allows you to conserve ammunition, on the other hand, and the partner will not lag behind to fight enemies when you need to run.

Controlling two characters in a tight space can be difficult. You need to distribute weapons and ammo correctly and set combat modes accordingly. The best method is to equip one character with a Handgun and all of the bullets, while the other character is equipped with a more powerful weapon. Set the person with the more powerful weapon to Idle and the person with the lesser weapon to Attack. Always control the character that's packing the more powerful weapon, because such weapons usually have less ammo available and each shot must be used wisely. The Handgun is the best weapon for the partner character. Take a partner with a Handgun into a room full of monsters, set them to Attack mode, and they will cover you like an expert. With the partner blasting away, you won't need as much of the bigger weapon's ammo to clear an area.



This method works on a kind of sliding scale. If the main character has the Magnum, the partner should be holding the Shotgun. This is a good strategy for dealing with the toughest foes at the end of the game.

On the other hand, it's also smart to switch characters in different situations. If you enter a spacious room occupied by only two zombies, you shouldn't need the Shotgun at all. Switch to the partner holding the Handgun, and they can easily clear the room. However, the character holding the Shotgun (or Grenade Launcher, or whatever) should be set to Idle. When you're determining how to eliminate enemies, always think in terms of conserving the ammunition for your more powerful weapons.



6
Surviving
the Horror



Walkthrough

The path is fraught on all sides with manifestations of pure evil. Novice survivalists require the aid and guidance of seasoned veterans. This section of the guidebook describes in detail every action in *Resident Evil 0*, while attempting to avoid spoiling the story. Even then, there are still elements of this walkthrough that reveal what is about to happen. The best way to use this guide is to refer to it sparingly during your first game, and then read it more in-depth during your second game to learn about items or secrets you might have missed. The following are some highlights in the walkthrough. Pay close attention, because they just might save your life!

WARNING

Something is about to happen that puts your characters at a disadvantage. Sections like this may or may not tell you what happens, but they will definitely tell you how to deal with such events.

TIP

Gimmicks or tricks that can make your game easier or more interesting will appear in boxes that look like this.

S.T.A.R.S. BULLETIN

Note

These sections contain side notes about using the characters' abilities, details of the environment, and other interesting tidbits about the game. Notes are strictly extra material.

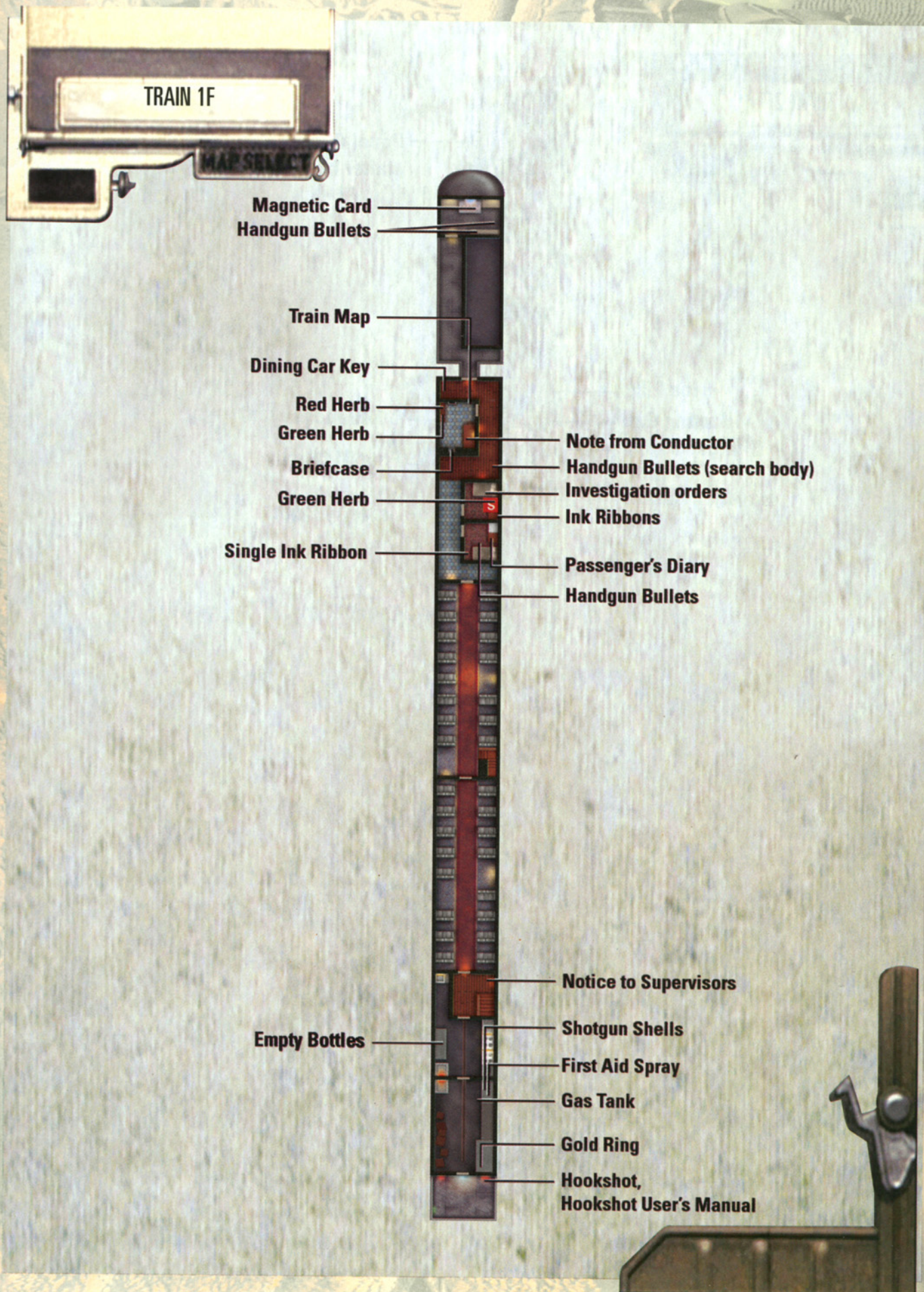
INVENTORY CHECK

Being prepared for each new situation in advance is half the battle. Forward advancement is meaningless if you fail to bring along the proper items and tools to help you proceed from there. Inventory Checks tell you what to carry, what to drop, and where to drop it so that the item is handy for future reclamation. Although these sections don't say *why* you should take certain items and leave others, trust our judgement and follow these instructions. You'll always have the right equipment at the right time, and you'll be able to proceed without backtracking for necessary items.

Boss Fight

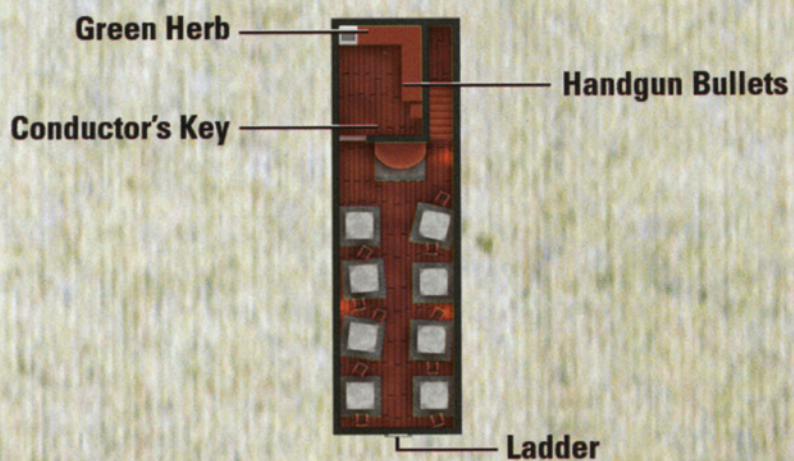
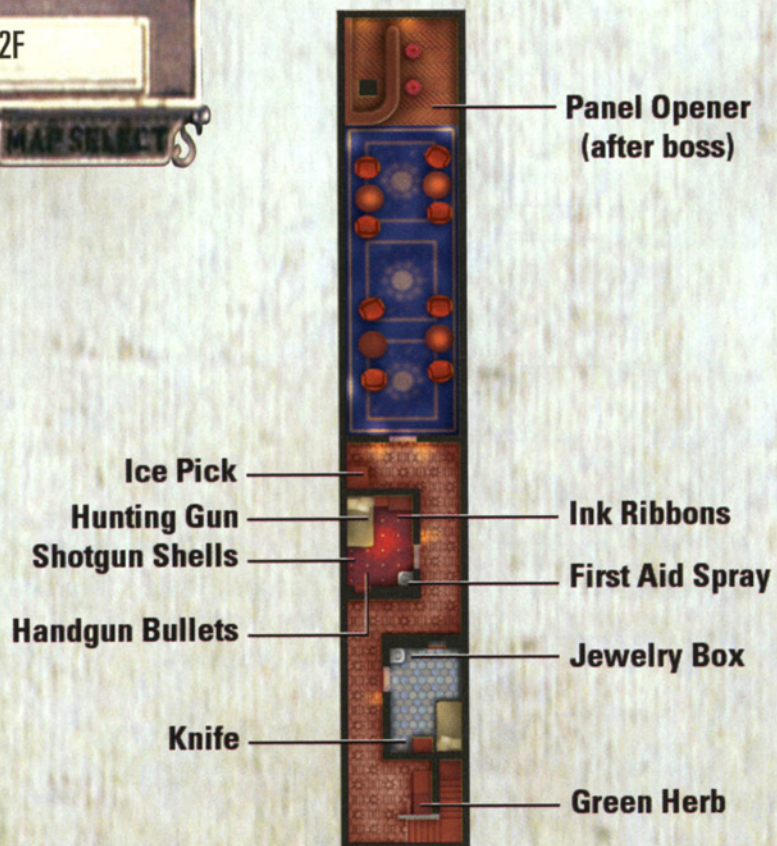
Boss monsters are tough and unique enemies, and you need special skills and strategies to defeat them. Check these detailed sections to learn which methods and weapons work best against the more dangerous foes.

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TRAIN ROOF

MAP SELECT



Ladder

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July 23, 1998, 10:25pm

I'm so excited. It's my first mission as field medic on the S.T.A.R.S. Bravo Team! I certainly hope my comrades can benefit from my assistance. But our mission is disturbing... Murderers roam the forests? Perhaps we can finally answer that question and solve this case for the benefit of the community. Still, I wonder if it was a good idea for Captain Marini to split us up after we discovered that wrecked MP vehicle and those dead soldiers. If there really is an escaped military convict in these woods, we might be unable to arrest him individually.

Wait, what is that object beyond the trees? Is that a train? Why is it parked out here in the middle of the woods? If we are to get to the bottom of this case, I have to be brave and investigate...

Train Directions

From left to right on the maps, the train cars are Engine, Train Car No.2, Train Car No.3, Train Car No.4, and Dining Car. Because the action takes place on a moving vehicle, directions are irrelevant.



FIRST ENCOUNTER

Rebecca enters the Ecliptic Express toward the rear of the train, in Car No.4. There are two important documents in her File menu already, **Player's Manual 1** and **Court Order for Transportation 1598A-7635**. Read both to quickly associate yourself with the game's controls. The rear door of the compartment is locked, so proceed forward to Car No.3. Zombies surround Rebecca. Press the right trigger to aim at the closest enemy, which is usually the one directly behind her. Two or three shots with the Handgun will knock this zombie to the floor, and then you can dash for safety in Car No.2.



S.T.A.R.S. BULLETIN

Rebecca's Shock

If you stand your ground rather than turn or run, you are wasting bullets. The car will be repopulated the next time you enter. However, if you want to subdue all three zombies in this car, an extra cinematic will play.



CABIN FEVER

Car No.2 is also known as the Conductor's Car, since his office is located on 1F. Near the rear entrance of the car are two cabins containing helpful items. In Cabin 202, Rebecca can gather **Handgun Bullets** and the **Passenger's Diary**. There is also a single **Ink Ribbon** hidden in the corner to the left of the bunk ladder. Usually, this item is found in packs of three, but in this special instance you will only find one.



Cabin 201 contains a typewriter. Use an Ink Ribbon here to save your game. **Ink Ribbons** can be found next to the typewriter, and Rebecca can also collect a **Green Herb** and the **Investigation Orders**. After recording your game data, which you should do often, leave the Ink Ribbons on the floor in this room. Always leave Ink Ribbons near typewriters for convenience, and don't carry them to other areas.

FALLEN ALLY

Exit the cabin and head to the front of the car, where a dead body lies. The corpse is holding a key for the train. After you take this unidentified item, a brief cinematic occurs. Following the cinematic, a zombie dog called a Cerberus will barge into the car. Start shooting it immediately, and then run toward the back of the car and another Cerberus will leap through the window. Once both dogs are put to sleep, search the body of the S.T.A.R.S. member for **Handgun Bullets**.



To identify the item found on the corpse, enter Rebecca's status screen and examine the train key. Rotate it onscreen so that she can see the tag's inscription, and then press A to read it. The key turns out to be the **Dining Car Key**. Head back to the starting point of the game to unlock the rear car of the train.

KILL THE CONDUCTOR!

The conductor zombie in Car No.3 is a special enemy. With its vague memories of the train from its previous life, the conductor can follow the characters from train car to train car and become a general nuisance. On your next trip through Car No.3, be sure to take out this zombie.



DINNER IS SERVED

On the trip to the back of the train, head up the stairs in Car No.3 and collect the **Green Herb** on the upper level. Return to 1F and proceed to the rear of Car No.4. Use the Dining Car Key to unlock the door, and then discard it. Enter the Dining Car before zombies rise from the passenger seats behind Rebecca.



After another tense conversation with escaped convict Billy Coen, grab the **Notice to Supervisors** from the plant stand at the bottom of the steps. Head upstairs and continue toward the back of the dining room until a cinematic begins. The Humanoid Leech that appears is too tough for Rebecca to take on alone, with only a Handgun. Turn and run for the stairs!



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TEAMING UP

After a string of events, Rebecca will unite with Billy Coen, who gives her a box of **Handgun Bullets**. Billy becomes a playable character for the rest of the game. Read the *Player's Manual 2* carefully and decide how to start investigating the train.

INVENTORY CHECK

Since Billy has a higher stamina than Rebecca, he is better suited for the task at hand. Place all of the **Handgun Bullets** in Billy's item slots, and give him all of the recovery items too.



DINING CAR POWER

Switch to controlling Rebecca by pressing the X button, and then press Start to go solo. Head to the back of the Dining Car's second floor and examine the window to find a ladder up to the roof.



After Rebecca climbs on top of the Dining Car, head forward past a large hole in the ceiling and examine the power conduit box. Reconnect the cable, and Rebecca will be knocked into the service room below.



CONFINED TO THE SERVICE CABIN

In the service cabin, pick up the **Green Herb**, the **Handgun Bullets**, and the **Conductor's Key**. Examine the locked cabin door, and Rebecca will notice an object lodged in the keyhole. A sharp object is required to jimmy the door open.



Move to the dumbwaiter at the back of the room. Examine it and call the lift up to the second level. Place the Conductor's Key on the dumbwaiter and send it to the level below. Now switch control over to Billy, waiting in the Dining Car.



BILLY TO THE RESCUE

Billy is carrying a Knife, which he doesn't need. Leave the Knife in the dining room and head down the stairs. With power restored to the Dining Car, the kitchen door will slide open. Find the dumbwaiter in the forward corner of the kitchen, and reclaim the Conductor's Key sent down by Rebecca. If desired, you can switch back and forth between Rebecca and Billy so that she can send the bullets and herb she found in the service car down the dumbwaiter lift to Billy.





Head through the three passenger cars toward the front of the train, running continuously to avoid the zombies in every car. Use the Conductor's Key to unlock the Conductor's Office, which is the door at the very front of Car No.2.

Inside the Conductor's office is a bevy of items, but you shouldn't try to carry all of them. On the wall next to the door is the **Train Map**, and on the floor among the scattered papers by the desk is the **Note from Conductor**. A **Red Herb** and a **Green Herb** sit on the shelf. But since Billy can't mix herbs like Rebecca can, take the Green Herb and "feel" the Red Herb so that its loca-

tion shows on the map. In the cabinet next to the desk is the **Briefcase**, but you shouldn't try to carry this item either. Simply "feel" the item and leave it in place. Finally, use the switch beside the entrance to lower a ladder, and climb up to 2F.



S.T.A.R.S. BULLETIN

"Feeling" Items

The process of "feeling" items is described further in the previous chapter, "Surviving the Horror." It helps you locate items throughout the game without lugging them around in your limited item slots. When you find an item, the game asks if you want to take it. Select No and the item remains in its location. However, the item glimmers and its location is marked on your in-game maps.



INVENTORY CHECK

The second floor of Car No.2 is empty of all items. Prepare for a major battle in this area by leaving all of your health items near the rear door. Do not leave any health items or ammo near the counter area, because you will not be able to reach them during the coming boss fight. Also, leave all of your Handgun Bullets near the rear part of the area. Trust us!



SHARP OBJECTS AND SHOTGUNS

After opening some item slots by leaving items in the Bar area, head through the door to the second floor of Car No.3. Search the waiter's cart near the door to find the **Ice Pick**, the item that Rebecca can use to free herself. However, you must also search First Class Cabin 101 for items that are essential to the upcoming boss fight.



First Class Cabin 101 is crowded with a **First Aid Spray**, **Handgun Bullets**, **Shotgun Shells**, **Ink Ribbons**, and the **Hunting Gun**. Since the two-shot rifle takes up two item slots, you should only "feel" the Ink Ribbons and Bullets and then leave them here. Take everything else, equip the Hunting Gun, and return to second floor of Car No.2 for an intense battle!

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Stinger (B.O.W. Type-Y139)

Recommended Weapon: Hunting Gun

Backup Weapon: Handgun

Proceed to the middle of the Bar, where the Stinger rips through the ceiling and attacks. Thanks to the advice found in the Passenger's Diary document, you already know the weakness of this creature. However, some patience and special timing is still required.



At the start of the battle, run up to the giant scorpion's face, aim the Hunting Gun down, and blow a chunk out of the top of its head. Quickly enter the status screen and reload the Hunting Gun from there. *Reload after each and every shot.* Do not ever allow the Hunting Gun to run empty, or the Stinger will counterattack during your character's reloading animation.

When you emerge from the status screen after reloading, press the D-pad or Thumbstick down so that Billy backs slowly away from the creature just a few steps. After each successful attack, the Stinger will have an opportunity for counterattack. Missing the counterattack, it will cover its face with its claws and crawl forward to Billy. The Stinger is invulnerable to damage while protecting its head with its impenetrable claws. Reaching Billy's feet, it will uncover its face again just before attacking. This is your opportunity to blast downward into its face again. Don't worry about being backed into a corner, since each successful attack causes the Stinger to retreat.



If you're stabbed by the claws, the damage is not so bad. However, if you're whipped by the tail, the damage will be intense. The strong appendage flings Billy against the door at the rear of the car. Use the recovery items you've left near the door to recover. You can use recovery items on the ground directly, without having to take them into an item slot first. If Billy is flung to the door, the Stinger will advance. Several more successful attacks in a row will knock the creature to its original spot.

Since there are only nine shotgun shells, you will probably won't be able to slay the Stinger with the Hunting Gun alone. When the rifle is empty, drop it on the ground, pick up Handgun Bullets you've left nearby, and use the same tactics described before. Don't worry; if you inflicted several successful attacks with the Hunting Rifle, you won't need many more bullets to stop the creature.



Just be aware that the Stinger has extended death animations and may attempt one final tail attack before expiring. Listen for the dramatic background music to cease, and run for safety so that the creature can slowly die without exacting its revenge.

INVENTORY CHECK

Leave the empty Hunting Rifle here in the Bar area, since this limited weapon will be useless for the rest of the game. Leave any recovery items here as well. Take the Handgun, Bullets, and Ice Pick, and go find the new item at the front of the Bar.

BACK TO RESCUING REBECCA

Search the debris where the Stinger landed to find the **Panel Opener**. Then climb down the ladder to the Conductor's Office and head back through the train to the Dining Car. You'll need to blast a large number of zombies in Car No.4 out of your path, so have some shooting fun.



Return to the dumbwaiter in the kitchen and place the Ice Pick on the lift. Switch control to Rebecca and use the Ice Pick to unlock the service cabin door. A squad of burning zombies is waiting for Rebecca in the dining area, but you should ignore them and quickly run downstairs to join Billy in the kitchen.



TWO RINGS TO BIND THEM

Once the characters are both in the kitchen, press Start to regroup them. Lead Billy over to the floor panel next to the locked door at the rear of the kitchen, and use the Panel Opener to reveal a crawlspace. Be sure to distribute Handgun Bullets evenly between the two, and make sure the Partner character is set to Attack. Then crawl into the storage space.



Cerberus dogs attack in the cargo space, but your duo should easily blast them into oblivion. On the shelves are **Shotgun Shells** and a **First Aid Spray**. "Feel" both of these items and leave them where they are. The character holding the least items should pick up the **Gas Tank**. Move to the back of the car and search the pen where the dogs emerged to find the **Gold Ring**. Exit through the rear door of the train.



ACQUIRING THE HOOKSHOT

The **Hookshot** is firmly held in place by brackets, and acquiring this key item is a chore for a two-person team. Clear two item slots in one character's inventory by exchanging items with the other, or by setting something on the ground momentarily. Move the character with two open item slots so they're directly facing the Hookshot. Now press Start to split up the team. Take control of the other character and move them to the release lever near the rail. Pull the lever down, quickly assume control of the character facing the Hookshot, and grab the item off the wall. This multiple-firing grappling hook comes with the **Hookshot Operator's Manual**, which is must-read material at this point.



USING THE HOOKSHOT

Regroup and head back toward Car No.3. In the kitchen, a zombie will jump out of the refrigerator between your duo, but your characters can easily take down this viral freak by blasting it from both sides. Inside the fridge is a set of three **Empty Bottles**. Combine these with the Gas Tank, and you'll have three **Molotov Cocktails** ready to use on the undead.



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Stand at the rear of the car near the open window, and use the combined efforts of your characters to kill any zombies in the car. In order to leave one character here, they must be safe from attack.

Give the Gold Ring to the character who is about to use the Hookshot. Move over to the open window, and use the Hookshot item at the window in order to reach the roof. It does not matter which character uses the Hookshot or performs the following task.



THE CONDUCTOR'S SECRET

Crawl forward along the roof of the speeding train, and drop through the hole into First Class Cabin 102. Take down the zombie inside, and then search the open closet to find the **Jewelry Box**. Examine this item in the menu, and open it to find the **Silver Ring**. There is also a **Knife** in this compartment, but you don't need it. You may opt to "feel" it if you'd like to use it later. Leave the Hookshot in this cabin, and exit.



The corridor is now crawling with Leeches. These are easily squished underfoot, but if one gets on your back, it could cause some damage. Run quickly through the corridor and return to the Bar area, and then climb down the ladder into the Conductor's Office.

Take the Briefcase from the cabinet, and use the status menu to insert the Gold Ring and the Silver Ring into the latch on the bag. Then examine the Briefcase again and open it to find the **Blue Keycard**.



Exit the Conductor's Office, and switch control to the other character still waiting in Car No.3. Move them to the front of the train, and reunite the two characters. Then move the character holding the Blue Keycard over to the security card reader near the door. Use the Blue Keycard to enter the Engine car. Head quickly past the dead bodies, and enter the Control Cab.

INITIALIZING THE EMERGENCY BRAKES

Following the initial scene in the Cab, the **Brake Operation Manual** is displayed onscreen. Take all the time you need to read and review this user's manual, because when you exit from the file, you will have only three minutes and thirty seconds to activate the emergency brakes before the train derails and kills everyone.

One character must stay in the Cab while the other runs to the back of the train to initialize the brakes. It really doesn't matter who performs which task, but since Billy has greater stamina, it might be wiser to send him to the rear. Many undead foes will block your attempt to prevent total destruction, so give most of the Handgun Bullets to the character who is going to the back. Pick up the **Magnetic Card** on the control panel, and collect the **Handgun Bullets** near the brake lever as well as the **Handgun Bullets** hidden under the cabinets.



Run quickly along the outside rail of the engine, where two dead bodies will begin to rise. A single zombie stands guard outside Cabin 202. Shoot just enough times to knock it down, then run past. Car No.3 has four or five zombies, so stand by the entrance and keep blasting until the path is clear.



Reaching the back outdoor platform of the Dining Car, move to the panel to the left of the door and use the Magnetic Card. Now you must enter 10 numbers, which equals the code displayed onscreen. To perform any math calculations or figure out how to enter the code, exit the panel display screen and enter the status menu to pause the countdown. The number that's displayed is either 36, 67, or 81, chosen randomly.



- 36: Enter the number 3 nine times, and then enter 9.**
- 67: Enter the number 7 nine times, and then enter 4.**
- 81: Enter the number 8 nine times, and then enter 9.**

ACTIVATING THE EMERGENCY BRAKES

The scene shifts back to the character in the Engine Cab. The left half of the code display is shattered, so you'll have to work blindly. The pass code that's displayed is either 42, 53, or 67, chosen randomly.



- 42: Enter the number 4 nine times, and then enter 6.**
- 53: Enter the number 5 nine times, and then enter 8.**
- 67: Enter the number 7 nine times, and then enter 4.**

S.T.A.R.S. BULLETIN

Crashing Halt

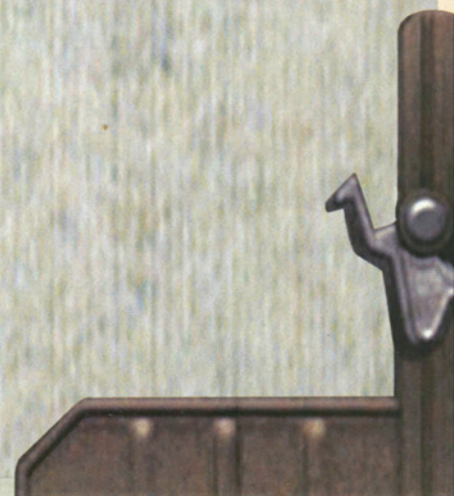
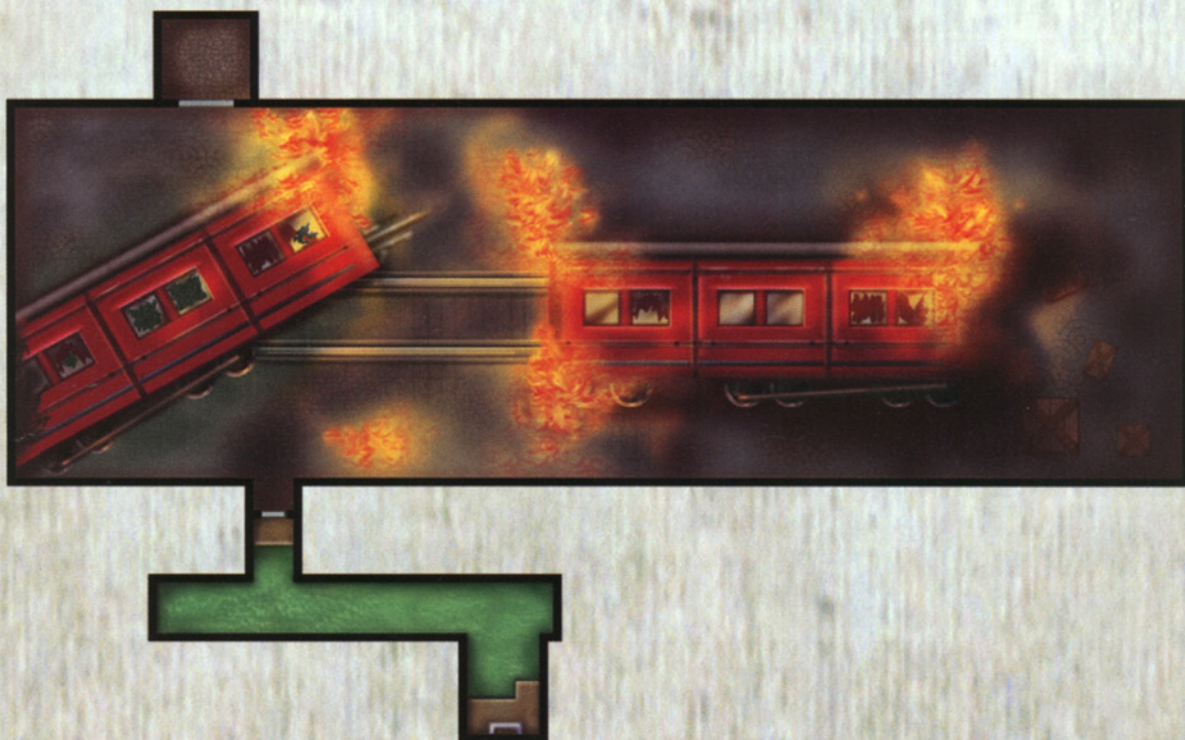
The emergency brakes help slow the train, but only enough so that the heroes can survive the crash. All of the items that were left on the train or were "felt" by a character will still be available in the next stage. Any item that was not touched will be lost.



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TRAINING FACILITY 1F

MAP SELECT

Green Herb

Blue Herb

Red Herb

Shotgun

Handgun
Bullets

MO Disk

Black Statue

Gas
Tank

Lighter
Fluid

Red Herb

Green Herb

S

Empty
Bottles

Green
Herb

Gas
Tank

Empty
Bottles

Ink
Ribbons

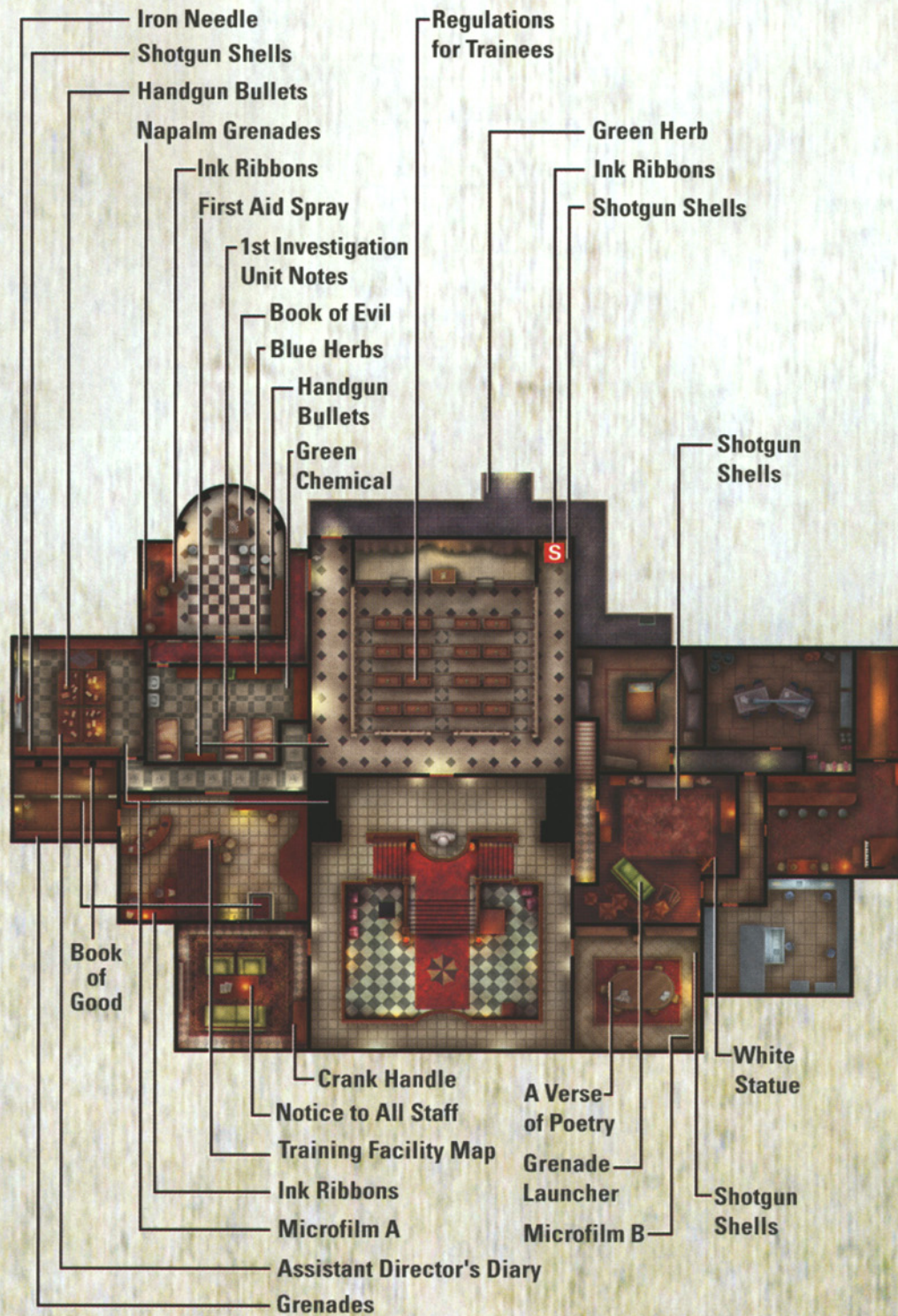
Handgun
Bullets

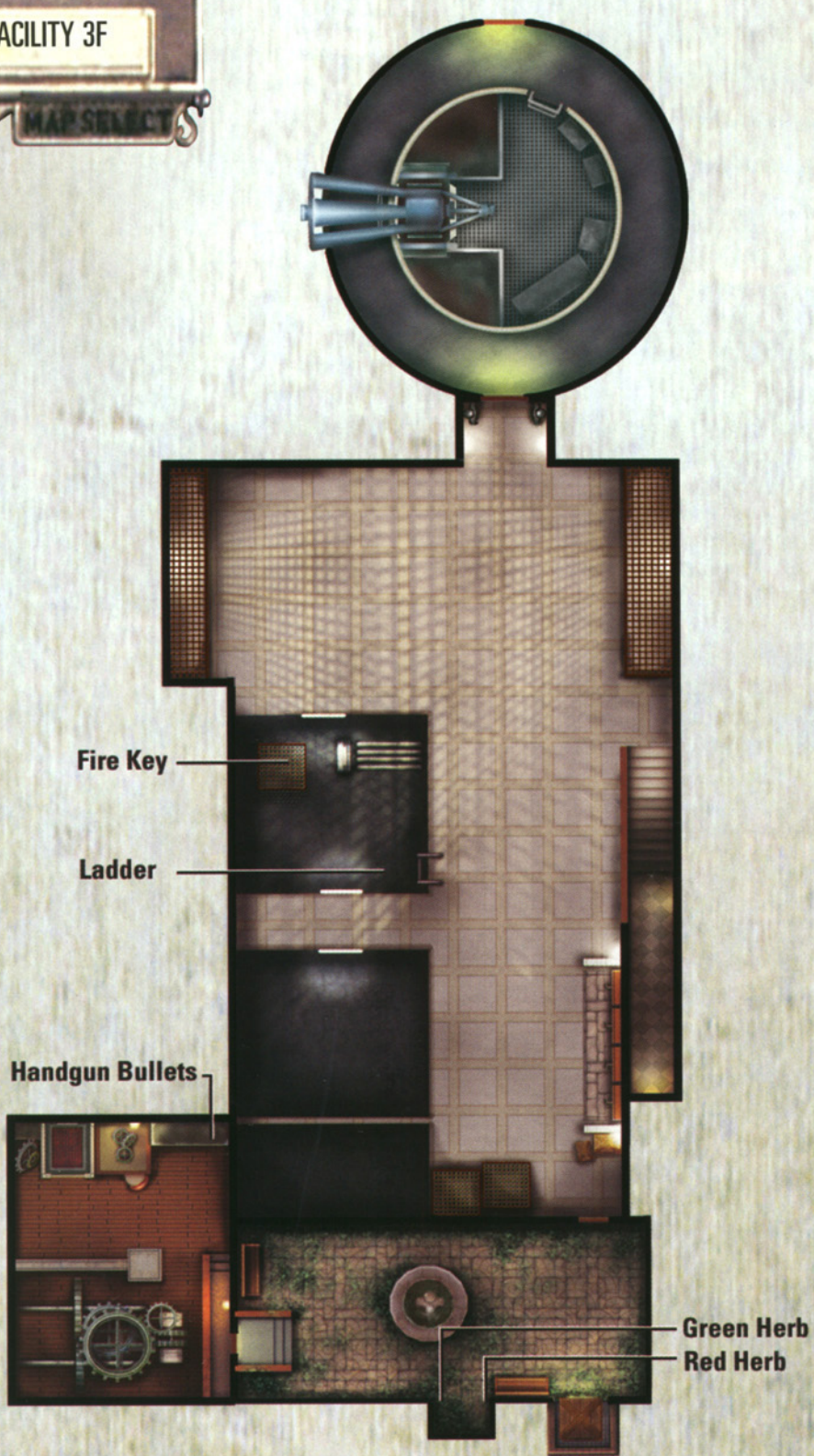
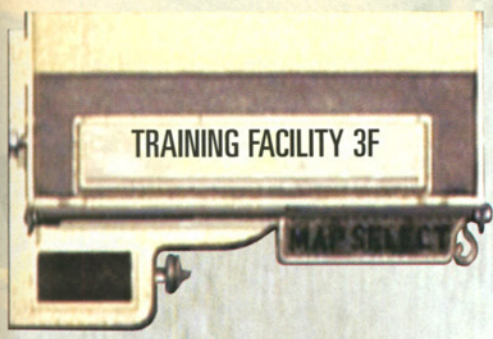
Handgun
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TRAINING FACILITY 2F





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I have no idea how many miles we traveled on that nightmare train. I don't know why those passengers turned into monsters and attacked. But I'm glad the prisoner, Billy Coen, worked with me to activate the emergency breaks in time. He helped save both our lives. But we're stranded now, in some unknown building in the middle of nowhere, surrounded by festering demons. I wonder how my comrades in Bravo Team are doing. Will I ever rejoin them? And the convicted Lieutenant... how well can I rely on someone who could hurt so many people, even if he is the only other human being in this desperate situation?

SIFTING THROUGH THE WRECKAGE

Recovering at the crash zone, the characters are surrounded by all of the items left on the train, as well as a medium-sized group of zombies. If you distributed the Handgun Bullets well enough, the team should have no trouble killing all of the monsters.



Press the Z button to enter the map screen, and track the new locations of all your items in the room. Pick up the Hookshot, any bullets, Shotgun Shells, Ink Ribbons, and all the health items you can carry.

Rebecca should combine herbs to be able to carry more. Leave the empty Hunting Gun behind, because you'll be getting a much better rifle soon. When your two inventories are full, head through the south door. Wade through the sewage to a rung ladder on the opposite end, and climb up to the next level.



MANAGEMENT FACILITY ORIENTATION

Climbing through the floor hatch, the two heroes are awestruck by the amazing entrance hall of the Umbrella Management Training Facility. After a few introductory scenes, descend the stairs in front of Marcus' creepy portrait and head east to find a typewriter. Pick up the **Handgun Bullets** and **Ink Ribbons** on either side of the save point. A **Red Herb** and a **Green Herb** lie nearby. Save your game and drop the remaining Ink Ribbons nearby.

INVENTORY CHECK

Drop everything except for the Handguns and ammo, and try to spread your items across the floor so that they are easy to pick up when you need them. Avoid placing items near doors or the typewriter. Rebecca should pick up the Red Herb and the Green Herb, mix them together, and set them down again.



FIRST ORDER OF BUSINESS

To conquer the area, you need to locate a map quickly without running into too many hassles. Ascend the stairs to the upper balcony, and move toward the central double doors. A Statue of Justice, her scales empty, stands before the doors. Examine the statue from the front to find a helpful inscription. Enter the double doors.



Descend the aisle between the student seating, and search the second desk on the west side to find the **Regulations for Trainees** file. Send one character up to the podium to investigate. The computer display shows that a system disk is required to unlock something in the room. Send the other character to check out the east side of the banister, where **Shotgun Shells** and **Ink Ribbons** can be found next to a typewriter. Take the shells, but only "feel" the ribbons in case they are needed later.



After investigating all the exits on the western wall of the room, enter the unlocked door in the southwest corner. Move both characters to the corner and shoot the two zombies in the corridor. The red door at the far end is locked and inscribed with a fire motif. Enter the double doors in the middle of the hallway.

On the table near the entrance is the **Training Facility Map**.

Have a good look at it and acquaint yourself with the layout. Select one character to investigate the area, and search the lower-west portion of the room for **Ink Ribbons**. Behind the desk on the west side of the room is the **Microfilm A**. The portrait above the table bears a clue about the candle on the wall.



The east side of the room is dominated by a manual lift, the lever of which is missing some sort of square crank handle. Bear this in mind as you continue. Return to the entrance hall's first floor.

INVENTORY CHECK

In the entrance hall, drop everything except for your weapons, and take all the Shotgun ammo with you. Save your game once again, since things will get a little dangerous.

OBTAINING THE SHOTGUN

Head through the eastern doors of the entrance hall's first floor to enter the dining hall. A zombie welcoming committee chokes the entrance. Head south around the tables, using the central obstacle as a block against them. A box of **Handgun Bullets** lies in the southeast corner.



Remain in the southeast corner, and use your main character's auto-aim feature to track the positions of zombies on the other side of the room. Most of them should be trying to follow the characters by moving along the top-east portion of the tables. However, some may follow the characters along the south side of the room, and these should be shot. When all of the zombies can be tracked with auto-aiming to the northwest corner, near the red door bearing the fire motif, it is safe to run back around the south side of the tables and head to the northern door of the room. This tactic should save you two dozen or more bullets.



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Head west in the corridor north of the dining hall until you find that the corridor is blocked by steam. While this is not important at the moment, keep this location in mind for future events.

Move east in the corridor and enter the storage room. Blast the two zombies in this room before continuing your investigation. On the north wall of the room is the **Black Statue**, and around the corner are the **Shotgun** and a **Gas Tank**.

S.T.A.R.S. BULLETIN

Assigning Combat Roles

Throughout the rest of the game, your main character should be equipped with the Shotgun, and your partner character should provide backup with the Handgun. Controlling the character with the Shotgun allows you to conserve and maximize usage of shells, which aren't easy to find. In some cases, the character with the Handgun should lead, since the enemies are few and easy to suppress. Set up the partner system so that the character equipped with the SHOTGUN remains idle whenever he or she is not the main character. The character equipped with the Handgun should always be set to attack when he or she is the partner character, since Handgun Bullets are plentiful in all stages.



INVENTORY CHECK

Give all of the Handgun Bullets to one character, and equip the other character with the Shotgun. Of the two Handguns, Billy's MP-issue 9mm has a slightly higher possibility of blowing off a zombie's head by random chance. Equip the Shotgun-wielding character with the S.T.A.R.S. custom Handgun, and let them use up the remaining bullets in the gun before leaving it someplace. You'll only need one Handgun for the rest of the game.

EMERGENCY

DANGEROUS BALCONY!

The rung ladder allows the characters to climb from the storage room to the balcony above. While there are two Green Herbs on the balcony, the numerous zombies crowding the narrow path require too many bullets to clear out. Avoid the 2F balcony and save your ammunition. Head back to the entrance hall by retracing your steps through the dining room.



BIRD TRAP

Return to the entrance hall and save your game again if desired. Leave one of the two Handguns with the rest of your items, and head upstairs to the door on the west side of the entrance hall balcony. Choose one of the characters to enter the room, leaving the other in the safety of the entrance hall.



Inside the sitting room, the **Notice to All Staff** lies on the coffee table. The hutch in the southeast corner of the room is where you'll find the **Crank Handle**.



BIRD ALERT!

Taking the Crank Handle triggers a flock of T-virus Crows that burst through the windows and attack. Be prepared to dash for the exit after taking the item. Using only one character to perform this task makes it easier to escape without taking any damage.

INVENTORY CHECK

Before returning to the 2F Library where the lift device is, exchange weapons and ammo so that Rebecca is equipped with the Shotgun and Billy has the Handgun. Give the Crank Handle to Billy.

LIFT TO THE THIRD FLOOR

Return to the 2F Library with the Crank Handle in Billy's possession. Move to the lift, and press the Start button to split up your team. Use the C stick to move Rebecca onto the lift platform, and then position Billy in front of the cranking device off to the right side. Billy must use the Crank Handle to lift Rebecca to the level above.

Following the ride, you'll be in charge of Rebecca. As soon as the lift stops, dash off the platform and curve to Rebecca's left. Two extremely tough insect monsters called Plague Crawlers will drop from the ceiling and attack. From the side of the room, use Shotgun blasts to damage them both simultaneously. Once their bizarre screaming has ceased, examine the clock face to find that one of the hands is missing. Handgun Bullets lie on the side table. "Feel" them, but leave them alone for the moment. Exit the clockwork room through the eastern wooden door.



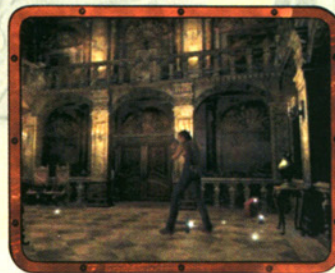
THE BREEDING POOL

Dash across the rooftop to avoid a swarm attack by the Crows perched in this location. If Rebecca is suffering from previous wounds, the **Green Herb** and the **Red Herb** near the rail can be mixed to provide relief. However, avoid stopping if possible to prevent further damage from the Crows. Run to the door opposite the lift on the west end of the balcony.



Inside a massive room on the third floor, Rebecca finds a pit filled with machinery called the Breeding Pool. A cage prevents her from reaching a shiny object inside its confines. The winch on the west side of the room is too heavy for Rebecca to crank. Find the stairs down to level two, and unlock the door connecting back to the entrance hall.

Switch control back to Billy, waiting in the 2F Library. Return to the entrance hall and pick up a couple of health items. Be sure to save your game, because another boss fight is fast approaching. Afterward, join Rebecca in the western 2F corridor.



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BATTLE PREPARATIONS

With your characters reunited, head up the steps and leave your health items near the top of the stairs. They will be handy for an upcoming battle.

Head back downstairs and enter the nearby door on the left. The character with the Shotgun should be leading. Use the Shotgun to eliminate two Plague Crawlers in the lavishly decorated studio. Switch to control of Billy and pick up the **Grenade Launcher** on the chaise near the entrance.

Exchange weapons so that the Shotgun moves into Billy's inventory along with shells, and then make him pick up the **Shotgun Shells** by the fireplace. Switch control to Rebecca, and obtain the **White Statue** next to the blue door in the corner. But make sure that Rebecca has at least one item slot open for the next task.



RAISING THE CAGE

Return to the third-floor breeding pool and split up your team. Take control of Rebecca and climb into the pit. Position her near the cage. Switch to controlling Billy, and move to the chain-winding machine. Use this device to raise the cage in the breeding pool. Once it's fully up, switch back to Rebecca and collect the Fire Key.



Centurion

Recommended Weapon: Grenade Launcher

Backup Weapon: Shotgun

Rebecca is in the wrong place at the wrong time when a giant centipede decides to return for feeding. This oversized bug has the S.T.A.R.S. medic firmly in its grasp, and Billy has to determine a way to free her before she expires.

The Centurion moves in a pretty rigid pattern around the breeding pool chamber. From the starting point, it circles around the columns of the top area, and then it curves south and circles around the bottom column. Avoid shooting the creature in its impenetrable carapace; wait until it rears upward to reveal its softer underbelly. Follow the creature north until the camera

angle shifts to show the entire north area. Position Billy just above the top of the stairs, and then fire grenades at the monster as it returns from the western edge of the room. As the monster closes on Billy's position, seek refuge in the alcove at the top of the stairs, and wait there until it passes.



Then move south along the stairs, just until the south portion of the room is displayed. Wait for the creature to round the southern column and head north toward Billy. Fire more grenades as it approaches and rears up. Be sure to count the number of grenades in your head. When all six are away, drop the empty launcher on the floor. Switch to the Shotgun, and a few more blasts should finish the battle.



Damage suffered by the Centurion may cause it to drop Rebecca for a brief instant. While you cannot resume control of the young girl during this brief instance, any shot fired at this time inflicts greater damage to the monster's unprotected belly.

Stay away from the creature. Do not expose Billy to danger by remaining in one spot longer than you should just to fire off an extra round. Damage from the Centurion's mandibles or multiple marching legs can be severe. Rebecca will

also suffer damage the longer she is in the monster's grip. You can check up on her status whenever you enter the main menu, but she cannot exchange equipment or take recovery items until the battle is done. Thus, if Billy takes no action against the Centurion or fails to destroy this weak monster quickly enough, Rebecca will die and the game will end.



INVENTORY CHECK

Retrieve the Grenade Launcher if needed, and drop it off in the anteroom on 2F just below the breeding pool hall. Return to the entrance hall and drop off everything except the Shotgun and ammo for one character, Handgun and ammo for the other character, Molotov Cocktails as backup, and the White Statue.

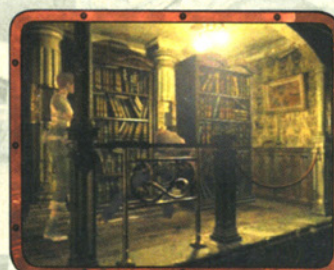
USING THE FIRE KEY

Return to the eastern dining hall on the first floor, and use the Fire Key to unlock the red door. Let Billy search the kitchen to locate **Empty Bottles** as well as **Lighter Fluid**. Combine the Lighter Fluid with the Lighter to make Billy's keepsake item functional.



Returning through the entrance hall, use any remaining gasoline and empty bottles to make Molotov Cocktails, and give them to your Handgun-wielding character as a backup weapon. Return to the 2F library, and use the Lighter to ignite the candle and unlock the western door.

Inside, blast down the zombies in your path and switch control to Billy. Split up your team and grab the **Grenades** off the bookshelf near the carnage. Only Billy is capable of pushing heavy objects, so climb onto the platform and move aside the bookshelf on the east side. Behind the shelf is the **Book of Good**.



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Examine the Book of Good in the menu, and turn it to the side so that the ends of the pages are showing. Press the Action button, and you will be able to open the book. Inside the volume, a hole has been carved out to allow the **Angel Wings** to be hidden inside. Combine these with the White Statue to form the **Statue of Good**. Exit the archives and return to the corridor outside the library.

TABLE MANEUVERING

Use the Fire Key to unlock the red door at the end of the 2F west corridor, and discard the key. Move around the perimeter of the 2F study, split up your team, and climb over the small table blocking the path. Leave the partner character standing on the east side of the table. Move to the end of the room and collect the **Handgun Bullets**, **Assistant Director's Diary**, and **Shotgun Shells**.



Flip the light switch in the northwest corner of the room to light up the space. Something glimmers near the horn of the moose's head mounted above the fireplace.

table leg reaches the hearth's edge, switch to the character in the corner and push the table south. When the table is directly under the moose's head, climb onto the table and examine the stuffed animal to find the **Iron Needle**. Exchange items as necessary, and return to the third-floor clock room via the stairs on the east side of the facility.

Switch control to the character remaining on the other side of the small table. Push the table toward the northwest corner. When the



CLOCKWORK MECHANICS

The person carrying the Handgun should pick up the **Handgun Bullets** left on the table nearby. Attach the Iron Needle to the clock face. The clock must be set to the time listed in the Notice to All Staff document. This will open the doors marked with clocks on the 2F entrance hall balcony, as well as the 1F western corridor. The pass code time to set in Normal mode is **8:15**, so rotate the minute hand to the right three times and then rotate the hour hand to the left four times.



FIRESIDE VERSES

Cross the third floor and descend the stairs back down to 2F. Enter the newly unlocked door on the east wall of the balcony. Run forward to collect the file from the table, **A Verse of Poetry**. Run around the south side of the table and use the Shotgun to blast the skull off the only zombie on this side of the room. The **Microfilm B** lies on the fireplace mantle at the east end of the room. **Shotgun Shells** sit in the corner just north of the fireplace. If you can bait the majority of zombies on the north side of the room to come toward the characters standing in the northeast corner, you can turn and run around the south side of the table again and escape without wasting too much ammo.



INVENTORY CHECK

Stop by the entrance hall and save your game. Leave the Grenades and the Statue of Good in the hall, or even better, place them on the scales at the top of the room. Grab the Microfilm A, and let one character carry both microfilms. Be sure to take all the Molotov Cocktails you've been able to conserve up to this point.

SLIMY HORRORS

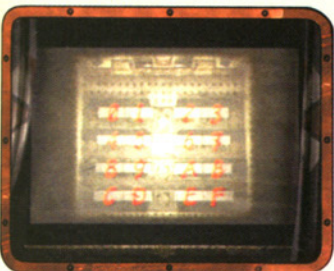
The western corridor seems empty at first, but actually it is one of the most dangerous zones in the game. If your characters stay too long in this hallway, a Humanoid Leech will enter. Flames are the best offense against this creature. As the monster's human form is disassembling, toss two or three well-placed Molotov Cocktails to destroy it. Or better yet, run from the entrance to the next available door as quickly as possible.



At the back of the men's bathroom stand **Empty Bottles**, a **Gas Tank** and a **Green Herb**. Timeliness is also pertinent here, since another Humanoid Leech will appear in front of the entrance. By moving quickly, you can dash past the creature while it is transforming, and you'll never have to waste ammo or worry about it again.

PROJECTOR REVELATIONS

Dash from the bathroom to the door at the western end of the corridor to avoid tangling with the Humanoid Leech. A zombie duo moves to greet you, but they are easily suppressed with Handgun fire. Move around the long table in front of the projection screen to find a box of **Handgun Bullets**.



Place the character bearing the two Microfilms at the rear of the projector, and use Microfilm A. A top-down photo of the seminar room on 2F is displayed—the podium area at the top. Insert Microfilm B and view the results. A series of numbers is displayed over the seats. Inserting both Microfilms into the projector causes the nearby portable drive to eject the **MO Disk**.

SINGLE CHARACTER SPRINTS

Evading the Humanoid Leech in the corridor will be a little difficult now. Even if you avoided contact with the creature on your previous two runs, it is now fully transformed and very dangerous. You can still slip past the monster without taking damage, though. Split up your team, and have them take turns running through the corridor. Send one character to the entrance hall, and then switch over to the other character and make the same run. You can exert greater control over the situation without worrying that a partner character is going to stop and fight, or get attacked by the monster.

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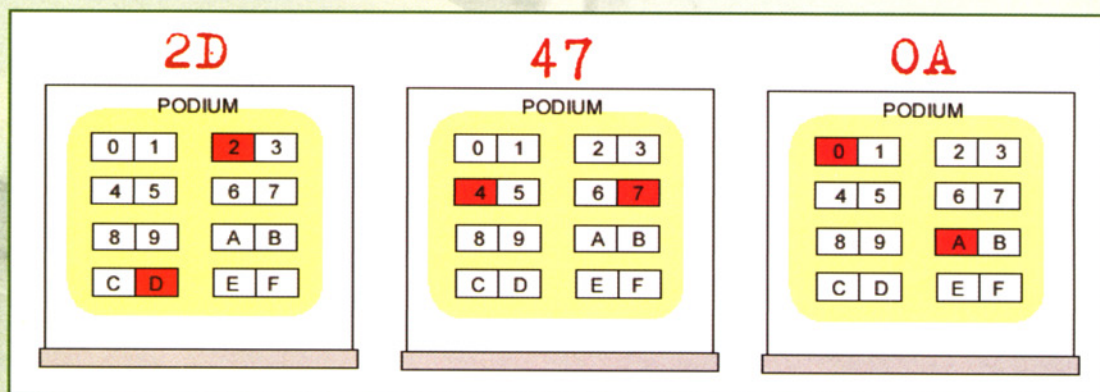
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SECURITY CODE ENTRY

Return to the 2F seminar hall with the MO Disk, leave your Partner standing among the student desks, and move the character holding the MO Disk up to the podium. Use the disk on the computer installed there, and the monitor will display 2D, 47, or 0A, chosen randomly.



Bearing in mind the solution displayed by the projector, move one character to the seat of the first digit, and move the other character to the seat of the second digit or letter. Push the button on the console at the first desk, switch characters extremely quickly, and push the console button at the second desk. Three more doors in the facility are unlocked.



INFIRMARY TRIP

As the knights withdraw their swords, move to the double doors on the west side of the seminar training room and enter. Use the Shotgun to take down the zombie standing in the hallway corner, and then switch to the Handgun-carrying character and take out the ghoul further down the hall. Enter the single door at the far end of the corridor.

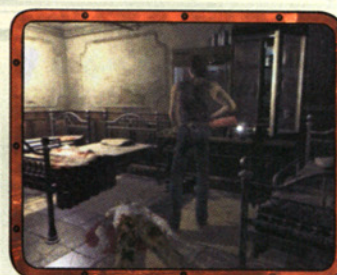


S.T.A.R.S. BULLETIN

Chemicals

Rebecca will need to mix the two chemicals listed in the 1st Investigation Unit Notes, plus another in the course of the game. Acquiring the Green Chemical now makes your adventure easier later in the game.

Breach this room quickly, and proceed until your main character reaches the corner of the bed. Blast the infirmary staff, and then split up to search this small area. In the small alcove between the beds, search the left bunk for the **1st Investigation Unit Notes**, and take the **First Aid Spray** on the counter. One of the chemical containers mentioned in the documents is stationed on the east side of the room. Allow Rebecca to examine the green cylinder, and add the **Green Chemical** to her Mixing Set. Next to the green cylinder are two **Blue Herbs** on the shelf. "Feel" these plants if you like, but leave them here until you really need them.



You put the **Green Chemical** in the Mixing Set.

KINGS AND PAWNS

Exit the infirmary and head through the double doors in the center of the corridor. Allow your pistol-packing partner to pick up the **Handgun Bullets** directly to the left of the doors. In the western alcove are **Napalm Grenades** and **Ink Ribbons**.



The main attraction of this room is the life-size chess set that dominates the central area. Leave Billy by the chess pieces while Rebecca explores behind the desk. The normal chessboard on the desk bears the solution for the larger puzzle on the floor.

This challenge is quite easy to solve, but an incorrect move has dire consequences. Billy must slide the white king toward the entrance, past the black pawn. Then move to the west side of the white king and slide it east. Finally, move to the bottom side of the white king and move it up beside the white rook in the top corner.



When completed properly, the chess set on the desk will slide away to reveal the **Book of Evil** and the chilling **Marcus Diary 1**. Examine the Book of Evil in your menu, turn it to the side facing the pages, and open it. The book is heavy because it secretly contains the **Black Wing**.

POISON GAS!

If you push any piece except the white king, even brushing it by accident, your character will uncover a spout that releases **poison gas**. Quickly regroup and exit the room. This will cause the chess pieces to reset, and the poison gas will be cleared. Cure any poison exposure by quickly heading to the infirmary just down the hall and using the two **Blue Herbs** located there. Clearing the zombie infestation out of the infirmary before visiting the chess room really pays off!



A SYMBOLIC BALANCE

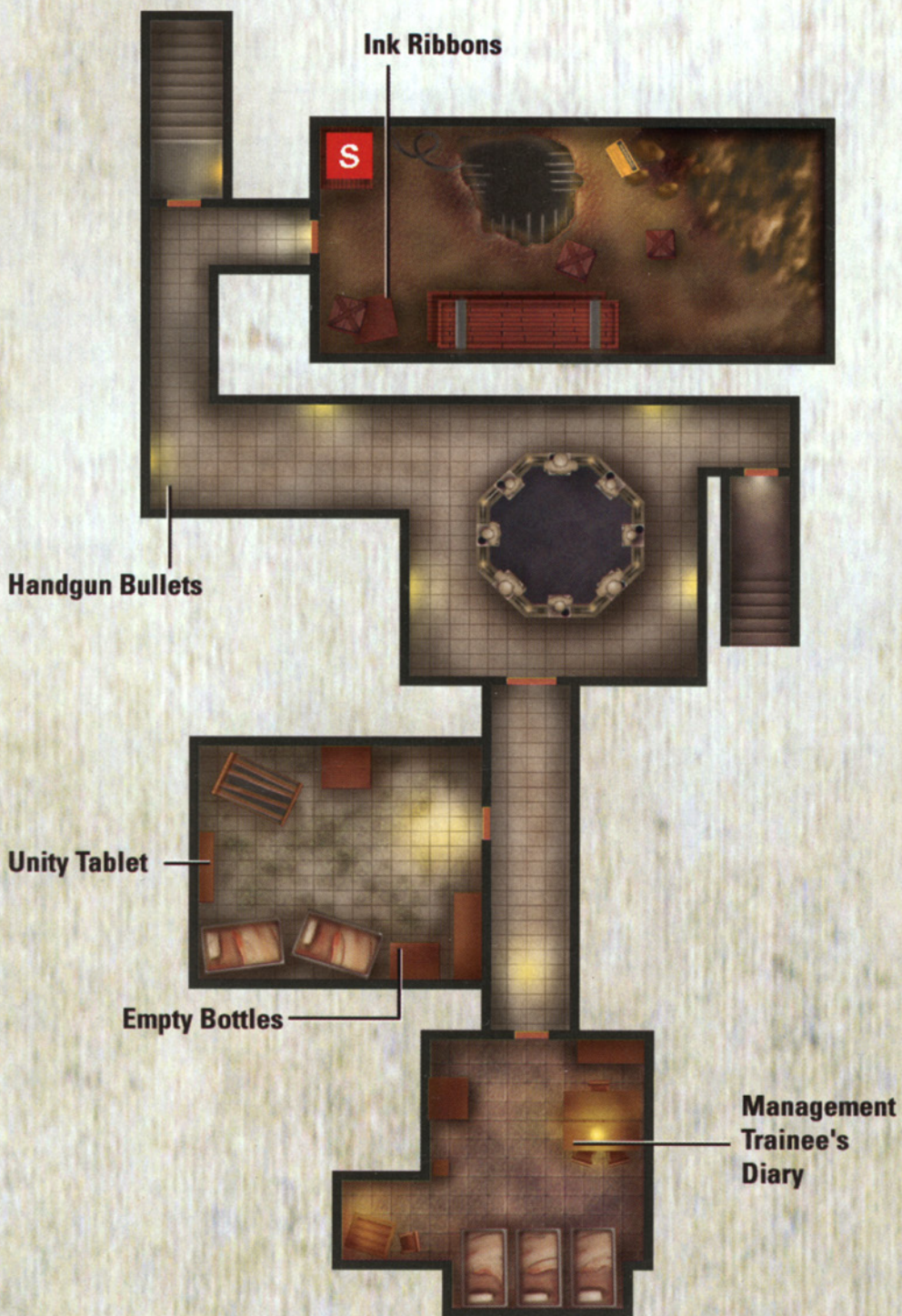
Return to the entrance hall, pick up the **Black Statue** from wherever you left it in the room, and retrieve the **Statue of Good** as well. Combine the **Black Wing** with the **Black Statue** to create the **Statue of Evil**.

Face the **Statue of Justice** at the top of the entrance hall, and place the **Statues of Good and Evil** on the scales. The portrait of **Marcus** slides away to reveal the entrance to the secret basement of the facility!



Facility Basement





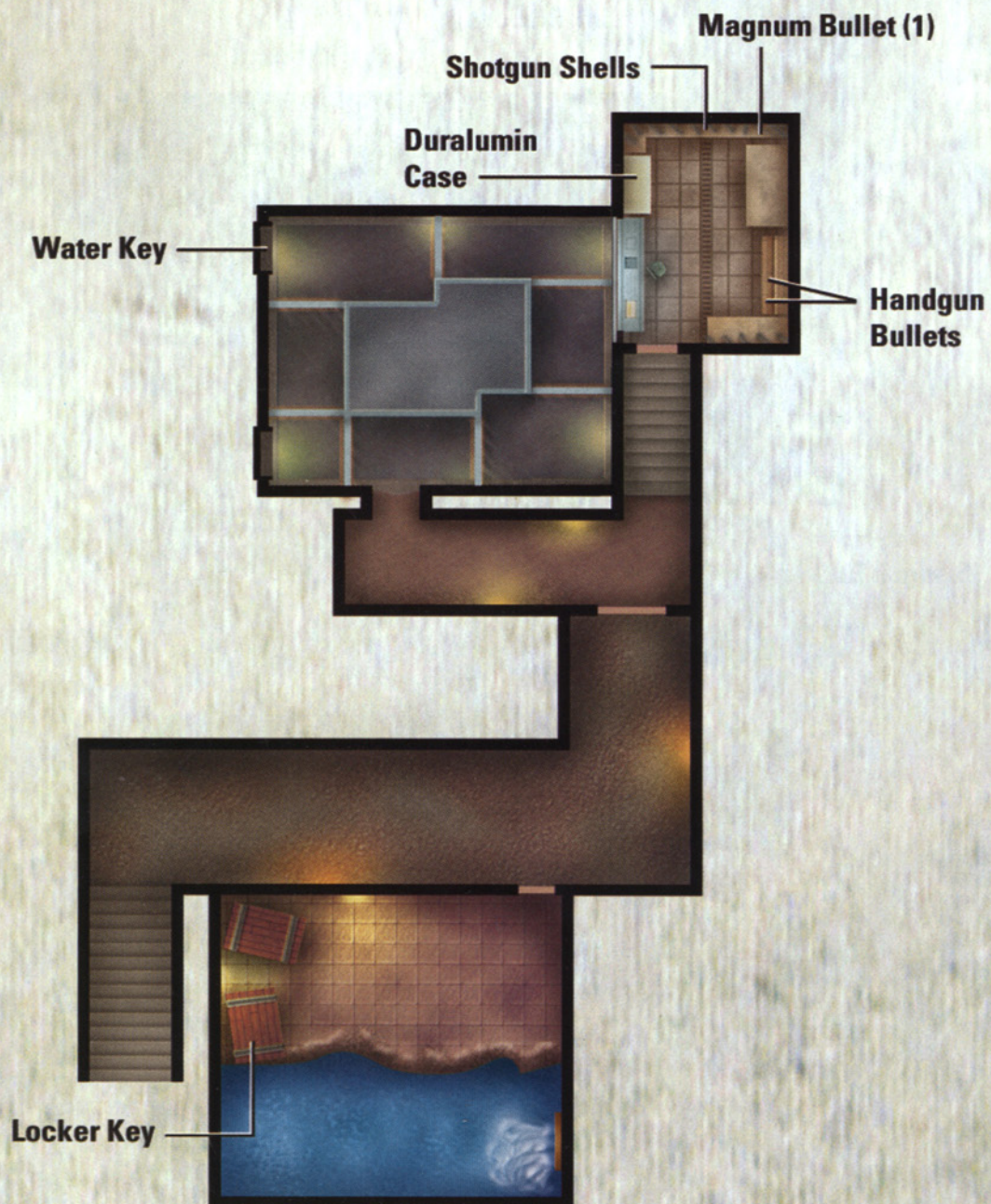
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FACILITY BASEMENT B3F

MAP SELECT



Hours have passed, and we still can't find a way out of this facility. What was the Umbrella Corporation doing in this foreboding place? Why all the security locks, secret passages, and traps? This seems less like a training facility for new employees and more like a charnel house of unspeakable horrors. My sense of dread continues to grow as we encounter more and more members of Umbrella's First Investigation Unit, turned into creepy zombies. If Umbrella's own personnel had no chance to survive, how can we live through this night?

Lieutenant Coen has proved to be a valuable ally in almost every situation. I will never forget being trapped in that mutant monster's claws. I was sure it was all over. Yet Billy risked his own life to save me. How did he kill all those people? It must be some kind of mistake! I have to find out the truth about him, and I think we also need to find out what happened to the mysterious Dr. Marcus. Did he really disappear, or could he still be here after all these years?

SPIDER RACING

Before heading into the Facility Basement, split up your team and take the first corridor solo. It's infested with three Giant Spiders. As a team, there is a very high possibility that the partner character will be damaged by an acid spit or bug bite. But when you enter the corridor solo, you can easily run from the bottom of the stairs to the open door at the far end without taking damage or wasting a single bullet. Avoid the first door you encounter because it is locked. After your first character is safe in the observation room on the far end of the corridor, switch to the other character and start another run through the hairy arachnids.



SEPARATION ANXIETY

Don't miss the **Correctional Institute Inmates List** on the desk by the door. Also in the room is a **Green Herb** and a **Blue Herb**. Rebecca should mix these together and give them to Billy, if one of your characters is not already poisoned by spider venom. A typewriter stands in the alcove to the right, and the **Training Facility Basement Map** is displayed on the wall. Use the **Ink Ribbons** on the table to record your game data, and leave them on the floor nearby. Follow the instructions in the next Inventory Check very carefully, because the characters are about to be separated again by events in the game.



INVENTORY CHECK

Prepare for each character to fight alone by giving the Shotgun and ammo to Rebecca, and equip Billy with the Handgun and bullets. Billy still must contend with the Giant Spiders outside the door, so be sure he has the Blue Herb if it hasn't been used already.

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VENT SHAFT SHIMMY

Enter the confinement room and move to the northeast corner, where the characters notice an open vent high in the wall. Examine the area under the vent, and allow Billy to give Rebecca a boost up to the open shaft.

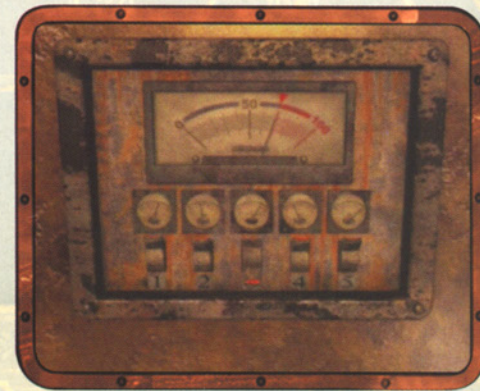


Rebecca drops into a nightmarish torture chamber. The exit from the chamber is locked, but across from the door is the informative **About the Power Regulator** document.



THE POWER REGULATOR

The power supply control panel is in the northern alcove. Examine the panel, which shows that 0 volts are currently being supplied. Notice the power output levels of the five switches along the bottom. Flipping the switches up or down adds or subtracts certain amounts of power, indicated by the small needles. Assuming that the smaller dials reflect an amount between 1 and 50 watts, you can determine that the switches must be flipped in the following order, from left to right:



Up, Up, Down, Up, Up

BILLY TO THE RESCUE ONCE AGAIN!

Rebecca's gotten herself into more trouble, and it's up to the escaped con to bail her out. Reentering the observation room, a T-virus monkey test subject known as an Eliminator is waiting around the corner. Do not hesitate here or attempt to engage the simian monster. Just run from the room. Remember to move quickly in the passage outside to avoid getting poisoned by spiders. Go through the metal door in the corridor that was locked until Rebecca restored the power.

EMERGENCY →



Lights flash occasionally in this destroyed lab, providing only intermittent illumination. Before reaching for the **Gas Tank** or the three **Handgun Bullet Boxes** on the table, take care of the zombie lying partially under the bed with a few shots into his back. Another zombie will rise and advance from further back in the room. Once the second fellow is down, search the area he came from for **Shotgun Shells**.

Do *not* enter the torture chamber in the next room. It is now full of Eliminators who will quickly tear Billy apart. Besides, your true objective is to run down to level B2 and save Rebecca.

ROUTE TO REBECCA

Charge past the Giant Spiders in the corridor one last time to get back to the stairs. Reenter the main hall of the Training Facility, save your game if desired, and continue east into the dining room. Go north through the dining room to the corridor. The west portion of the passage, which was previously blocked by steam, is now open. The floor on the opposite side of the machinery is littered with two **Green Herbs**, a **Red Herb**, and a **Blue Herb**. Unless Billy is seriously injured, don't concern yourself with any of that now. Locate the northern stairs and descend.



The B2 level is patrolled by savage Eliminators, so quickly check your map to orient yourself here. Dash from the entrance to the west side of the chamber, before any of the mad monkeys can leap on Billy's back. Reaching the west portion of the chamber, there are Handgun Bullets on the ground. Ignore them for the moment and continue running around the corner. There are two doors here. Quickly find refuge behind the right door, where Rebecca's life hangs in the balance.



REGROUPED AND READY

Now that you've dashed madly past all the Eliminators outside the room, grab the nearby **Ink Ribbons** and save your game at the typewriter. It's time to silence those monkeys, and things could easily get out of hand.



INVENTORY CHECK

If you used an Ink Ribbon to save your game, drop the remaining ribbons on the ground nearby. Keep any other items, such as a Gas Tank. Consolidate your shells and bullets, and trade the Shotgun and ammo back to Billy while Rebecca gets the Handgun and bullets, plus Molotov Cocktails for backup. Equip Rebecca with the Molotovs so that she can better help with the Eliminators waiting outside. Then assume control of Billy, with Rebecca as the partner in Attack mode.

SURVIVAL OF THE FITTEST

Exit the ruined operations room and start blasting Eliminators. Remain in the narrow corridor between the doors, so that the apes cannot surround your team. With Rebecca tossing Molotovs as backup, Billy should be able to blast one or two Eliminators at a time with the boomstick. When the simian cries finally die off, return to the chamber with the circular ring of statues. Allow Rebecca to finally collect the box of **Handgun Bullets** on the floor, and equip her with the 9mm automatic.



Billy must solve the puzzle in this room with his Lighter, so split up the team and leave Rebecca on the sidelines. Examine the gate on the south wall for a clue on how to open it. Then examine the six animal statues in the room, and read the inscriptions under each.



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The braziers on each statue must be ignited in the order the animals present themselves, from weakest to strongest. To determine this, you must create a hierarchy based on which animal each predator says it can defeat. Following this logic, light the braziers of the statues in the following order:

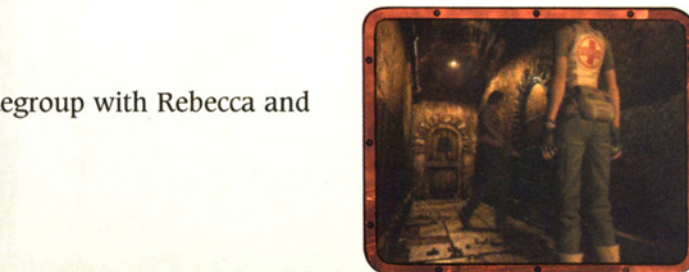


Deer (weakest), Wolf, Horse, Tiger, Snake, Eagle (strongest)

When the statues are lit in the correct order, the south gate rises. Regroup with Rebecca and head south into the corridor. Enter the first door on the right.

BASEMENT RUINS

Although it's hard to tell whose bedroom this used to be, grab the **Empty Bottles** on the desk and combine them with your Gas Tank to replenish your stock of Molotovs. The object glimmering in the fireplace is the **Unity Tablet**, the first of three key items required to leave the Training Facility.



Return to the corridor, switch to Rebecca, and leave Billy behind while you search the southernmost room. After knocking down two zombie researchers with 9mm rounds, search the table for the **Management Trainee's Diary**. This is the only object in the room, so this area should be just a quick stop.

THE DARKEST DEPTHS

Regroup in the hall outside the bunk quarters, and go to the door to the left of the ruined operations center where Billy rescued Rebecca from a falling death.



The corridor at the bottom of the stairs is infested with more Giant Spiders, but there is no need to waste bullets on them. Using the same methods as before, your characters can race past the overgrown bugs one at a time without many hassles. Since the spiders cannot crawl up the stairs, the character you leave behind will be quite safe up there. Dash through the cave to the first door and enter. Then switch to the remaining character and bring up the rear.



In the back of the drainage room where your characters regroup, two Plague Crawlers are cannibalizing one of their own. They will not notice your characters until you attack or go for the item visible on the crates. This situation can be extremely fun. Equip Rebecca with the Molotovs, and set her to Idle mode. Arm Billy with the Shotgun and position him directly between the two crawlers, with the gun aimed downward and pointed directly between them. When you're ready, give them a Shotgun blast and quickly enter the menu. Set Rebecca to Attack. Blast one or both of them again when emerging from the menu, and Rebecca will toss in a firebomb just to finish them off. When the extermination job is complete, pick up the **Locker Key**.



THE B.O.W. TEST CENTER

As a team, rush from the drainage room past the Giant Spiders, across the corridor to the door on the north wall. First, ascend the stairs as a team and investigate the control room section of this area. Let Rebecca collect the two **Handgun Bullet Boxes** on the side shelf, and then take control of Billy and grab the **Shotgun Shells** on the rear bench. A floor cabinet on this same bench holds a box of **Magnum Rounds**, but there's only one bullet left! It's better to leave this item than waste inventory space on such a nuisance. Use the Locker Key to open the locker and find a **Duralumin Case**.



Examine the Duralumin Case in your menu, and keep pushing the Action button until the character notices the number 385 etched on the corner of the case. Turn the case so that you are facing the handle and dial, and press Action to examine it again. Turn the dials, use the Thumbstick to rotate each dial until the three-digit code is displayed, and press Action to open the case. The **Handgun Parts** are contained inside. Combine these parts with either Handgun to form one awesome **Custom Handgun** with a scope and greater firepower!

COMBAT TEST

Move Rebecca over to the control panel near the window, and notice an object glimmering in the cage far below. Switch control to Billy and go solo. Equip him with the Shotgun, and give him any health items you have. Head downstairs into the test area, where a series of gates separate the areas.



Take control of Rebecca and examine the control panel. Press the Left button, and the two gates on either side of Billy will drop. Switch back to Billy and grab the **Acid Grenades** from the ground on the east side. Then head to the west side of the room and leave Billy standing near the gate. Return control to Rebecca up in the booth and press the *Left* button again. Each button acts like a toggle, and this time the path in front of Billy will be clear all the way to the battle sequence button.



When Billy presses the red button on the center block, the exits are sealed, all gates are dropped, and two viscous creatures known as Hunters are issued to attack any living thing in the room. Use the Shotgun to blast them repeatedly as they run and leap at Billy from around the corner.



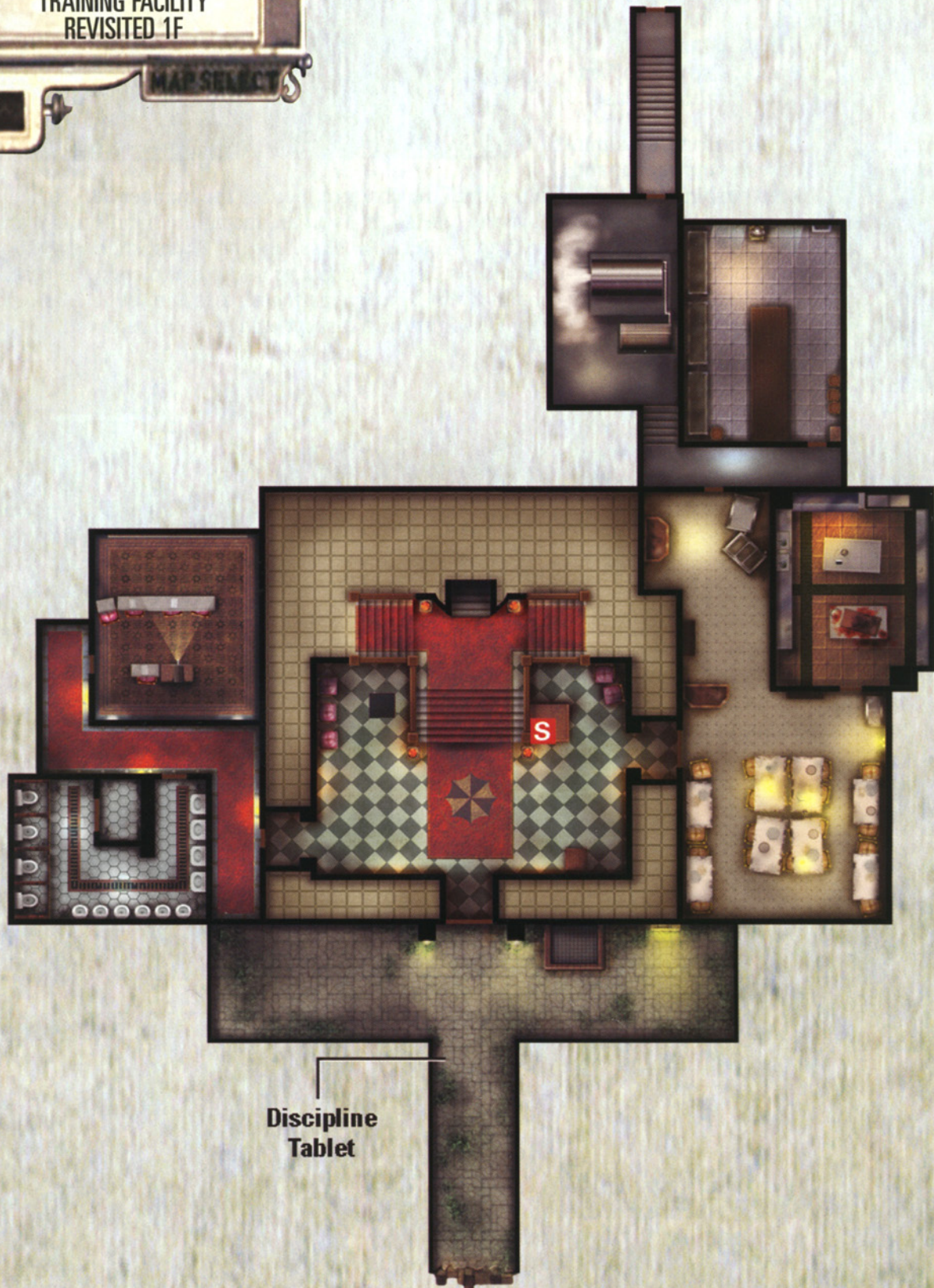
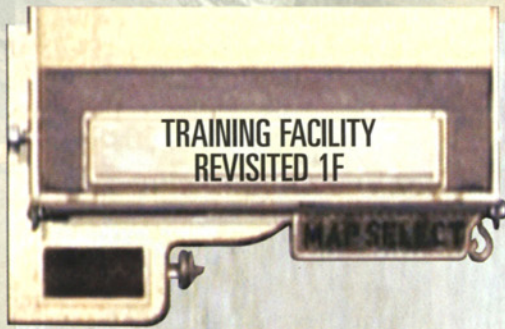
If you survive the test, all gates remain down and the exit is opened. Search inside the closest Hunter pen for the **Water Key**. Now a whole new area of the Training Facility is available for you to search, so head back through the basement and regroup in the entrance hall.



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Training Facility Revisited



TRAINING FACILITY REVISITED 2F

MAP SELECT

Empty Bottles

Battery

Shotgun Shells

First Aid Spray

Green Herb

Red Herb

Empty
Bottles

Handgun
Bullets

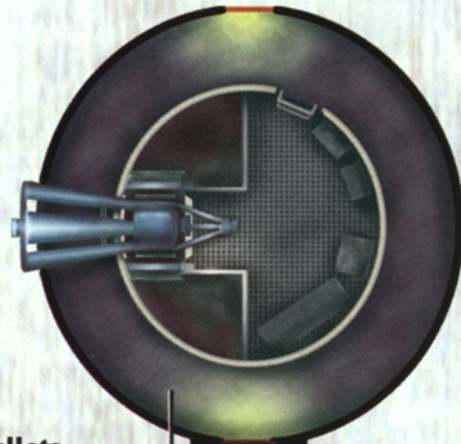
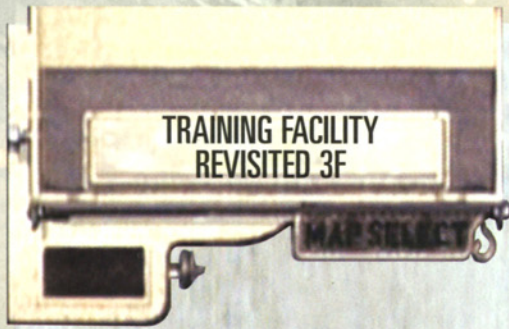
Obedience
Tablet

Vise
Handle

Magnum
Ammo

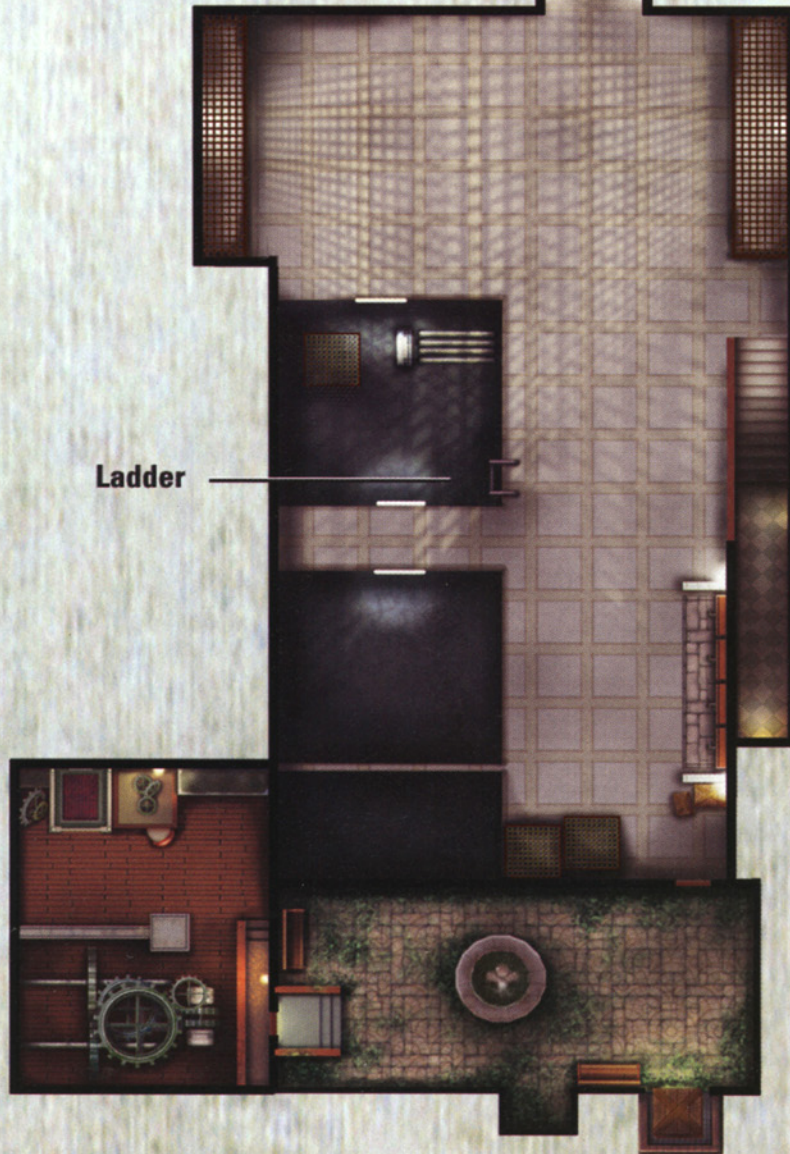
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Handgun Bullets

Ladder

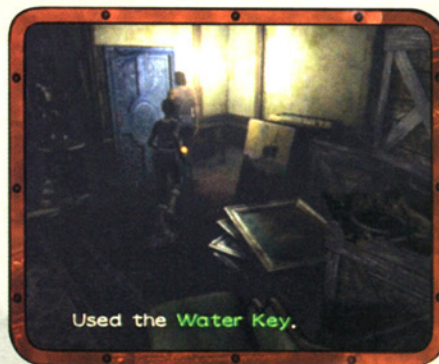


Again, a man who is a complete mystery to me has saved my life. I have to let go of my apprehensions and trust him. Billy really is a loyal and caring person. I just wish he wasn't a fugitive from justice, because he would make an excellent S.T.A.R.S. officer.

The key we found in the horrible basement of this place should enable us to return to the upper levels of the facility and search new areas to find a way out of here!

RETURN TO UMBRELLA SCHOOL

With the Water Key in their possession, Rebecca and Billy can now search more of the second floor west wing for clues and items. Having found one of three tablets required to exit the Training Facility, you must find the remaining two. Return to the studio on 2F where the blue door marked with a water motif stands. Unlock the blue door, and discard the Water Key.



INVENTORY CHECK

Many rooms in the 2F west wing are defended by the tough, insidious Humanoid Leeches. You must outmaneuver them as much as possible, without wasting ammo or recovery items fighting them. In preparation for this expedition, clear out most of your item spaces by dumping things in the studio, keeping only the Shotgun and ammo for Billy and the Custom Handgun and ammo for Rebecca. Equip Rebecca with all remaining Molotov Cocktails, just in case. Take along a Gas Tank as well so you can create new Molotovs on the spot.

EVADING THE HUMANOID LEECHES

Entering the blue door, the characters stand in a corridor where a Humanoid Leech is just around the corner. When the Humanoid Leech spots the characters, it begins to transform. Do *not* go around the corner just yet. Instead, enter the brown door on the right.



Another Humanoid Leech haunts the media room. However, there is only one key item in the room to snag, and then your characters should split. Switch to controlling Billy, and split up your team. Sprinting west, Billy will trigger the Humanoid Leech to begin its transformation. During the metamorphosis, snatch the **Vise Handle** off the shelf and quickly run back to the door. Press Start to regroup, and swiftly exit. You've taken the item without shedding any blood!



As a team, run around the corner and enter the first door on the right. This should be easy enough while the Humanoid Leech is transforming.



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BILLY'S HIDDEN TALENT

The executive lounge is furnished with a grand piano, and any *Resident Evil* fan knows what *those* are used for. Rebecca still needs a great deal of practice before her piano-playing skills will open any secret doors. Still, for a laugh, you can make her play it. Just be ready to cover your ears!

Switch control to Billy and examine the piano. As shocking as it may seem, the ex-military convict sits right down and plays a beautiful melody! Playing the music correctly opens a secret panel on the north wall. Switch to Rebecca, press Start to split up, leave Billy near the piano, and enter the hidden room full of vintage wines. Collect the **Magnum Ammo** near the entrance and the **Empty Bottles** farther back. Use gasoline to make Molotovs, and add them to the rest of your stock. Taking the **Battery** from the slot at the rear of the room causes the secret door to slide shut. Switch perspective back to Billy, and play the piano one last time to open the secret entrance. Regroup with Rebecca and go out to the corridor. Dodge the Humanoid Leech outside and head north to the next section of corridor.



MACHINE ROOM MONSTERS

Switch to Rebecca, equip the Custom Handgun, set Billy to Idle, and lead him through the door at the east end of the corridor. Rebecca should easily take down the zombies scattered around the room. When the coast is clear, have Billy grab the **Shotgun Shells** from the shelves in the northeast corner.



In the southeast niche of the room is a workbench, where a key item is held in a vise grip. Billy's strength is required to free the item, so give him the Vise Handle and let him use it. This unlocks the vise, releasing the **Obedience Tablet**.

STOCKING UP

The final room in the 2F west wing contains a **First Aid Spray**, located near the entrance. Send Rebecca around the corner for **Handgun Bullets**, and notice the **Green Herb** and **Red Herb** behind her. Mix these together, and grab the **Empty Bottles** on the floor behind her if any item slots remain.

Return to the studio and organize your items between the two characters. Then return to the first floor entrance hall and exit through the front doors of the building.



INVENTORY CHECK

Give both of the tablets to Billy, since he is about to claim the third. No weapons need to be equipped for the next task, but leave them in your characters' item slots anyhow. Billy should keep the Shotgun and ammo, and Rebecca should still tote the Custom Handgun and ammo. While Billy is carrying the tablets, Rebecca should pick up the magnum ammo, the Battery, and as many health items as possible. This is all in preparation for a big move to the next stage, coming soon.

THE FINAL TABLET

Exit the front doors of the facility and move forward to examine the column on the left. An object sits high atop the column, but it is not possible to reach it.



Move Rebecca and Billy to the east side of the lift device and split up your team. Rebecca should insert the Battery into the power slot. Then examine the device again to lower the lift.

While Rebecca is capable of pushing the crate, Billy can move it more quickly. When the lift reaches the lower level, climb over the crate to the backside of the lift, and then push the crate forward off the elevator platform. Keep pushing until the crate stops against the opposite rail. Then push the crate west until it is positioned near the middle of the ruined bridge. Push the crate south a short distance, and then push it to the left underneath the column. Billy can now hop onto the crate and take the **Discipline Tablet** from atop the column.



BETTER OBJECT MOVEMENT

Billy will have an easier time pushing the crate if you remove all weapons from his hands. Standing upright instead of crouched in a combat position, Billy will start pushing the crate sooner and faster



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THE OBSERVATORY'S SECRET

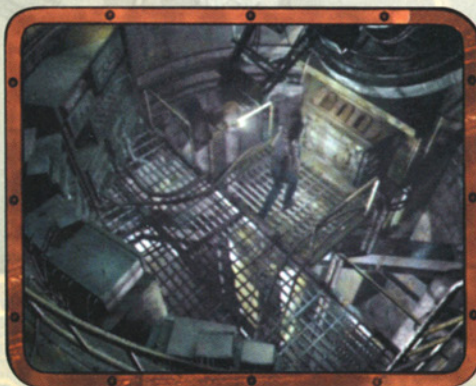
With all three tablets carried by one character, return to the eastern 2F corridor and ascend the stairs to the breeding pool hall. The room is full of Plague Crawlers. Run directly north and enter the double doors before they attack either of your characters.



Rebecca should pick up the box of **Handgun Bullets** to the right of the entrance, and then you should proceed to the north end. The double doors are locked, so climb down the nearby ladder.



Insert all three tablets into the machinery at the base of the observatory's telescope. At this point, a major map change occurs, since the observatory drops from 3F to 2F in the Training Facility. The north doors are now unlocked, and you may continue to the next stage.



However, to move onward, you must backtrack and bring a great deal of weapons and equipment with you. Exiting from the south doors now will place the characters on the 2F north balcony outside the facility. Three Eliminator monsters will attack the party, so step out there and kill the enemies. Don't forget to mix and use the two **Green Herbs** near the observatory entrance.

INVENTORY CHECK

After clearing the 2F rear balcony of monkey monsters, go back inside the observatory and dump all your items on the floor in front of the northern double doors. Then cross the balcony to the west, unlock the back door, and head through the seminar room back to the entrance hall. One character should pick up the Hookshot and all of the recovery items left here. The other character must pick up the Grenade Launcher from the 2F studio, plus acid and napalm grenades. Be sure to take any remaining Molotov Cocktails as well. Then return to the observatory and proceed to the next stage.

Laboratory

LABORATORY 1F

MAP SELECT

Red Herb

Ink Ribbons

Napalm Grenades

Shotgun Shells

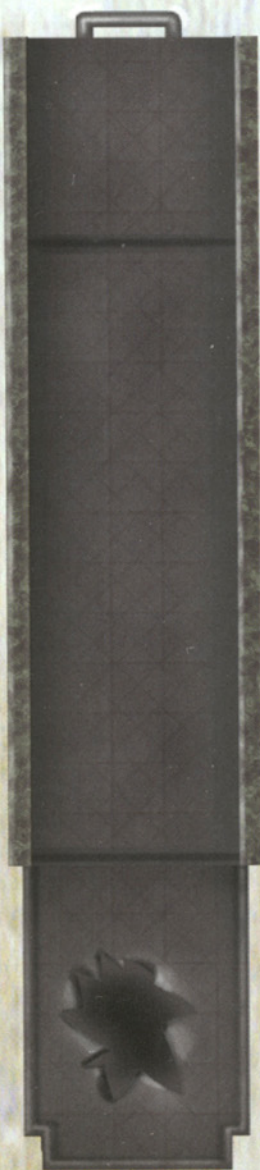
Tile Switch

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LABORATORY 2F

MAP SELECT



LABORATORY B1

MAP SELECT

Green Herb

Gas Tank

Shotgun Shells

B.O.W. Report

Dial

Ink Ribbons

Empty Bottles

First Aid
Spray

Investigator's
Report

Green Chemical

Lab Map

Leech Capsule

Empty Bottles

Gas Tank

Leech Growth Records

Shotgun Shells

Breeding Room Key

Red Chemical

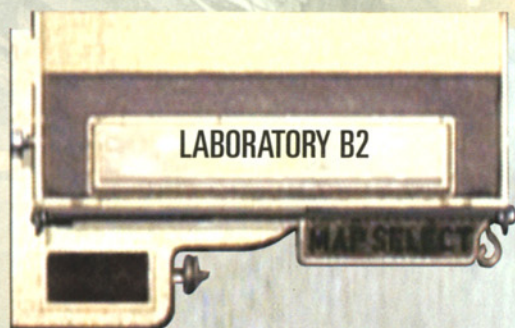
Laboratory Manager's
Diary

Sterilizing Agent

Handgun Bullets (x2)

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Magnum



Output Regulator Coil



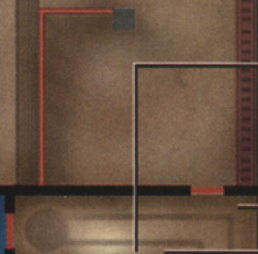
Input Regulator Coil,
Old Photograph



Green Leech
Charm



Red Herb



Red Chemical



Green Herb



Ink Ribbons

S



Marcus' Diary 2



Handgun Bullets



Finally, we've escaped from that training facility. The equipment and weapons we've come to depend on are heavy and hard to carry, but lugging them from place to place is better than being caught off guard.

Although we've left one doomed building, an even more ominous place looms just ahead. What could possibly be the connection between the Umbrella Corporation and a church, of all places? Hopefully there's no connection whatsoever, but nothing is as it seems anymore. This is all like some unreal nightmare, but it is definitely happening...

THE CHAPEL GROUNDS

Head north from the observatory across the long bridge. The doors of the church are locked, and the method of unlocking them lies in the small eastern tower. The path leading around the west side of the sanctum leads to a broken elevator and a locked gate. Before setting out to conquer this stage, you must move all of the necessary weapons and equipment forward in order to prepare wisely.

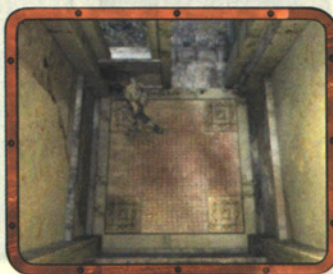


INVENTORY CHECK

Dump all of your items near the elevator on the west side of the church. Then head back to the observatory and grab the remaining weapons and items dumped there previously. When you're ready to enter the church, equip Rebecca with the Custom Handgun and bullets, and equip Billy with the Grenade Launcher loaded with Napalm Grenades. Billy also needs one or two strong recovery items for the upcoming struggle. Leave the Shotgun and the Hookshot directly outside the church entrance for quick access.

CHURCH DOOR TRICK

Position Billy near the church entrance and split up your team. Move Rebecca into the well-lit tower on the east side of the property. Remove the weapon from her hands. The game displays this area from a top-down perspective. Move Rebecca onto the top-left tile, and there's an audible click as the church doors unlock. However, one character must remain standing on the tile while the other goes inside, or the doors will lock again. Switch to Billy and enter the church.



Head east from the creepy altar into the church office. Pick up the **Napalm Grenades** and **Shotgun Shells** from the floor, and use the **Ink Ribbons** on the bookshelves to save your game on the nearby typewriter. Make sure that Billy is equipped with the Grenade Launcher and loaded with Napalm Grenades, and leave the Ink Ribbons lying on the office floor before returning to the cathedral.

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Infected Bat

Recommended Weapon: Grenade Launcher/Napalm Grenades

Backup Weapon: Shotgun



An overgrown winged rodent bursts through the ceiling of the church and attacks! The powerful sonic screech of this devastating and tricky enemy is enough to summon swarms of regular vampire bats.

The light of the altar will attract the swarm of bats, so run to the safety of the dark area near the door. The Infected Bat will attempt to pick up your character and fly them back to the altar. Both the lifting and dropping can inflict damage. To avoid this, your attacks must occur defensively, just as the giant predator is swooping in on your character.



Stand near the door and hold the right trigger to ready the Grenade Launcher. Push up on the thumbstick or D-pad to aim the weapon upward, and press the left trigger often to track the Infected Bat in the air. Unfortunately, its companions will also be valid targets for your auto-aim. Even though the smaller bats may hit or bite your character, you must stand your ground and wait for the larger foe to swoop into view. Hit the Infected Bat with 10-12 Napalm Grenades to kill it.



If Billy runs out of Napalm Grenades, run outside the church and drop the Launcher. Pick up the Shotgun and shells left outside, and then go back in to finish the job. The Shotgun enables you to blast the smaller bats out of the air at the same time damage is being inflicted to the main foe, but use the same strategy as before to try to conserve ammo. If you are out of both Shotgun Shells and Grenades, switch places with Rebecca and let her come inside to finish the nocturnal beast with her Custom Handgun. One way or another, this creature needs to be grounded before you can proceed.



HOLE IN THE CEILING

After the death rattle of your flying nemesis, head toward the church doors. The character notices the hole in the ceiling made by the Infected Bat. Exit the chapel and pick up the Hookshot. Go back inside and stand under the hole. Use the Hookshot to rise up to the roof.



Cross the rooftop and climb down the ladder. The power switch for the elevator is at the bottom of the ladder. Restore power to the lift, and open the gate leading out to the front area. A **Red Herb** sits on the ground near the gate, but item slots will be too full by this point. Switch to Rebecca, and make her regroup with Billy outside the elevator.



INVENTORY CHECK

At this point, the main objective is to carry as many items as possible into the levels below the church. To maximize the usage of item spaces and to prepare for the mission in advance, load Rebecca with the Hookshot, the Shotgun and shells, and Magnum ammo. Billy must carry the Grenade Launcher loaded with acid rounds, the Custom Handgun plus bullets, the Molotovs, and a recovery item. Managing your item slots will become quite a challenge throughout this transitional stage of the game.

LABORATORY ENTRANCE

Ride the elevator as a team, arriving at level B2. Head forward and enter the door in the corridor. Move west around the corner to find a typewriter and **Ink Ribbons**. Record your game and leave the Ink Ribbons nearby. Move Billy to the item transport device on the wall beside the typewriter and examine it. Place the Custom Handgun in the elevator and send it to its other destination.



Leave Billy standing at the item transport and investigate the rest of the room as Rebecca. **Marcus' Diary 2** lies on the central table. A slumbering zombie dozes nearby. This enemy will not become active until a later event.



Continue around the corner. Proceed toward the bookshelves until Rebecca stands under a gaping hole in the ceiling. Use the Hookshot to raise her to the level above.

THE LEECH SPECIMEN

Move from the hole in the ceiling to the desk chair on the left, where someone has left the **Laboratory Manager's Diary**. After taking the file, leave the Hookshot near the hole in the floor. A **Gas Tank** sits on the bottom shelf just inches away. Collect the tank, and then hold your breath and prepare for a swift offensive.



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Behind the central shelves in the lab is a Humanoid Leech. **Empty Bottles** sit on the shelf to the left. If you move swiftly enough, you should be able to use the Empty Bottles, combine them with the Gas Tank, equip them, and be ready to torch the Humanoid Leech upon leaving the menu screen. This particular enemy usually dissolves with only two well-timed Molotovs.



Examine the sample case between the shelves and the unpleasant specimen tubes. Pressing the button on the case causes one of the leech samples to glow a bright blue. Take the **Leech Capsule** and move toward the exit of the room. The **Lab Map** is posted on the wall by the door.



A COMPLEX MANEUVER

In the corridor outside the lab, drop everything except for the Leech Specimen. The next move we're going to describe is complex, but it's all about maximizing your item slots and conserving your ammunition for when you really need it. First, enter the west door of the corridor.

In the next room, a set of double doors lies straight ahead. Rather than investigate the room at this time, enter the double doors. Rebecca locates the receiving end of the item transportation device in the operating room. However, the nearby shuffling sound of the undead calls for quick action.



Quickly grab the Custom Handgun and exit to the previous room. Switch to Billy and send all of the Handgun bullets through the item transport to the operating room. Switch back to Rebecca, reenter the operating room, and swiftly grab the bullets. Wait for two zombies to come around the corner and another to rise from the corner, and kill them as they come.

Quickly grab the Custom Handgun and exit to the previous room. Switch to Billy and send all of the Handgun bullets through the item transport to the operating room. Switch back to Rebecca, reenter the operating room, and swiftly grab the bullets. Wait for two zombies to come around the corner and another to rise from the corner, and kill them as they come.



When the unnatural moaning ceases, head around the corner to investigate. In the first operating bay, a **First Aid Spray** sits on the shelf. The **Investigator's Report** is on the floor in the second operating bay. Notice the door inscribed with Marcus' likeness. There's also a **Green Chemical**, if you failed to obtain it previously.



PASSING THE LEECH

Return to the previous lab and head south to investigate the room for the first time. Move to the body lying on the right side. Put several bullets into its back before it can rise and hurt Rebecca. Grab the **Shotgun Shells** and the **Leech Growth Records**.



Examine the console of the poison gas chamber for clues about its operation, and then extract the **Red Chemical** from the cylinder nearby. Mix the Green Chemical and the Red Chemical to form the **Stripping Agent**. Combine the Stripping Agent with the Leech Capsule, and the **Blue Leech Charm** will be freed from confinement.



Return to the operating room and send the fully loaded Custom Handgun and the Blue Leech Charm to the reference room. Switch to Billy and remove the Blue Leech Charm from the item transport device. The zombie in the reference room will become active, so quickly exit to the corridor. Equip Billy with Molotov Cocktails and position him in front of the elevator doors.



RELEASE THE EVIL

Switch to Rebecca and return to the corridor between all of the labs, where you left all your items. There's a switch on the wall in the south-east corner, near the railing. Press it and the wall will slide upward. Quickly switch over to Billy, because a Humanoid Leech emerges!

In order to use the Molotovs against this Humanoid Leech effectively, you must wait until the monster steps farther into the corridor where Billy stands. Move forward just a few steps until the camera angle changes, and wait for it to step around the corner. Then hit it with Molotovs until it fries up nicely.

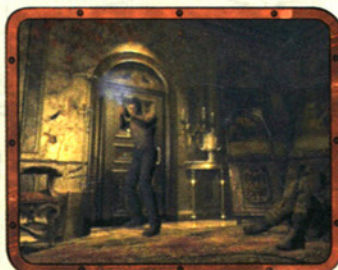


Proceed through the new section of corridor, past the **Green Herb** and the **Red Herb**, all the way to the end. Leave the Grenade Launcher and everything but the Custom Handgun outside the door that's missing a dial. Then use the Blue Leech Charm on the blue door bearing an engraving of Marcus, and enter.

THE DOCTOR'S PRIVATE CHAMBERS

Head past the aquarium full of weird objects, and then search the east side of the desk for **Handgun Bullets** visible in the drawer. Check out the shelf close to the south door, where an object glimmers. Take the **Input Regulator Coil** and Billy will also discover the **Old Photograph**. Exit through the south door.

Ignore the body near the floor, because an active zombie stands just offscreen. You should have enough bullets to take out this zombie, and also the one who rises not long thereafter. Search the back of the art storeroom and take the **Green Leech Charm** from the zombie's hand. Head back to the reference room, take out the zombie there, and send the Green Leech Charm to the operating room.



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PURIFICATION OPERATION

Switch to Rebecca and equip her with the Shotgun and shells left in the corridor. Return to the operating room and pick up the Green Leech Charm from the item transporter. Insert the item into the depression on the green Marcus door, and go through the door.

The crawling cadavers housed here are ready to nibble on Rebecca. Walk carefully into the room just a few steps, until you can see the body lying face-down on the right. Blast it twice with the Shotgun, and then walk a few steps farther and blast the zombie worming its way along the floor. At the back of the room are two **Handgun Bullet Boxes** and the **Sterilizing Agent**.



Exit the operating room and use the Sterilizing Agent to purify the air in the poison gas chamber. Open the door and quickly move to take the **Breeding Room Key**. The zombie in the chamber rises, so decapitate it with the Shotgun. Another zombie comes to life in the room outside, so wait in the relative safety of the poison gas chamber until it appears. Once the enemies are dead, return to the corridor outside.



DIALING FOR EVIL

Use the Breeding Room Key to unlock the eastern door in the corridor, and discard it. Run around the central obstacle in the room to the point where the **B.O.W. Report** file is marked on the maps. Two Hunters attack! Use the Shotgun to defend Rebecca, and then pick up the document in safety. Inside one of the Hunters' cages is the **Dial**. Head back to the operating room and send the Dial through the item transport.



Switch to Billy in the reference room and claim the Dial from the transporter. Exit to the corridor outside and insert the Dial into the door with the round indentation. The combination to unlock the door is hinted at in the Leech Growth Records file. Press the Cancel button to get through the dial movement instructions. Then rotate the dial to the following numbers, pressing the Action button to enter each digit:

4863

THE CABLE CAR

Inside the cable car hangar, Billy notifies Rebecca of what he's found. Find the lever near the door, and pull it to move the ladder overhead. Search the area where the ladder was previously stopped to find the **Output Regulator Coil**.



Switch to Rebecca and head back to the B1 corridor. Pick up the Hookshot and enter the upper level of the cable car hangar. Ignore the items scattered on this level, which include a **Gas Tank**, **Green Herb**, **Empty Bottles**, and **Ink Ribbons**, and climb down the ladder to reunite with Billy.



Check your map, and notice the squiggly line in the northeast corner of the B2 hangar level. Move Rebecca into this area to discover a hole in the floor of the locked control room above. Use the Hookshot to rise up into the office.



Drop the Hookshot on the floor and pick up the **Shotgun Shells** in the corner. Unlock the office door and switch over to Billy. Make Billy climb up to the top level, and then search the control console to find the panel where the Input Regulator Coil and the Output Regulator Coil should be placed. Now the cable car is powered up and ready to ride. However, you must prepare your characters to be separated yet again!



INVENTORY CHECK

Billy will now become unavailable for a short time, but it is still important to load him with items to carry to the next stages. The Hookshot is no longer necessary for any reason, so leave it wherever you dropped it. Combine the Gas Tank and the Empty Bottles to create Molotovs, and let Rebecca keep them. Go back to the B1 corridor and grab the magnum ammo, plus anything else left there. Return to the B2 corridor and combine the red and green herbs found there. Rebecca should hold onto both of these, as well as any remaining health items. Rebecca should keep one item slot open, and should equip the Molotovs. Having accomplished all of that, return to the typewriter and save your game. Leave the Ink Ribbons on the ground nearby.

SURPRISE ATTACK

Once you've fully prepared, try to enter the cable car. Billy disappears, and a Humanoid Leech corners Rebecca. After the cinematic, run around the corner and back down the platform a few steps. Pelt the Humanoid Leech with the Molotovs you just created, and with any luck it will dissolve.



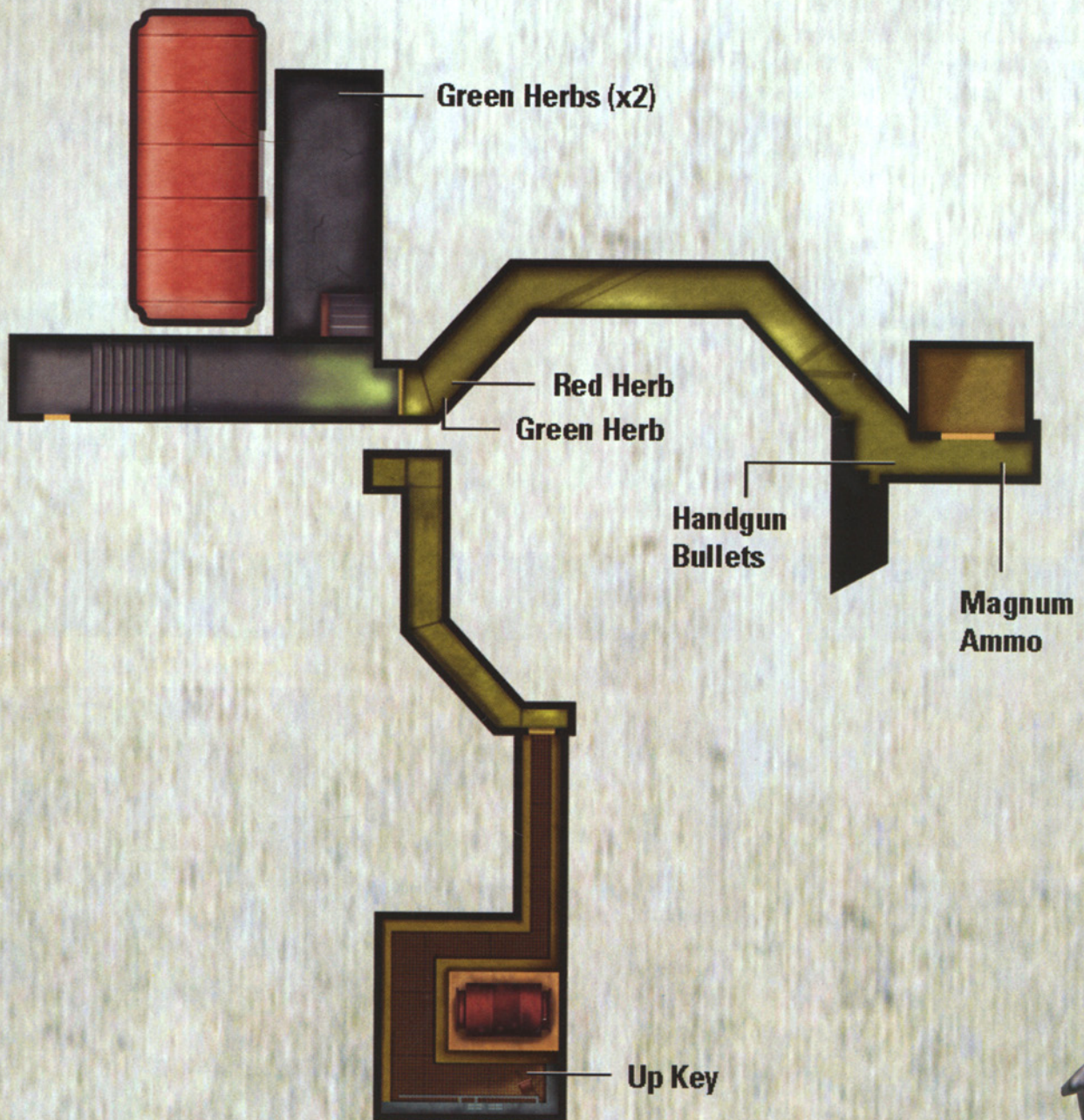
Return to the control room and grab the Output Regulator Coil, which some Leeches have pulled out of place. Quickly replace the item in the control panel and exit the area before the slimy monsters start crawling on Rebecca.



Get on the cable car and investigate the dead man without fear of retaliation. Turns out he's holding the most powerful weapon in the game: the **Magnum**! Equip Rebecca with this weapon, and then examine the control panel at the front end of the car to get under way.



Factory



FACTORY 1F

MAP SELECT

First Aid Spray

Factory Map

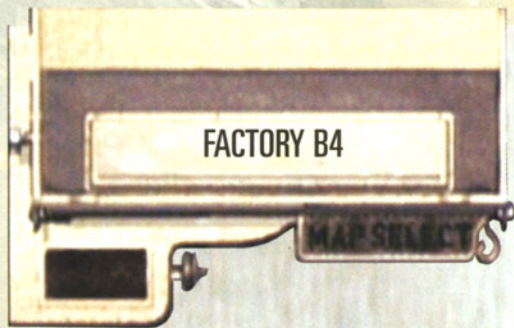
Handgun
Bullets

Ink Ribbons

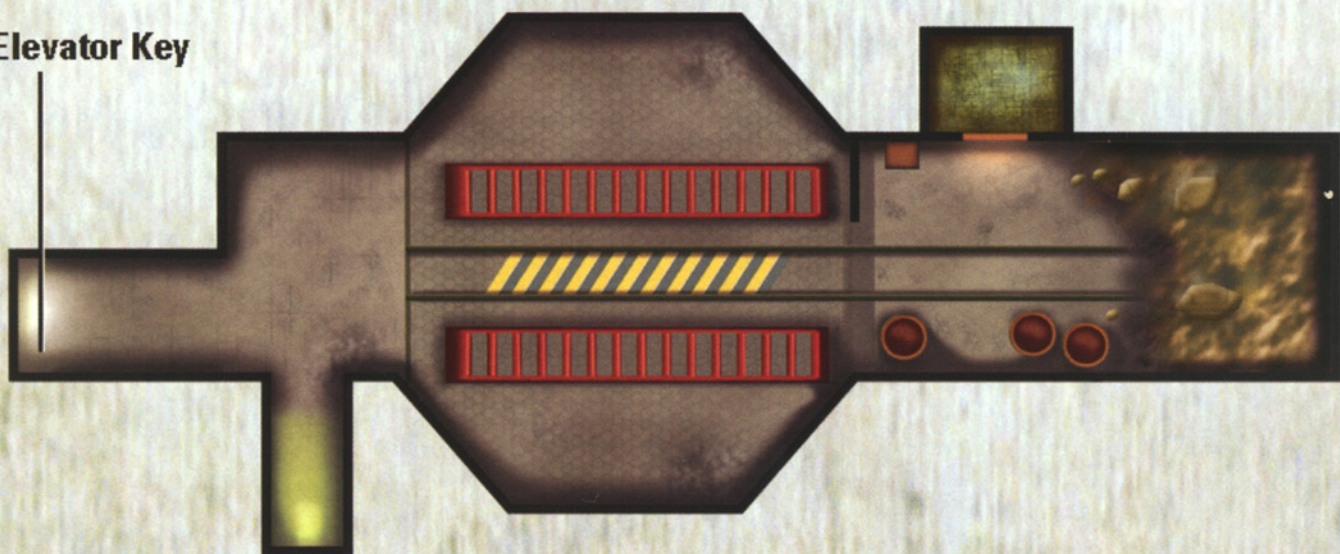
Grenades

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Elevator Key



In spite of how hopeless it looks, I can only hope that Billy survived the attack and that I can find him somewhere on the other end of the cable car line. On my own, managing my weapons and finding some means of escape isn't going to be easy. I just have to take deep breaths and count on the inheritance left to me by that poor man who died on the cable car. Billy must be alive! He must be...

END OF THE LINE

Exit the cable car after it docks at the landing platform on level B1 of the Factory. Two **Green Herbs** sit on the platform. In order to prepare for the trials ahead, it's time to drop some items and get set for action.



INVENTORY CHECK

Drop the custom handgun and bullets near the locked door at the top of the first set of stairs. If you forgot a box of Magnum ammo or you're running low, take the Molotov Cocktails along. Otherwise, leave them here if you're stocked up on bullets. Return to the landing platform, mix the two Green Herbs together, and take them with you.

FAMILIAR HAUNTS

Ignore the door on the south wall for the moment and head to the edge of the platform. Ride the lift down to the catwalk below and enter the door on this sub-level.



Proceed through the room. Around two corners is a little control station. The object on the ground to the left is the **Up Key**, and you can also view the monitor for a chilling sight.

LOCK AND LOAD!

Be sure to keep the Magnum equipped and ready as you return to the entrance.

THE PLATFORM ELEVATOR

Ride the small lift back up to the top level, and then enter the south door. Move to the north side of the room and take the **Factory Map** down from the chalkboard. Use the Up Key at the control console nearby. A platform elevator will ascend to your level.



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Before leaving the control room, grab the **Ink Ribbons** and save your game. Drop the ribbons someplace. *Do not* collect the **Handgun Bullets** and **Grenades** at this time. Trust us, there will be a better opportunity later. Search the white cabinet near the door to find a hidden **First Aid Spray**.



Leaving the control room, the scene has changed a bit. On the north side of the massive platform elevator is a console. Push the button to activate the platform, and the huge lift will descend to B4.



BITTERSWEET REUNION

At the lower level, head west from the platform and proceed toward the elevator doors in the back until a cinematic occurs. Afterward, pick up the **Elevator Key**. Head west across the platform elevator, and then use the Elevator Key to call the elevator to Rebecca's level.



DON'T LOSE ANY ITEMS!

Be sure not to leave any items on the platform elevator or the small area west of it, or they will be lost permanently.

EMERGENCY →

Proto-Tyrant

Recommended Weapon: Magnum

Backup Weapon: Molotov Cocktails

When you call the elevator, it piques the interest of a prototype of the dreaded super-soldier designed and bred by the evil Umbrella Corporation. Much to Rebecca's horror, the doors to the elevator platform slide shut, trapping her in this tight space with a powerful walking nightmare. Fortunately, this prototype is not yet at full strength, or this battle would be hopeless.



After the introduction, run around the outside of the area. Keep moving until Rebecca reaches a position behind the monster. Firing a Magnum bullet from this angle will damage the Proto-Tyrant severely. After the hit, the creature will waver and moan. It seems to be invulnerable during this animation, so get moving rather than trying to fire again.



Because you can only attack successfully based on the movements of the enemy, the best strategy is to keep moving around the outside of the room around the creature, leading it in circles until it squats and raises its claw. This means it's about to leap at Rebecca and strike. Keep moving and get out of the way as it leaps. The moment the Proto-Tyrant attacks and misses, blast it.



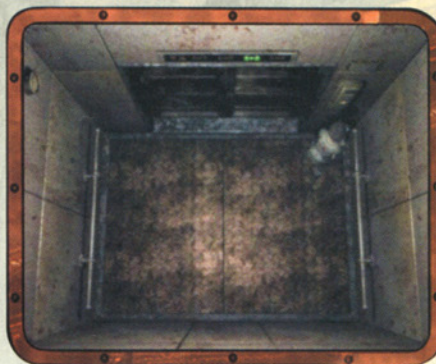
Repeat this strategy to the best of your abilities, in spite of the confined quarters. Seven well-placed Magnum rounds will fell the beast long enough for the elevator to arrive. But if you run out of ammo and the Proto-Tyrant is still coming, equip your Molotovs and toss them with the same timing described before.

You will either take a great deal of damage getting used to the pattern of the Proto-Tyrant's movement and attacks, or you won't get a scratch. Monitor Rebecca's health closely, and administer a First Aid Spray immediately if she holds her side.



ALL-LEVEL ACCESS

The elevator allows Rebecca to reach several different levels. She is currently on Level 3, and going to Level 4 will take you to the final stage of the game. Before then, travel to the upper levels.



Level 1 just so happens to be the station where the train crashed, very early in the game. This conduit allows you to access anything you left near the train wreckage, or even in the entrance hall of the Training Facility not far away. It's not a bad idea to collect any health items here. Then head back.



Choosing Level 2 returns you to B2 of the Factory, in a new area. Grab the **Magnum Ammo** and reload your hand-cannon. There are some **Handgun Bullets** nearby on the barrels, but ignore them for the moment and continue across the ledge to the north corner.



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A Hunter stands at the midpoint of the ledge, so execute it before it has a chance to spot Rebecca. Then go back, grab the ammo, and continue across the ledge. Near the western door are a **Green Herb** and a **Red Herb**. Mix them together and use them if Rebecca is still sore from her previous encounter.



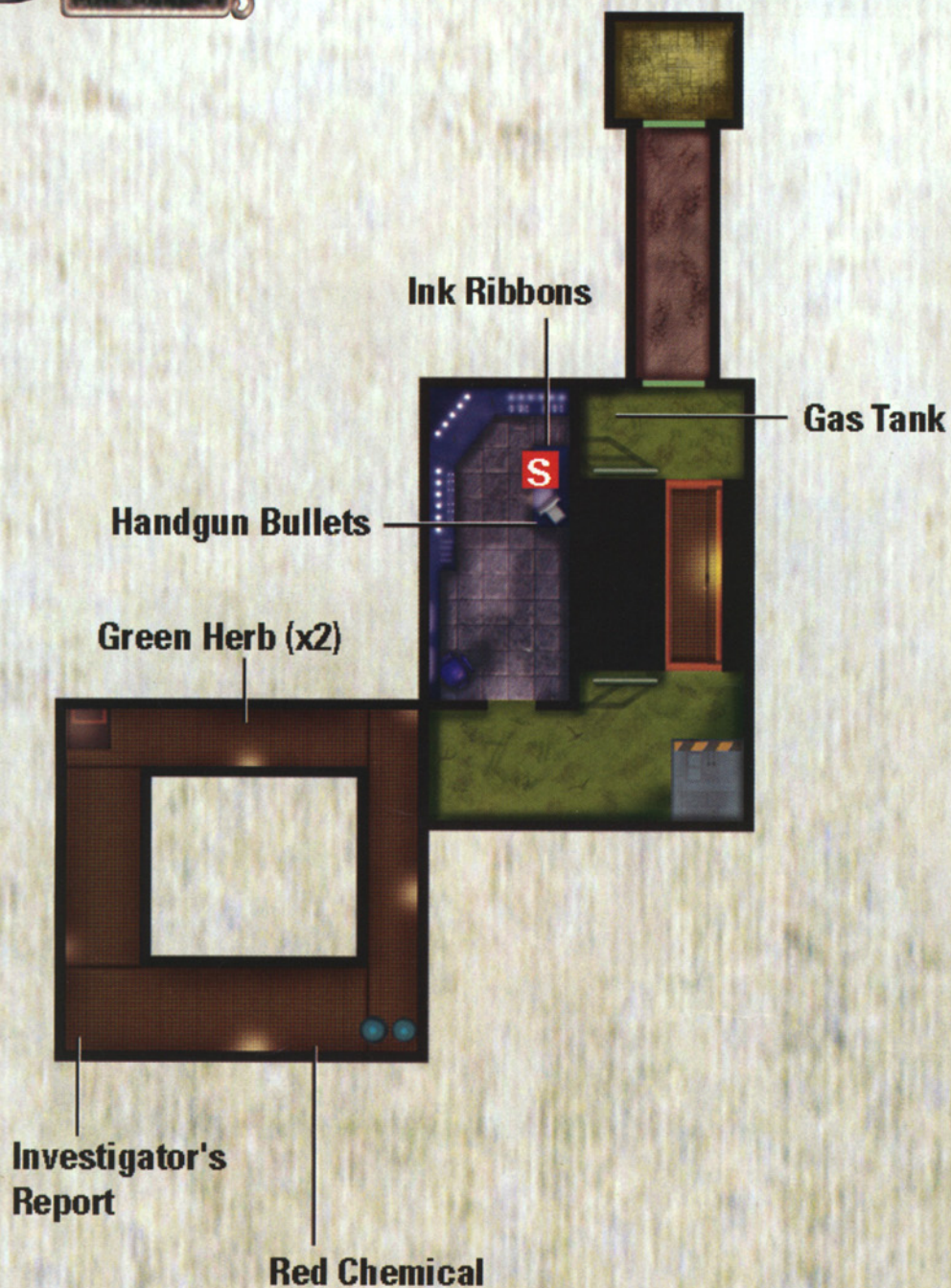
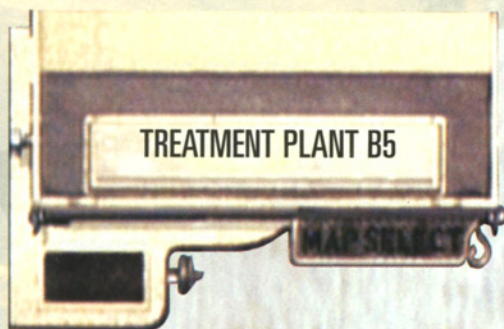
Unlock the door and gather the items you dropped on the cable car landing platform. Then return to the elevator and descend to Level 4, the Treatment Plant.

INVENTORY CHECK

With only six slots for items, taking everything to the next stage is going to be a tight squeeze. If the Magnum is loaded and only one or two bullets are left over, you must consider leaving the extras behind. You must take the Custom Handgun and bullets, the Grenades, and any remaining Molotov Cocktails. Any remaining slots can be used to carry recovery items.

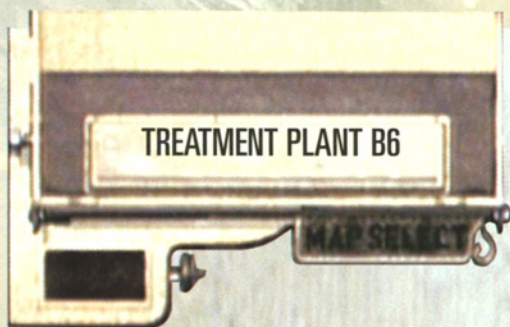


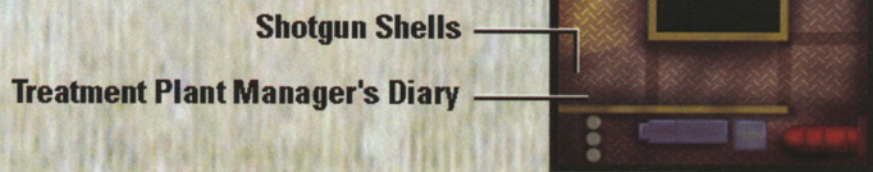
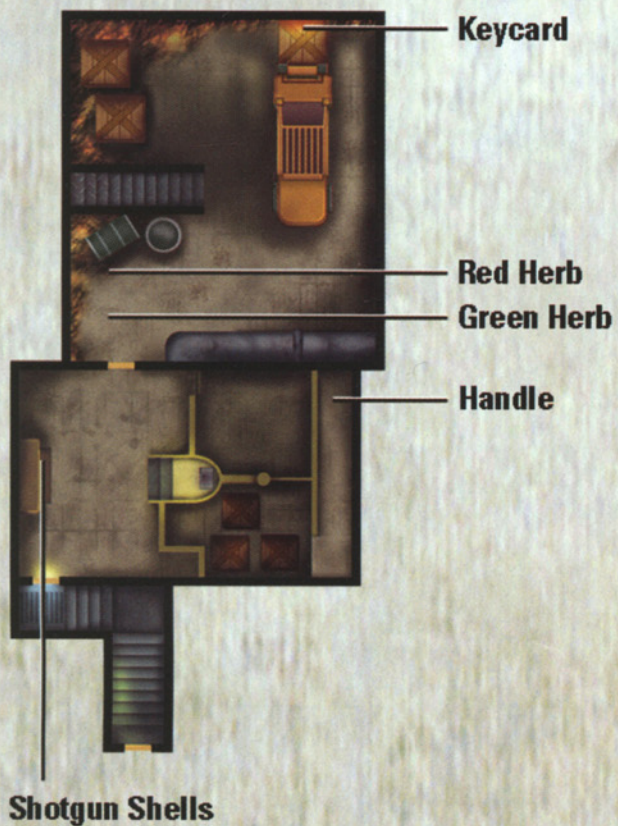
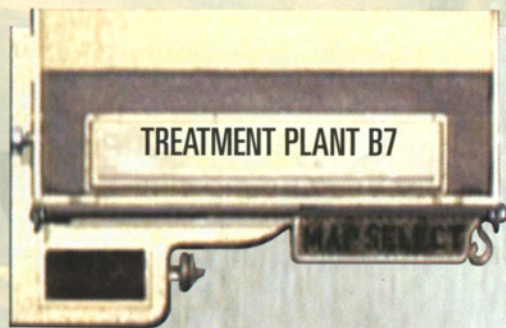
Treatment Plant



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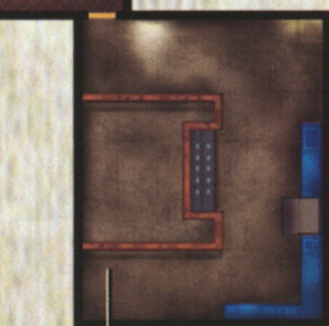
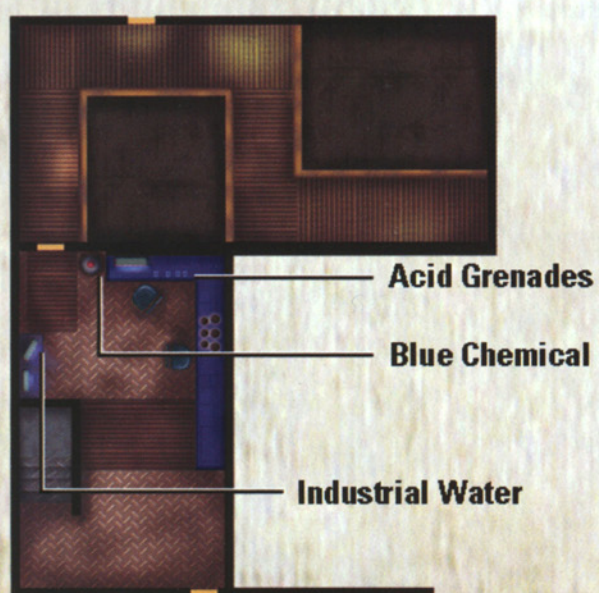
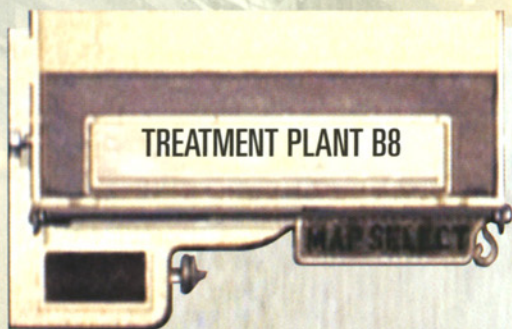
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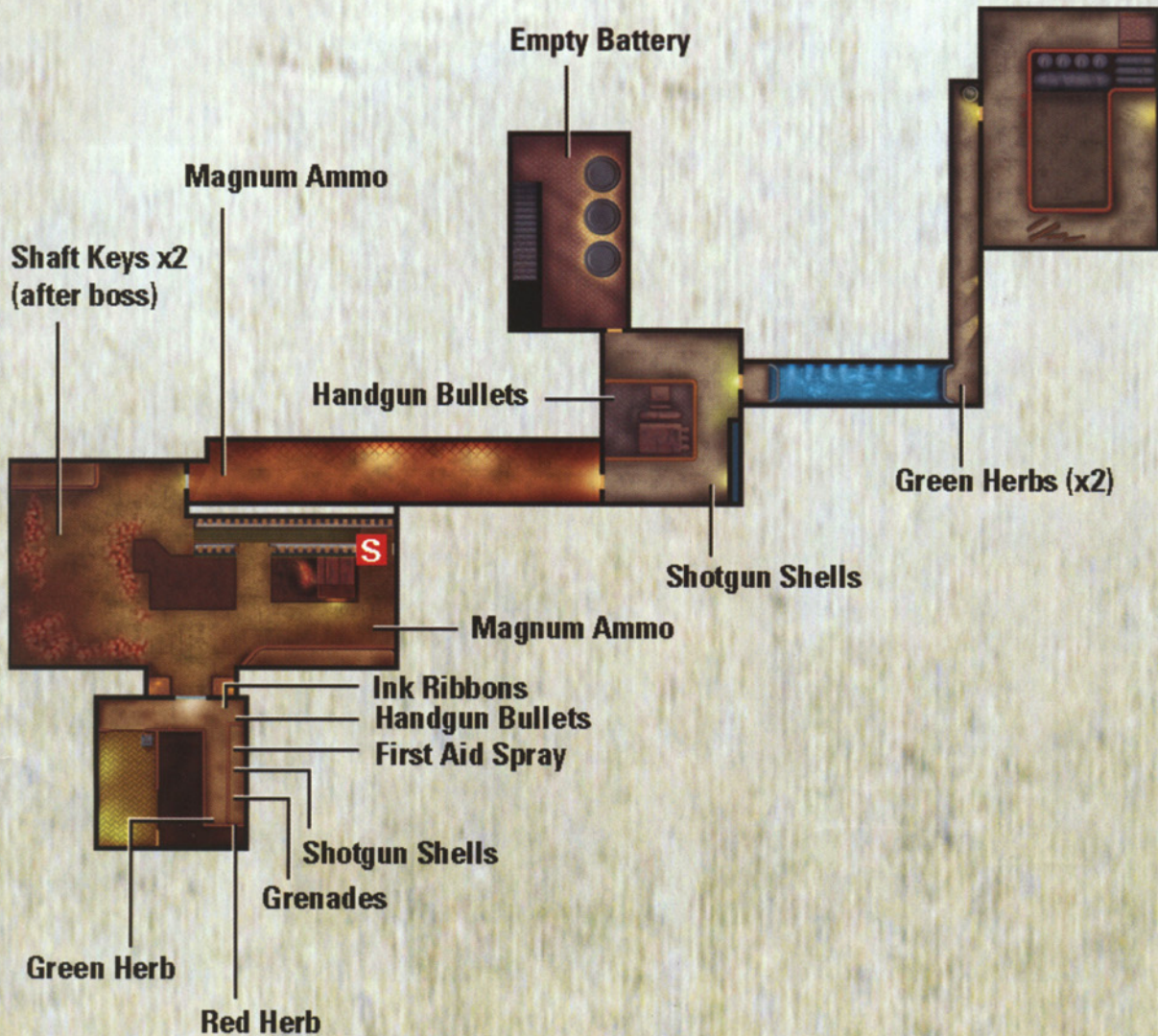
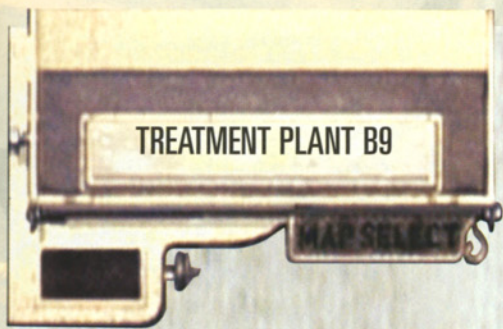




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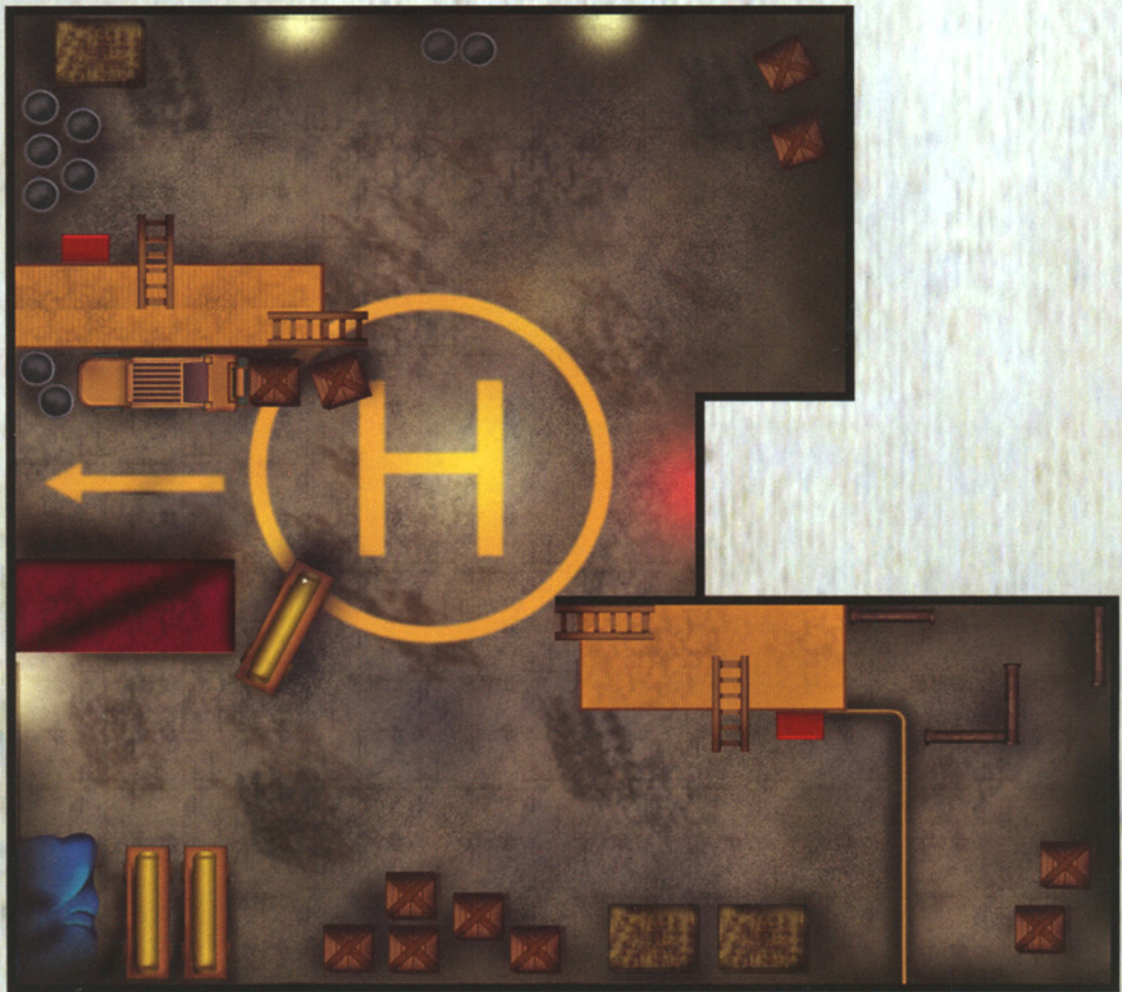


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TREATMENT PLANT 1F

MAP SELECT



Still no sign of Billy, and tangling with that overgrown zombie didn't help one bit. He must be trapped in the lower levels of this facility... but just how deep underground does it go?

While it was a pleasant surprise to be reunited with the captain, I can't shake this sense of dread. Something awful is going to happen, and if I don't move fast, I might be too late to prevent it!

PLANT WITHOUT POWER

Cross the bridge and enter the double doors. Leave the Gas Tank for the moment and continue further into the room. The lift will not work until Rebecca has restored power to the facility. Go inside the small control room to find out how.



Grab the **Handgun Bullets** by the typewriter, and then set down an item if needed to use the **Ink Ribbons** and save your game. Then examine the power grid and read the instructions carefully.

In order to reconnect the power to the plant and use the lift, you must choose only three points on the grid to receive power. Use the screenshots below to pick the proper three points.



1. Start with the highlighted point to light up the entire top of the grid.



2. Choose this point to finish off the bottom-left portion.



3. Carefully choose the point highlighted in this shot, and the grid will be complete.

UNWELCOME GREETING

Ride the lift down to B6 and run off the platform. The small control room is dominated by a number of zombies hiding around corners, so move further into the area to achieve a better camera angle. Shoot them with the Custom Handgun as they approach, and then search the area.



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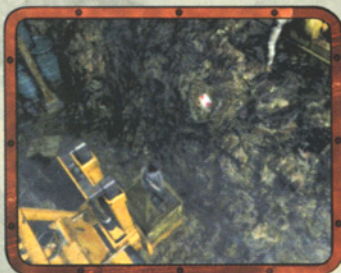
Empty Bottles can be found beside the console. If you are completely out of Molotov Cocktails, take these bottles back up to B5 and use the Gas Tank to fill them. Otherwise, continue for a short distance farther. A **Red Herb** and a **Green Herb** sit near the door, but Rebecca should be running short of item slots right now.

FIND A PLACE TO DROP ITEMS

Equip your Molotov Cocktails and run forward. An extremely fast-moving Humanoid Leech, already transformed, emerges from around the corner. Soak it with one Molotov at a time and run past it if possible.



Around the corner is a door with a square indentation. This location should stay at the front of your mind until you find a solution. Continue into the employee's lounge and eliminate the lone zombie with Handgun fire. The **Treatment Plant Map** hangs on the wall, with some more **Empty Bottles** beside it. Head down the stairs.



Someone has left a forklift here, without any power source. The forklift could be used to reach the key card on the ledge above, but this looks like a two-person job. Better go find Billy first. A **Green Herb** and a **Red Herb** are near the exit. This courtyard is the best possible place to drop off your extra equipment.

EMERGENCY →

INVENTORY CHECK

Leave everything in the courtyard except for the Custom Handgun, bullets, and Molotov Cocktails. It would be a wise idea to backtrack through the B6 employee lounge and control room, gathering all the Empty Bottles along the way. Return to the B5 power room and use the Gas Tank there to make more Molotovs. Then return to the courtyard and continue.

REUNITING WITH BILLY

The **Shotgun Shells** shouldn't be hard to spot on the shelves nearby, and when you approach the top of the ladder, it is easy to spot the valve handle across the room. However, the environmental puzzle in this chamber can only be solved with Billy's help. Leave everything the way it is and continue through the south door.



Move quickly down the steps to avoid damage from Leeches, and enter the door at the bottom. Rebecca is finally reunited with Billy, but they can't tarry for too long in the water storage room. In any area of the Treatment Plant that rests over a body of water, there is a chance that the characters could attract the attention of a giant toad called a Lurker. The south door is locked, so head back the way you came.



S.T.A.R.S. BULLETIN

Lurker Tactics

The Lurker, the giant toad that sometimes hops onto dry land to attack, is invulnerable. The best defense against the Lurker is to leave the room. If its sticky tongue snags one of your team, gunfire will drive the creature back into the waters. Failing to react in time could cause one of your characters to be swallowed. Any time you enter an area with a large amount of water, move quickly to avoid encountering this green horror.



WATER TANK SOLUTION

Return to the courtyard so that Billy can drop off any unneeded weapons. Keep him equipped with the Shotgun and Shells. Let Billy pick up the ammo in the Water Tank's cabinet, and then climb down the ladder in the pit. Position Rebecca at the controls of the Water Tank. The two of them can work together to solve this puzzle more efficiently.



1. Push the metal box east and climb on top of it.



2. Switch to Rebecca and rotate the access gate to the right.



3. Switch to Billy and push the metal box all the way to the north wall.



4. Push the eastern crate all the way down to the south wall.



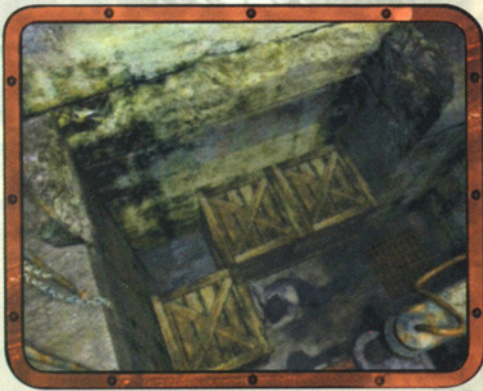
5. Push the remaining crate down to the south side, right up behind the previous crate. Get on top of the crate.



6. Switch to Rebecca and rotate the access gate to the left.

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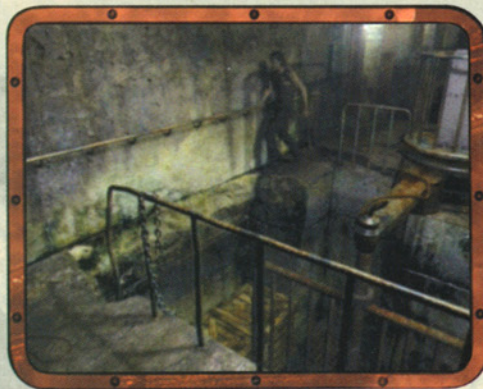
7. Switch to Billy and hop down into the small niche behind the crate. Push the crate to the east wall. Then hop onto the crate.



8. Switch to Rebecca and rotate the access gate to the left again.



9. Switch to Billy, hop down off the crate, and push it into the southeast corner.



10. Climb out of the water tank and position Billy on the south side of the room.



11. Switch to Rebecca and flood the water tank.



12. Switch back to Billy. Cross the bridge formed of wooden crates and pick up the **Handle**.

INVENTORY CHECK

Billy should drop the Grenade Launcher in the courtyard and keep the Shotgun and Shells, plus the Handle. Rebecca should keep the Handgun and bullets, and she should pick up the loaded Magnum as well. Leave any extra Magnum ammo in the courtyard until it is needed later.

MONSTER GAUNTLET

Return to the corridor outside the employee's lounge on B6. Let Rebecca eliminate the three new zombies while Billy waits by the door. When the coast is clear, switch to Billy and use the Handle at the door with the square indentation. Due to his greater physical strength, he unlocks the door more quickly.





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The lower level of the pump room is overrun with the undead. Switch to control of Billy, with Rebecca ready to provide backup with the Handgun. Run to the south part of the chamber and use the Shotgun on the two zombies feasting on a body. Quickly switch to Rebecca and use bullets to eliminate the zombie they were feeding upon. A box of **Handgun Bullets** lies in the southeast corner. Quickly retrieve them and return to the entrance. Continue using the Handgun to kill the zombies advancing from the north side of the room, while Billy waits idly with the Shotgun. When the coast is clear, climb the ladder in the northwest corner of the pump room.



Run straight ahead from the top of the ladder and collect the **Investigator's Report 2** from the dead man's hands. Continue around the corner to find a red chemical cylinder. Rebecca should eliminate the nearby zombie with the Handgun first, and then collect the **Red Chemical** in the mixing set. Heading back toward the ladder, notice the 2 **Green Herbs** just east of the descent point.



Descend the ladder and equip Rebecca with the Magnum. She should be the one to lead the duo through the east door of the lower pump room. They encounter two Hunters in extremely narrow and close quarters. Rebecca can swiftly eliminate both of them with two shots of the Magnum. Then equip her with the Handgun and continue east.

CREW'S QUARTERS

Billy should pick up the **Napalm Grenades** and the **Ink Ribbons** nearby. Drop the ribbons after saving your game at the typewriter. Switch to Rebecca and collect the **Handgun Bullets**, as well as the **First Aid Spray**. A **Red Herb** and a **Green Herb** can be mixed together by the medic. Make sure that both of your characters possess recovery items before proceeding. The **About Battery Fluid** document is on the bunk beds near the south exit.

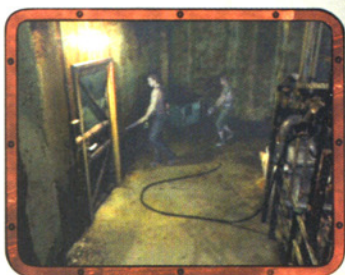


GONDOLA CENTRAL

Head south through the next two areas quickly to avoid damage from Leeches or the infamous Lurker. Entering the gondola control room, head to the left around the central rail and take out multiple walking corpses with single Shotgun blasts. Dispatch the last few zombies with Handgun fire. A box of **Shotgun Shells** rests in the southwest corner next to the **Treatment Plant Manager's Diary**.



The gondola will not operate without the missing motherboard, so move both of your characters onto the lift and ride down two levels below. *Do not ride the lift with only one character.* Before descending, move the partner character onto the platform with the C stick.



The first door leads out to the dam, which is currently overflowing and impassable. Two **Green Herbs** can be mixed together if recovery items are lacking, but the Lurker will probably show up if you hang around too long. Go back inside the plant and head south within the lower final treatment room.

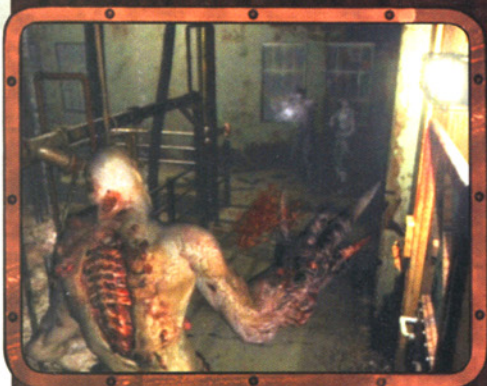


Proto-Tyrant

Recommended Weapon: Magnum

Backup Weapon: Shotgun

Programmed to pursue its victims to the far ends of the planet, Rebecca's stalker emerges from the waters for a second showdown. Fortunately, Billy can assist the young rescuer this time.



Equip Rebecca with the Magnum and fire two to three shots at the Proto-Tyrant from the first corner. Then turn and flee to the southeast before it leaps at your characters.

When the Magnum runs dry, equip Rebecca with the Molotov Cocktails and switch to controlling Billy with the Shotgun. The camera angles are less advantageous at the back

of the room, so if your gunshots manage to knock down the viscous creature momentarily, seize the opportunity and run back to the west side of the room. The idea is to get Rebecca and Billy out of the corner where the Proto-Tyrant attempts to block them in. At the very least, you want to place a character on either side of the prototype monster to enable attack from both sides.



With two characters at your command, this battle is much easier than the previous one. However, it is also more difficult to keep track of two characters' status. Use recovery items as needed, which will be often.



LOCATE THE MOTHERBOARD

When the Proto-Tyrant finally eats the floor, press the button to lower the ladder on the east wall. The only item on the level above is the **Motherboard**, which is on the ground where it fell from a nearby circuit board. Take this item and return to the gondola control room.



DAM CROSSING

Replace the Motherboard in the control panel, and the gondola will arrive. Only Rebecca is small enough to ride in the box, so climb in and send her to the west side of the plant.



Investigate the control panel on the left. Rebecca will drain the floodwaters from the dam, and Billy can cross over to join her. A pack of **Acid Grenades** is near the top of the destroyed staircase.



Switch over to Billy and ride the lift down from the gondola control room. Exit to the dam, and collect the green herbs if you didn't before. The Lurker will appear once again as Billy is crossing the lower section of the bridge. Climb the west ladder quickly and go inside.

BUILDING A BETTER BATTERY

Head left from the door and pop the heads off some zombies milling about. A box of **Shotgun Shells** sits in the top corner of the room. A magnetic card reader locks the door at the end. Grab the **Handgun Bullets** from the bottom of the stairs, and then unlock the north door and exit.



Although you can see an item on a shelf above the specimen tubes, Billy needs Rebecca's help to reach it. Go upstairs and blast the Plague Crawler roaming around the lab. Then switch to Rebecca in the dam control room. Unlock the north door and regroup with Billy in the chemical lab. Exchange items to clear space in Rebecca's inventory, and transfer the **Acid Grenades** to Billy. Then Billy should pick up the **Acid Grenades** in the northeast corner of the lab.

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Switch over to Rebecca and extract the **Blue Chemical** from the cylinder near the door. Mix the Blue Chemical with the Red Chemical to form **Sulfuric Acid**. This must be diluted somewhat for use in a battery, so take the **Industrial Water** from the side table and mix it with the Sulfuric Acid to make **Battery Fluid**. Equip Rebecca with the Handgun. Billy should be the main character, equipped with the Shotgun. Head downstairs.

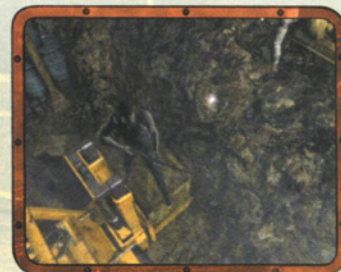
Examine the item on the shelf overhead. Give Rebecca a boost to the shelf, and she grabs the **Empty Battery**. This triggers a dangerous event. Afterwards, combine the Battery Fluid with the Empty Battery to create a **Hi-Power Battery**.



FORKLIFT OPERATION

Head back upstairs to the chemistry lab and unlock the north door. Return through the west side of the Treatment Plant, where the forklift sits.

Split up your team, and then navigate Billy on top of the crate loaded on the forklift. Then move Rebecca to the side of the vehicle and insert the Hi-Power Battery. Use the device, and Billy will grab the **Keycard**. With this final key item in your hand, it's now time to prepare for the exciting end of the game. Be sure to equip your characters properly, and watch out for surprise attacks from the Lurker in this area.

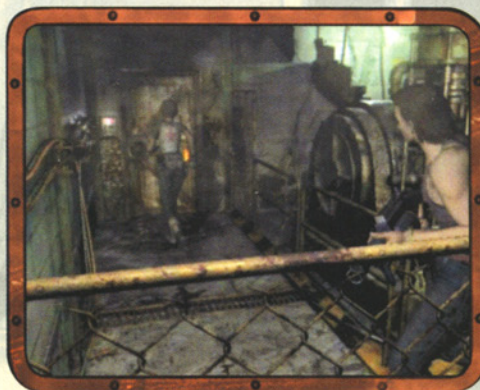


INVENTORY CHECK

Billy should tote the heavy weaponry while Rebecca the medic takes charge of recovery items. Billy should be equipped with the Shotgun and Shells, and should carry the Grenade Launcher loaded with Acid Grenades and normal Grenades as backup. Rebecca should be equipped with the Magnum, and should carry Magnum rounds, Molotov Cocktails, and the Keycard. Her remaining slots should be filled with recovery items.

CORRIDOR TO DOOM

Return to the magnetic card reader on B9. Use the Keycard to unlock the door, and then discard the card. Proceed across the area and pick up the **Magnum Ammo** near the door on the other side. Set both of your characters to Attack mode so that either one will continue the battle if you have to switch perspectives.



Queen Leech, 1st Form

Recommended Weapons: Magnum, Shotgun

Backup Weapon: Grenade Launcher

The upright humanoid form of the Queen Leech is the most powerful creature you've encountered yet, so a great deal of teamwork and maneuvering is required. With Rebecca as the main character, Billy does out the Shotgun blasts. Rebecca fires the Magnum while applying first aid to both characters.



A box of **Magnum Ammo** is located in the southeast corner of the room. At the outset, turn and run through the narrow parts of the room until Rebecca reaches the ammo. With any luck, Billy and the Queen will follow. Once the Queen is

traveling through the tight corridor, split up your team and use the center opening in the corridor to get behind the monster. Blasting the creature from both sides, you should be able to inflict a lot of damage and confuse the monster.

A subtle transformation occurs after you've inflicted some damage, and tentacle grabs can now become a problem. If Rebecca is grabbed, wiggle the shoulder and face buttons fiercely to break free. If Billy is grabbed, toss a Molotov to free him more quickly.

Keep tabs on your team's status at all times. If things get too tough, you can always regroup and exit to the previous corridor. When Billy needs first aid, move Rebecca close to him and exchange an item to place a First Aid Spray or Mixed Herb into his inventory. Switch item menus, and use the item on Billy. Then switch back and return to Billy the item that had to be exchanged. If Billy runs out of Shotgun ammo, equip him with the Grenade Launcher. If Rebecca runs out of Magnum rounds, drop the weapon and equip the Molotovs. Keep the Queen Leech trapped in the corner and blast it!



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DOUBLE-KEYED EXIT

When the Queen Leech is toppled, she drops two **Shaft Keys**. The gold one is for the left panel beside the exit, and the silver one is for the right panel. Rebecca should pick up one key and Billy the other. Move to the exit and split up your team. Position the main character in front of the appropriate console, and use the C stick to move the partner in front of theirs. Use one key, and then switch characters and use the other to open the sealed doors.



The next room is a supply smorgasbord. Use the **Ink Ribbons** to save your game at the typewriter. Leave them nearby. The **Handgun Bullets** next to the save device are practically useless. You'll also find two **First Aid Sprays**, **Shotgun Shells**, and **Grenades**, plus a **Green Herb** and **Red Herb**. Rebecca should mix the herbs and then collect the sprays. Billy should stock up on ammo. If Rebecca is out of Magnum rounds, equip her with any remaining Molotov Cocktails. Then move to the elevator platform and start it.



Queen Leech, 2nd Form

Recommended Weapons: Magnum, Shotgun

Backup Weapon: Grenade Launcher

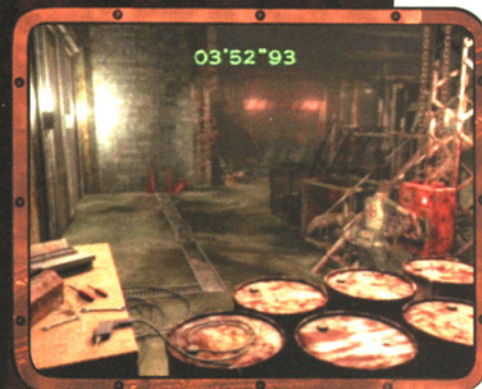


Your combat with the final boss consists of two rounds. The first round takes place near the elevator landing. Switch to control of Billy and pound the creature with Shotgun blasts. If Rebecca is standing too far back and is not attacking the creature, move her toward the enemy with the C stick. Pummel the creature incessantly, or it will tackle and scatter your characters. You have five minutes to subdue the Queen.



After inflicting a good amount of damage on the Queen, Billy and Rebecca determine that sunlight will kill it. The Gate Operation Manual is obtained. Read it thoroughly, because when you exit from the file, you will have only four minutes and thirty seconds to complete the game!

The objective is for Billy to protect Rebecca while she manually operates four lock releases in the hangar. Rebecca needs approximately thirty seconds to turn each valve and release each lock. If the Queen attacks her during that time, she will have to start over. Therefore, you must monitor Rebecca's health as well as Billy's, but you cannot control Rebecca.



Billy must use his arsenal to draw the Queen away from Rebecca. Blast it with the Grenade Launcher until it flips over and comes after Billy. Staying directly in front of the Queen is suicide, since it causes massive damage through tackling. If Billy takes damage, you must run to Rebecca and exchange a recovery item from her. Then you must work that much harder to lead the Queen away from Rebecca. Avoid damage at all costs.

If you inadvertently lead the Queen into a tight corner, especially one that Rebecca needs to reach in order to turn a valve, use one of the raised platforms to escape. Blast the creature from behind and lead it away from the valves. The best strategy is to try to goad the Queen into fighting Billy directly in front of the trashed elevator, where it can't block Rebecca's progress. As long as you spread the timing of your shots, you should have enough Shotgun and Grenade Launcher ammo to keep the Queen distracted from Rebecca.



CLEAR GAME!

When Rebecca unseals the final lock and sunlight floods the hangar, you've beaten your first game of *Resident Evil O!*

But the fear isn't over yet. The Appendix shows you what kind of rewards you can garner from clearing the game.

7
Walkthrough

Train
Training
Facility
Facility
Basement
Training
Facility
Revisited
Laboratory
Factory
Treatment
Plant

Appendix

Now that you've experienced the preemptive horror, it's time to delve even deeper. This section lists the secrets and bonuses that are unlocked when you finish *Resident Evil 0*, and it should also enlighten you on the kinds of secrets you might still unlock in future games. Naturally, this is the very last chapter of the book you should read, so as not to spoil the story or the fun in advance!

Secrets of Resident Evil 0

Aside from the inside secrets of the Umbrella Corporation, the game is also full of bonus items and secret weapons to unlock. Some items you can gain merely by completing the game in a short amount of time. Other items are gained only by completing the extra game.

RANKING

Following the climactic ending and the credits, your game ranking will appear onscreen. Ranking is determined solely by the total game time. In Easy mode, you can only unlock the Leech Hunter extra game and win its prizes.



Rank	Time	Bonuses Unlocked
S	3:30 or less	Closet Key, Sub-Machinegun, Rocket Launcher, Leech Hunter
A	5:00~3:31	Closet Key, Sub-Machinegun, Leech Hunter
B	7:00~5:01	Closet Key, Leech Hunter
C	9:00~7:01	Closet Key, Leech Hunter
D	9:01+	Closet Key, Leech Hunter

S.T.A.R.S. BULLETIN

Reducing Game Time

Lowering your game time in *Resident Evil 0* might be harder than you expect! Even if you skip every single cinematic, including the closing credits, you still won't be able to finish fast enough to clear an S (Superior) ranking. The complexities of juggling items between two characters, plus the need to backtrack and haul items from the previous stage to the next, can bog down your game time. In order to finish the mission quickly, you'll need as many unlimited weapons as possible so that ammunition no longer hogs item slots. The way to obtain unlimited weapons is by mastering the Leech Hunter extra game. Give this tough mini-game a try before delving into your next adventure.



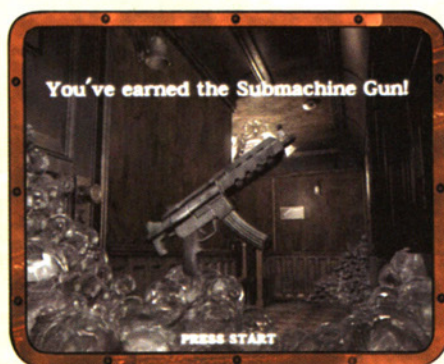
BONUS ITEMS

What would survival horror be without great rewards for great achievements? Complete the game in a certain amount of time and you'll unlock cool new features that make replaying the main game even more fun!

Closet Key: Clear the game on Normal or Hard mode. The Closet Key item is added to Rebecca's inventory at the start of a new game. This key unlocks a door inside the room where the Hunting Gun is found, on the second floor of the Train's third car. Once Billy and Becky both pay a visit to this wardrobe, they can wear hip new outfits for a fun night out. Rebecca can don either a cowgirl outfit or a chic leather teen-idol costume, and Billy is cool in an Armani suit and sunglasses. The extra costumes are also available in the Leech Hunter extra game.



Sub-Machinegun: Clear the game and obtain an A or S ranking. The Sub-Machinegun should appear onscreen before you save your game. At the start of your next game, Billy will have this awesome double-slot weapon in his inventory. The Sub-Machinegun is loaded with a massive clip of bullets. But when it runs out, your new toy is useless. It's important to obtain the low-rank Sub-Machinegun bullet prize from the Leech Hunter extra game so that your great new weapon never runs out of ammo. Billy or Rebecca can tear an entire room up with this awesome firearm!



Rocket Launcher: Clear the game with an S ranking, and then start a new game from your save. This high-powered missile launcher will be in Rebecca's inventory from the start. The Rocket Launcher is the ultimate weapon, destroying anything it hits with a single shot! Unlimited ammo makes the holder of this weapon practically invulnerable.



EXTRA GAME: LEECH HUNTER

Leech Hunter is an additional game that's unlocked when the main scenario is cleared in Hard, Normal, and Easy modes. The two characters' secret costumes are usable from the outset; you just have to change the settings before starting. There's also a menu option that fully explains this fun and extremely daring challenge.

The object of the game is to explore the Training Facility and Facility Basement stages of the game, searching for Blue Leeches and Green Leeches. Billy can only pick up the blue ones, and Rebecca only gets to take the green. There are a total of 50 Blue Leeches and 50 Green Leeches in the game. The prizes get better as you collect more Leeches before exiting the Training Facility's front doors.



The difficulty of the game lies in the random placement of Blue and Green Leeches, the random appearance of enemies, and the random positioning of health items, ammo, and weapons. Due to these elements of the game, we cannot provide you with a solid walk-through. Item slot management is another problem. You can hold only 10 leeches in each item slot. Therefore, once you collect 40 leeches, the only item you'll be able to carry is a single-

slot weapon like a Handgun loaded with only one clip of bullets. Each character starts out with a Handgun, 200 bullets, and a First Aid Spray.

Two of the prizes in Leech Hunter carry additional benefits. The low-rank Sub-Machinegun Bullets prize places extra clips for the bonus weapon in Rebecca's inventory, and also in various new locations throughout the main game! Don't miss any of the large clips. Also, the Infinite Weapons prize for an A rank causes certain items, such as Molotov Cocktails, to appear much earlier in the game. Any of these great prizes will help immensely in clearing the main scenario in a faster time!



EXTRA GAME PRIZES

Rank	Leeches	Item	Note
A	100	All Weapons	Any weapon found has unlimited ammo
B	99~90	Magnum Revolver	Special weapon found in Train rm. 202
C	89~60	Hunting Gun	Unlimited in ammo when found
D	59~30	Handgun	Equipped Handguns are unlimited
E	29~1	Sub-Machinegun Bullets	Added to Rebecca's items

100 LEECHES

Here's the trick to capturing the full amount of Green and Blue Leeches: Explore the entire facility, kill all the monsters, but don't pick up any leeches. Check your map often, and be sure to explore every room. When all the monsters are dead, dump all of your weapons and other items. Go around once again, collect all the leeches, and head out the front doors. Simple!

Files and Documents

This section will help you get to the bottom of the conspiracy with all the files found in *Resident Evil 0*. Please note that some paragraphs have been compressed together to save space. They're transcribed in the order they're found on the Files menu. The two Player's Manuals are not included. Many of these files contain important clues and puzzle solutions!

COURT ORDER FOR TRANSPORTATION 1598A-7635

Prisoner name: Billy Coen

ID Number: D-1036

Former Second Lieutenant, Marine Corps

Age: 26

Height: 5ft. 9in.

Weight: 163 lbs.

Transfer Destination: Lexson Base

Convicted of First Degree Murder. Court-martialed and sentenced to death by the 0703rd Military Tribunal. Sentenced to be carried out upon arrival.

Samuel Regan, Commander, Donnell Marine Base

HOOKSHOT OPERATOR'S 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 of 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.

INVESTIGATION ORDERS

(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 re Will m Bark and 1st lives got o Unit. (The rest is torn and unreadable.)

NOTICE TO SUPERVISORS

When closing the dining car, supervisors are asked to switch off the automatic doors after ensuring all 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

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—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... 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... No. I can't think of that now. I have to concentrate on this investigation and make sure it goes smoothly.

BRAKE OPERATION MANUAL

Using the Brake control. The following three steps are necessary to operate the brakes:

Step 1: Activating 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 will be available for use.

NOTE FROM CONDUCTOR

The key card 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 this key is different. I'll look for it too, but if you happen to find it, please hand it in. Thanks in advance.

REGULATIONS FOR TRAINEES

TRAINING FACILITY MISSION

This Training Facility will raise a new generation of model employees to serve the future of the Umbrella Corporation. 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 global 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 employees, and they are to be considered the Law of this facility. Keep these words in mind at all times. Devote yourselves to your training, and bring honor to yourselves and the corporation.

James Marcus

Director, Umbrella Corporation Management Training Facility

NOTICE TO ALL STAFF

(This document is very old. Much of the writing is illegible.)

Regular meeting of the Vaccine 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.

MARCUS' 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 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 by experimenting on mere rodents. Only humans are 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 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 directors meeting and collect my just rewards...

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

Scholar 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.

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 run-down. 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.

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 to glory
All our hands
Cannot open the door to the heaven.

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 that 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 jost watching him.

Must maybe go

IF can but hwo

Dennis gone. I go

Hungry...

Help

Mom.

INMATES LIST

Correctional Institute Inmates List

Mathews, K. Deceased. Disposal Complete.	Terrence, O. Deceased. Disposal Complete.
Midge, D. Deceased. Disposal Complete.	Kait, A. Transported to Arklay laboratory.
Keith, W. Preserved as specimen.	Gerry, O. Deceased. Disposal Complete.
Savage, C. Transported to research facilities.	Scott, S. Transported to research facilities.
Royce, M. Transported to research facilities.	Mitchel, F. Transported to research facilities.
Davids, A. Preserved as specimen.	Kerry, T. Transported to Arklay laboratory.
Clarke, A. Transported to research facilities.	Roberts, A. Transported to research facilities.
Ellens, J. Transported to research facilities.	(Transported individuals to be deleted from the records.)

1ST INVESTIGATION UNIT NOTES

We are searching the facilities, and it looks like a lot of the chemicals have survived. Fortunately, the storage tanks are still all full. We have just started and there is 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; more a result of plain mismanagement. When we reopen the facilities, we will 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

MARCUS DIARY 2

(This page has been torn out.)

Trouble is unlikely, but I closed my babies up in a 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, the special stripping agent is necessary. No way Spencer's lackeys could figure out how to make it...

OLD PHOTOGRAPH

(There's something written on the back of the photograph.)

To James,

To Commemorate your Graduation, 1939

INVESTIGATOR'S REPORT

Dr. Marcus, co-founder, with President Spencer, of the 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 this 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.)

LEECH GROWTH RECORDS

February 3rd, 1978

Administered 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... Wonderful children. No one will take you away...

LABORATORY MANAGER'S DIARY

Today, under Director Marcus' 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's a loner. He isn't married, and he sure doesn't have any children...What did he mean?

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 with 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....

Amphibia

Injecting a frog with the virus resulted in an increase in leaping power and abnormal tongue growth. However, no change in mental ability was observed. Furthermore, an abnormal appetite resulted in the test subject randomly attacking all moving objects. Usefulness for B.O.W. is limited.

Mammalia

The Progenitor virus was merged with 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.

ABOUT BATTERY FLUID

Battery Fluid

The fluid used in batteries is a diluted solution of 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 dilute sulfuric acid solution is of a sufficient purity.

INVESTIGATOR'S REPORT 2

We should have finished with this dump long ago. When all this started, did anyone expect that there would be guns blazing away like this? We weren't told a thing about these creatures attacking us at the briefing...Guess they were a surprise to the head honchos too. The things in the woods—just starting to attack 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 on a friend. That's the only decision I have to make.

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.

GATE OPERATION MANUAL

To open the Heliport in case of emergency, follow these procedures:

Removing the lock:

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

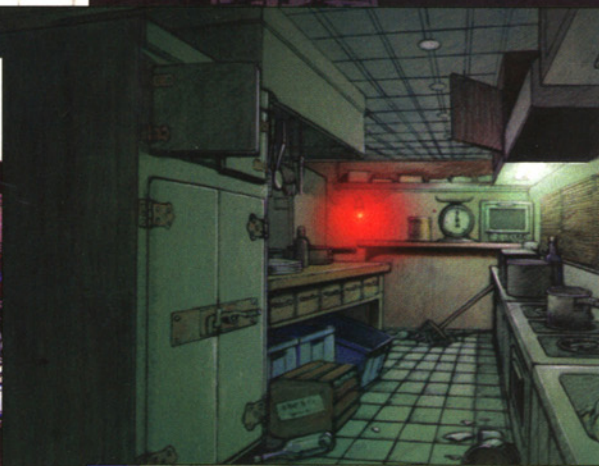
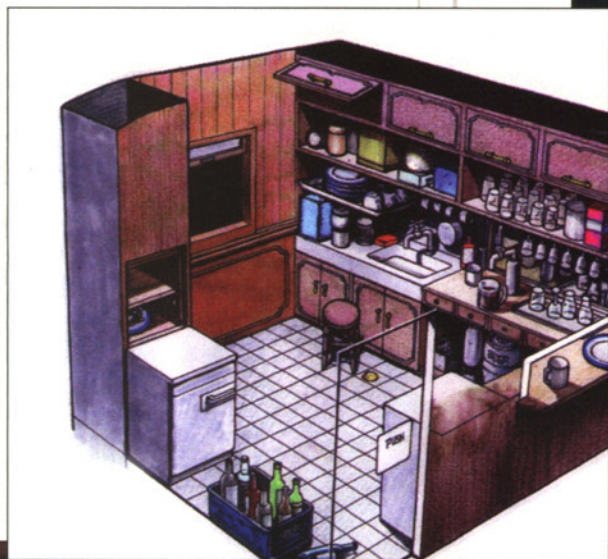
Turn all the handles to unlock the gate.

Concept Art Gallery

While *Resident Evil 0* was in preproduction, several dozen pieces of hand-drawn artwork were created to unify the design of the game. Capcom has allowed us to reprint it. We hope fans of the series will enjoy seeing the game in its infant stages and comparing how well the original design translated into the final version.

TRAIN STAGE

Throughout these designs for the train, you'll notice that there was a great amount of environmental detail from the very start. The Ecliptic Express has remained true to its original concept, but you'll notice slight differences in almost every area. The elegant dining car, for example, originally featured a full back wall with a fireplace instead of the window up to the roof. And one of the passenger cars was originally a second-class dining car with booths.

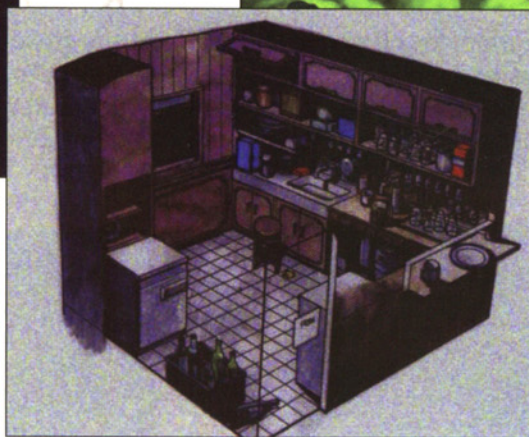
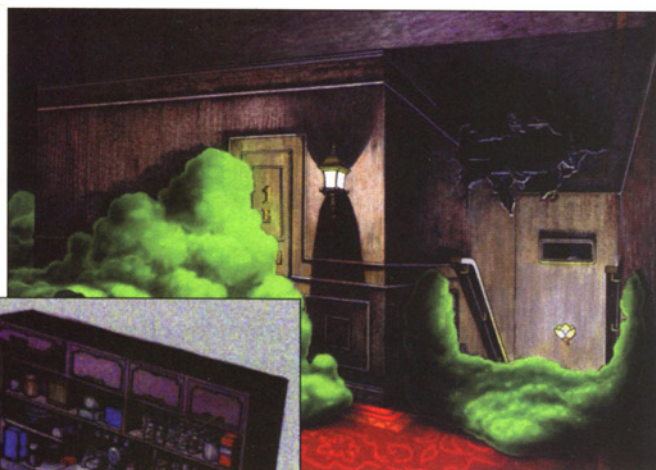
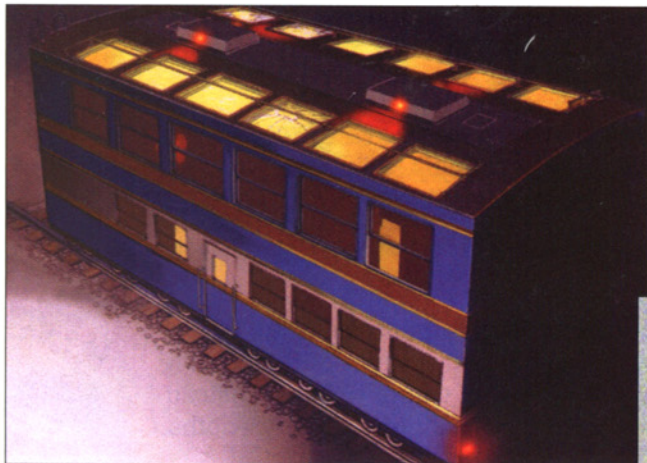


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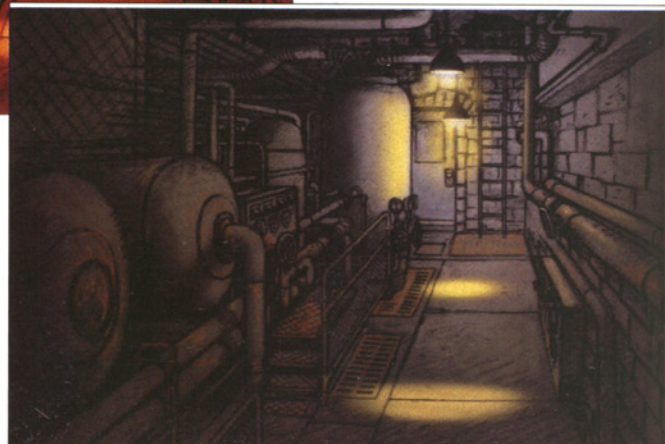
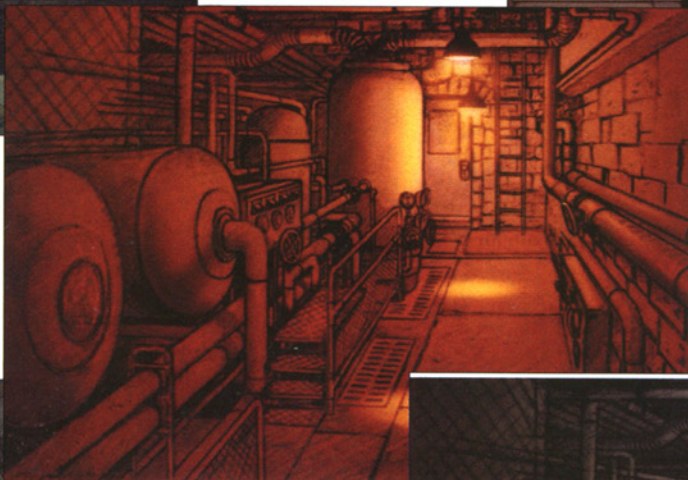
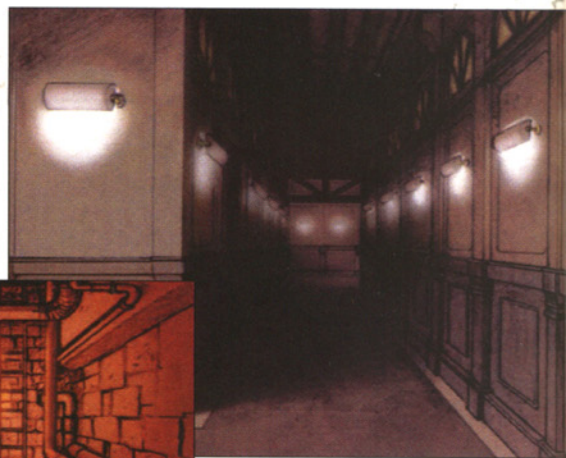
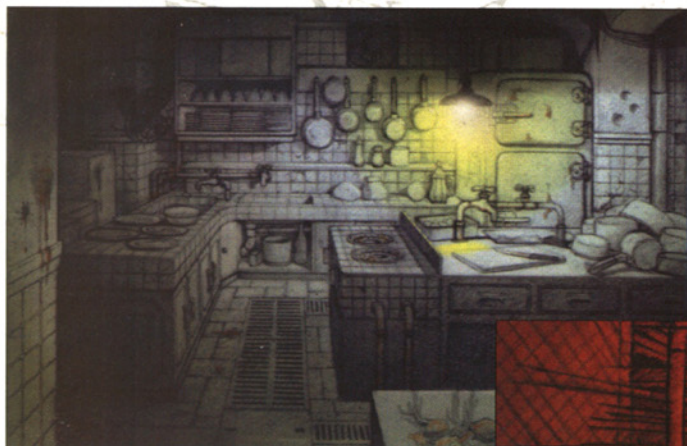
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TRAINING FACILITY STAGE

This section should be even more interesting, because every single area has experienced major changes. While the basic purpose of every room has remained consistent, it's quite obvious that this stage underwent major replanning from its original concept. Notice the areas that appear in duplicate, in two different colors. We can only speculate that there must have been puzzles or events that involved changing the lighting of certain rooms.





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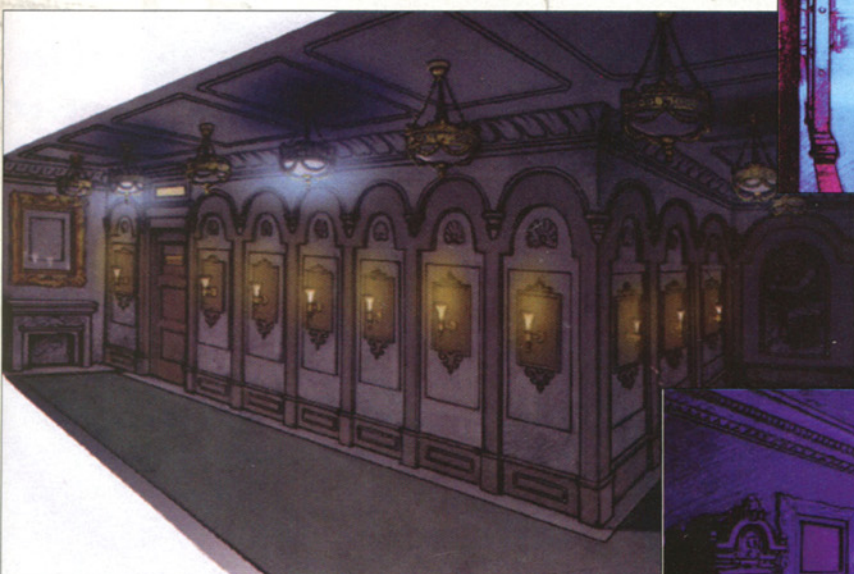


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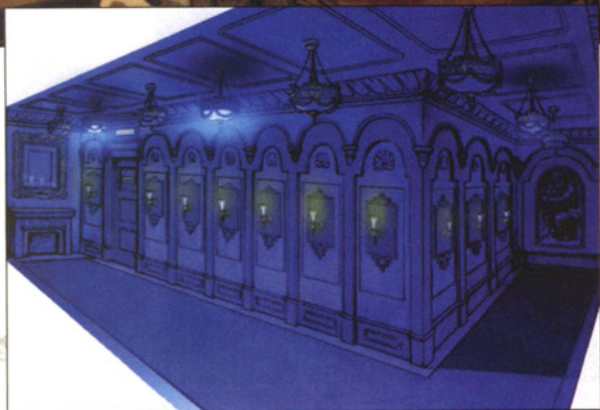
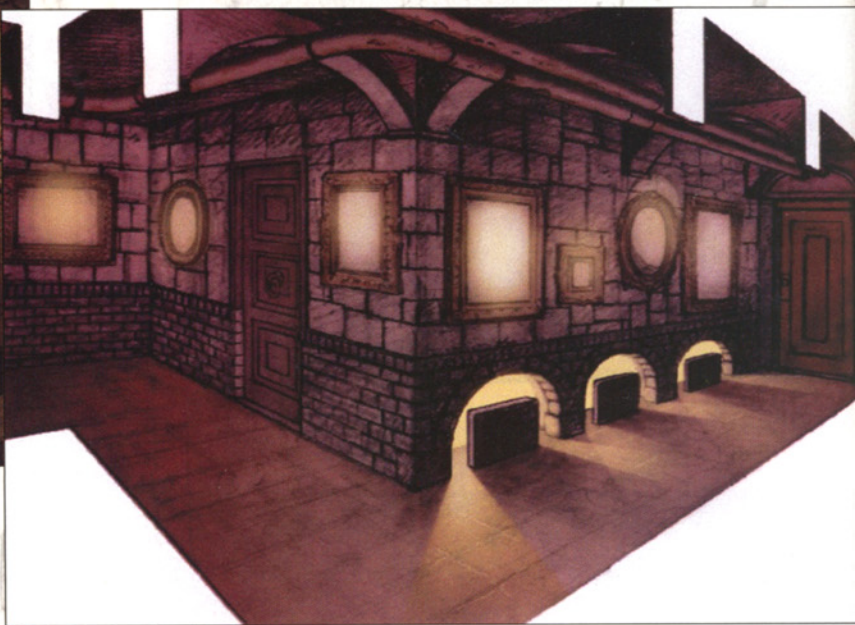
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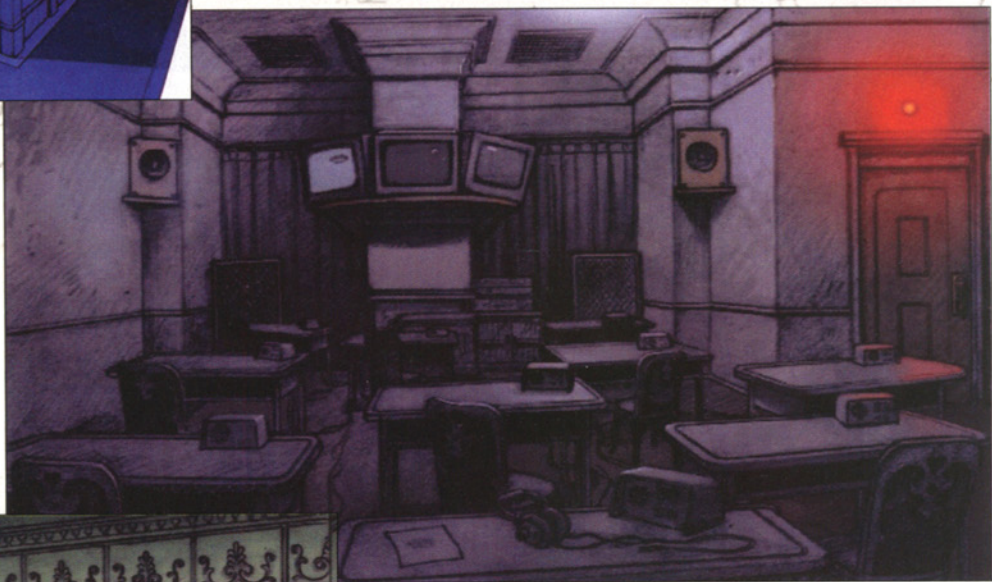


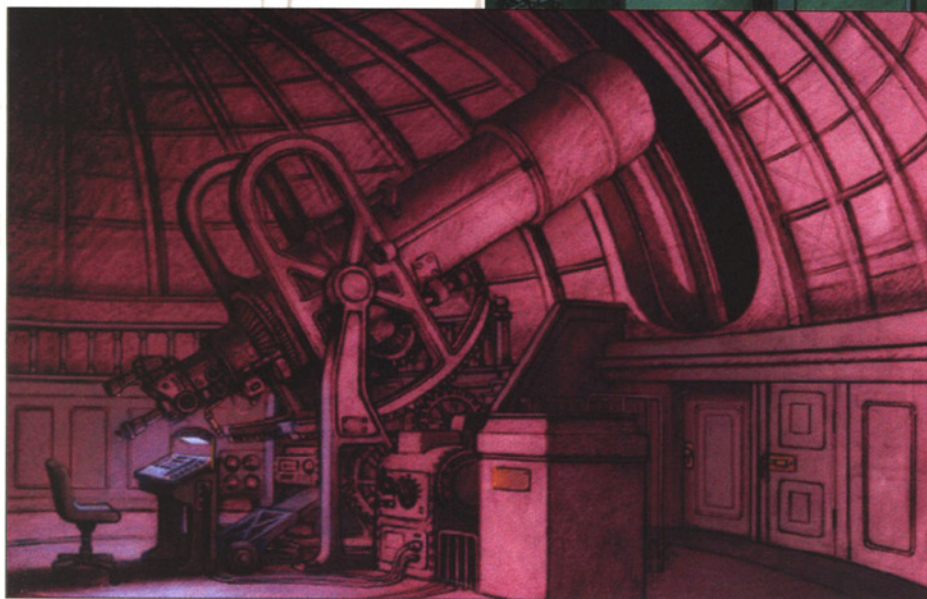
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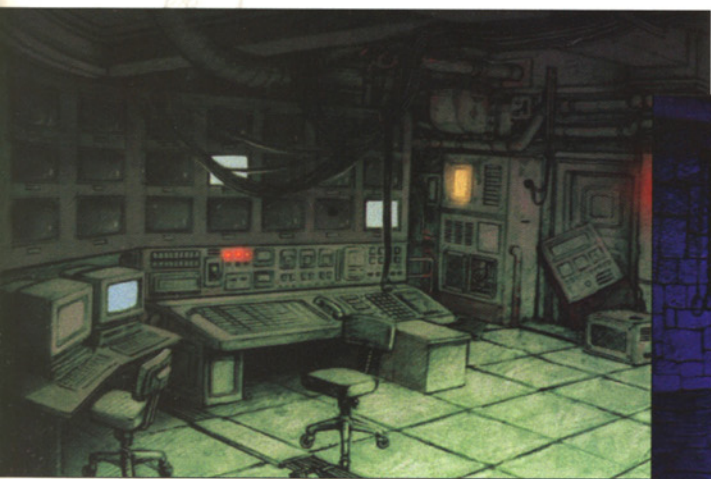
二の甲屋の水に硬くはなく

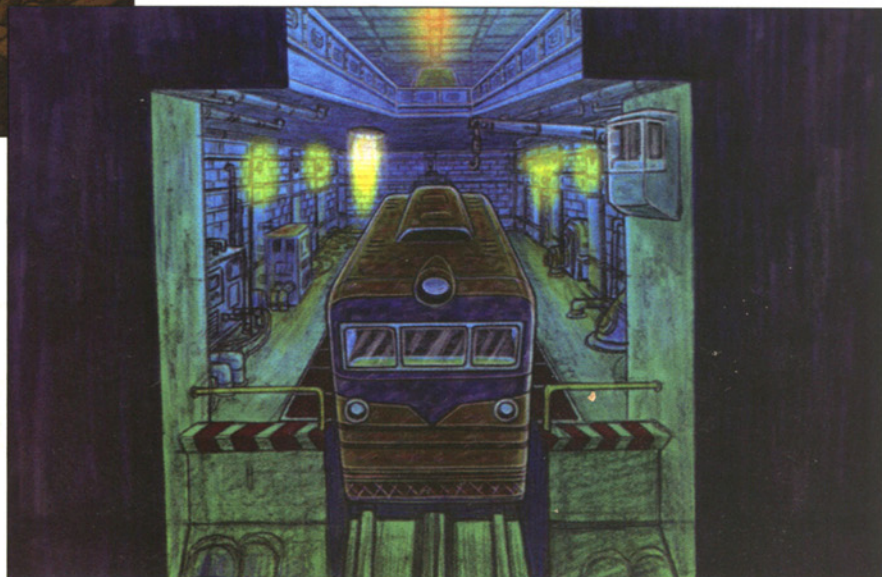
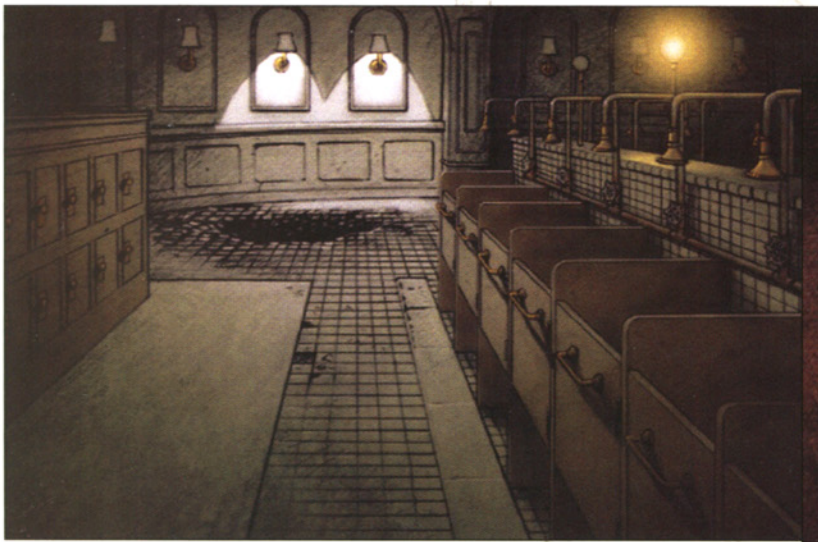




FACILITY BASEMENT STAGE

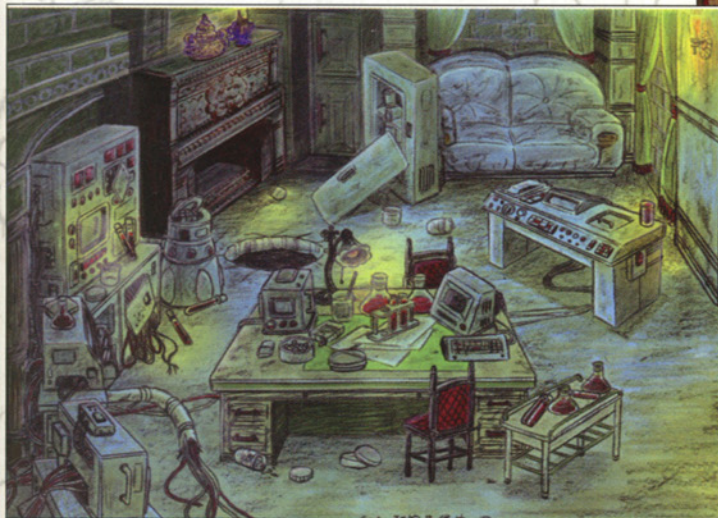
The basement underneath the Training Facility obviously serves an entirely different purpose than was originally intended. This stage is hardly recognizable from its concept art. The only area that slightly resembles the final game is the combat test area, with the racks full of useless guns. However, what is now the B.O.W. test chamber originally was nothing more than a shooting range. Thankfully, the makers of Resident Evil improved upon this idea!





LABORATORY STAGE

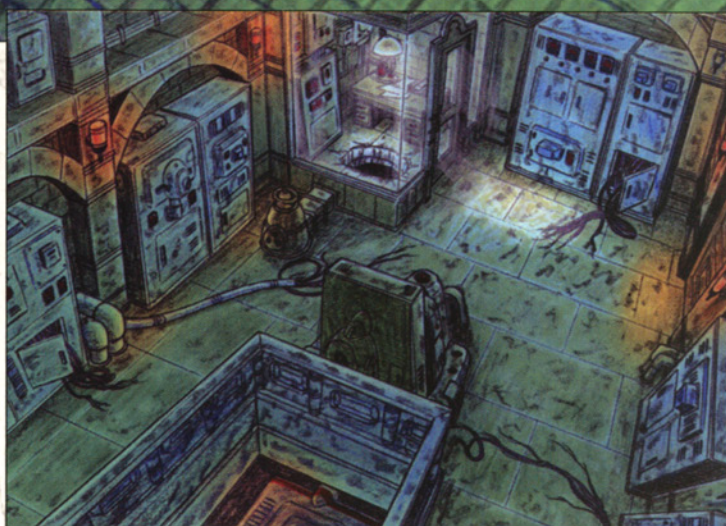
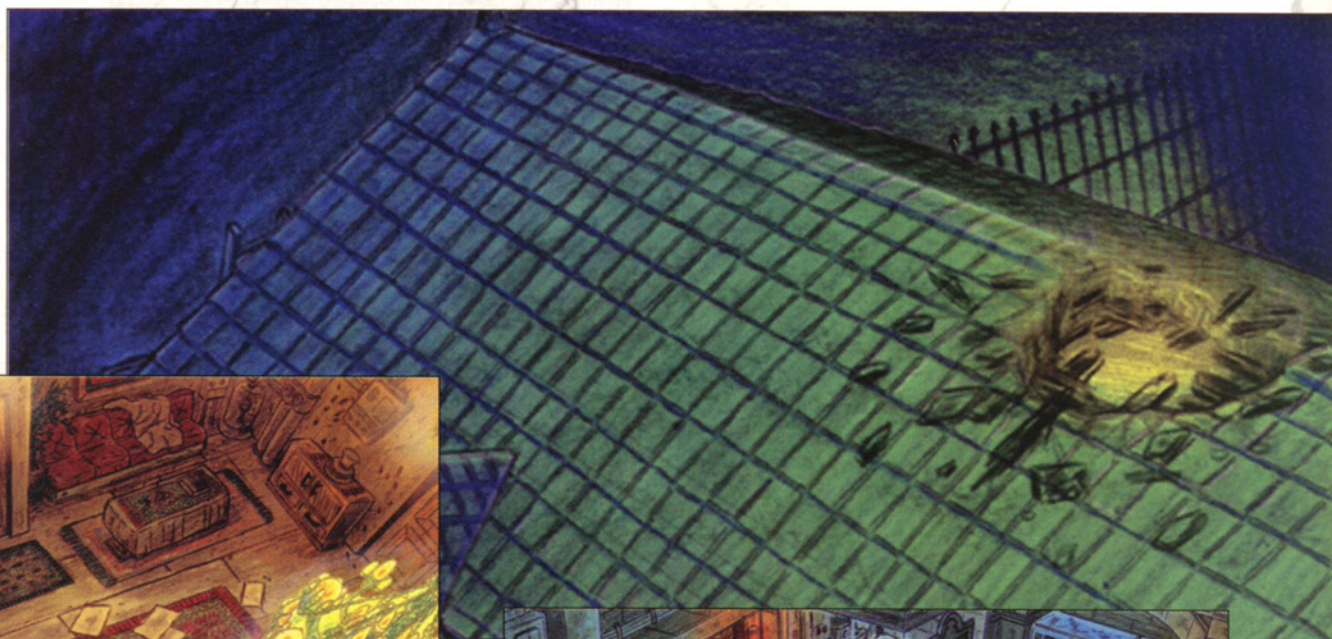
Not much is recognizable in these concept pieces either. However, you'll notice that including a cable car just like the one from *Resident Evil 2* was part of the ingenious concept all along. Also notice the hole in the floor inside the locked control room. This is a clear indication that the Hookshot was also part of the original game design, and thankfully this aspect was carried through.



星のように硬
が身は守
は実際のム

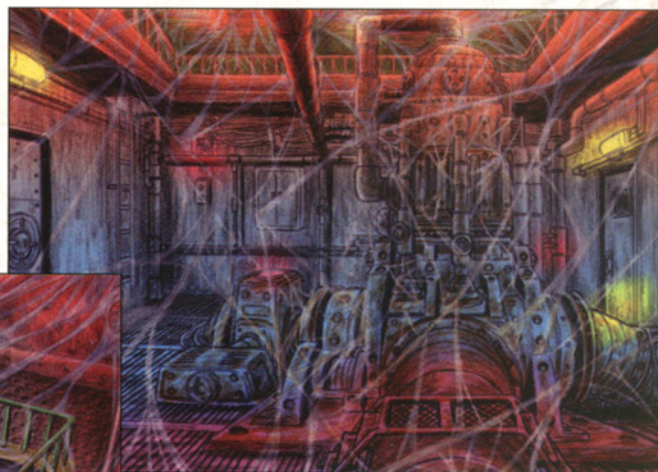
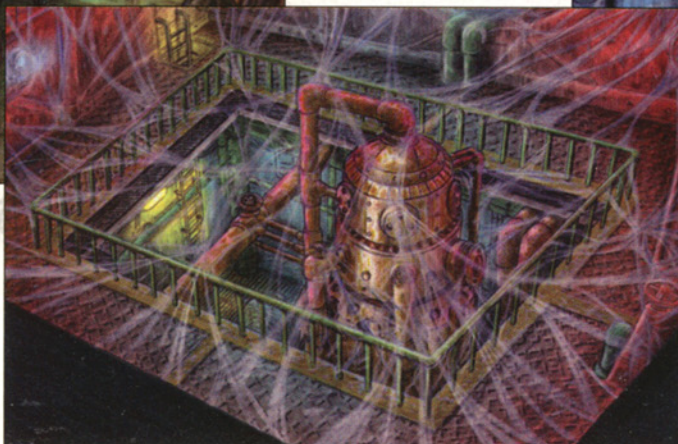
部には甲羅
面が硬くな
もが4が4な
とあります

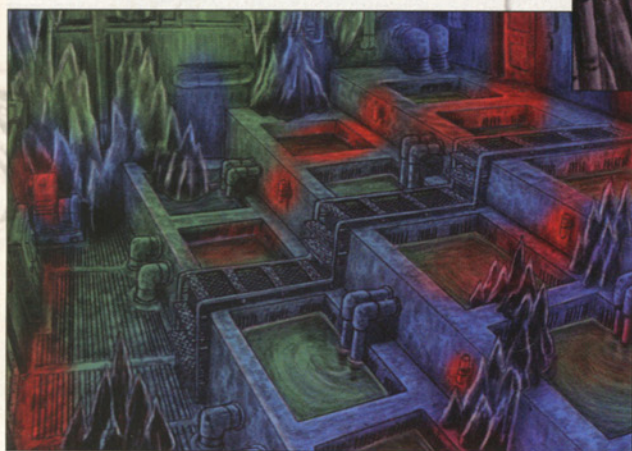
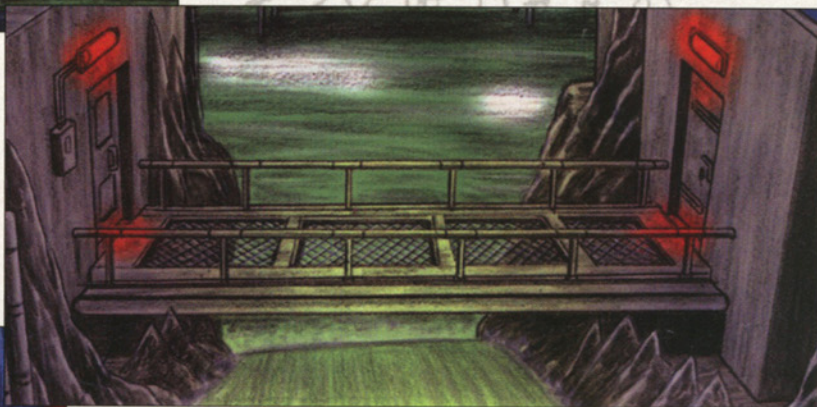
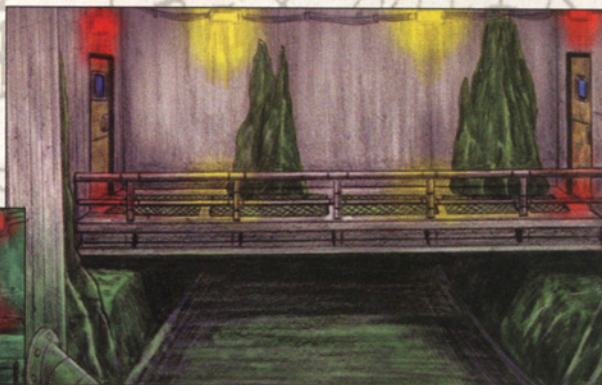
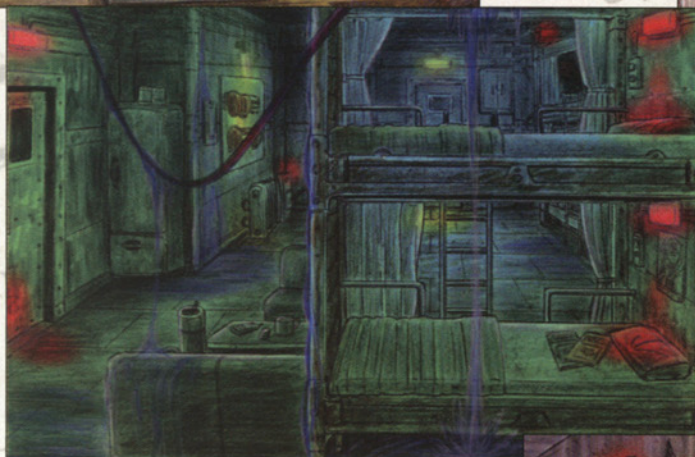




TREATMENT PLANT STAGE

One of two things is evident from this original concept artworks: Either the Treatment Plant originally was an abandoned area fallen into disuse, or the Giant Spiders were supposed to appear much more frequently in this stage. The Treatment Plant is yet another stage where very little has changed since preproduction.





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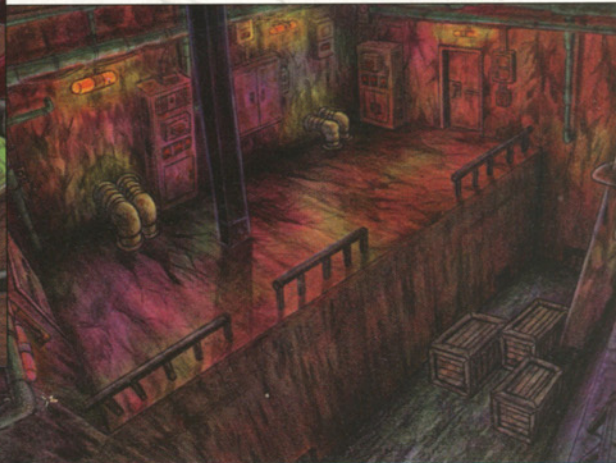
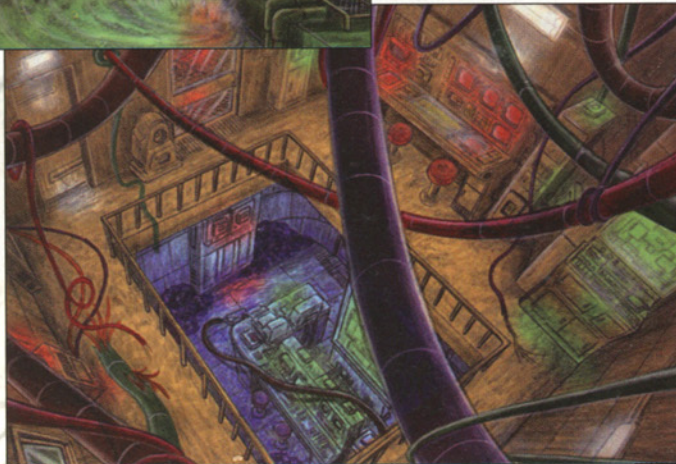
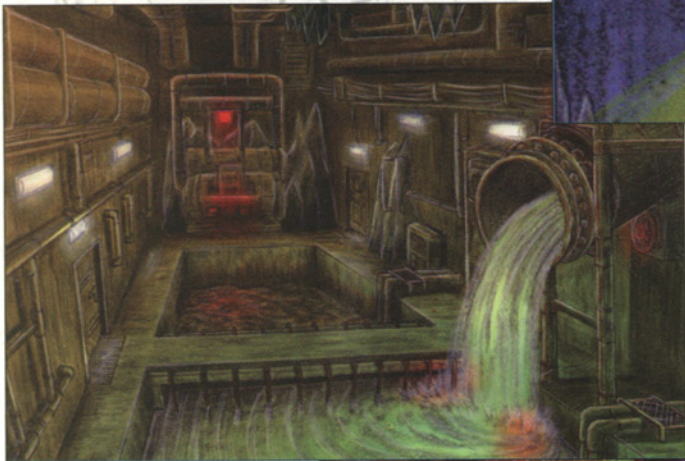
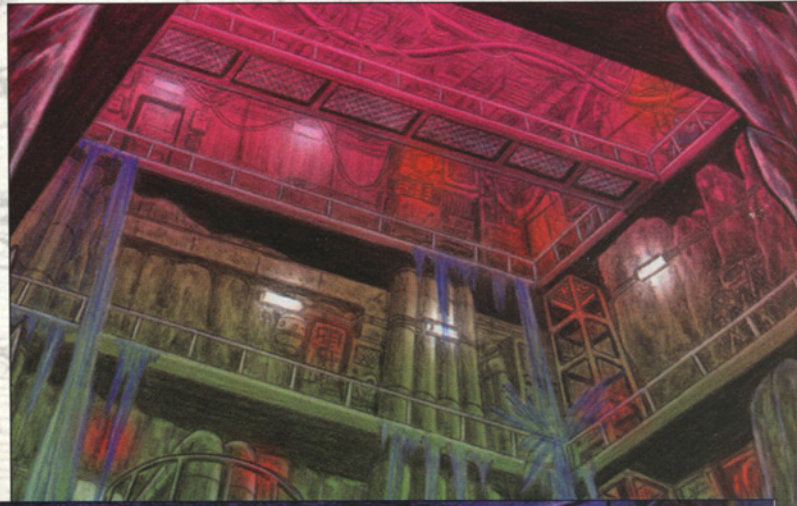
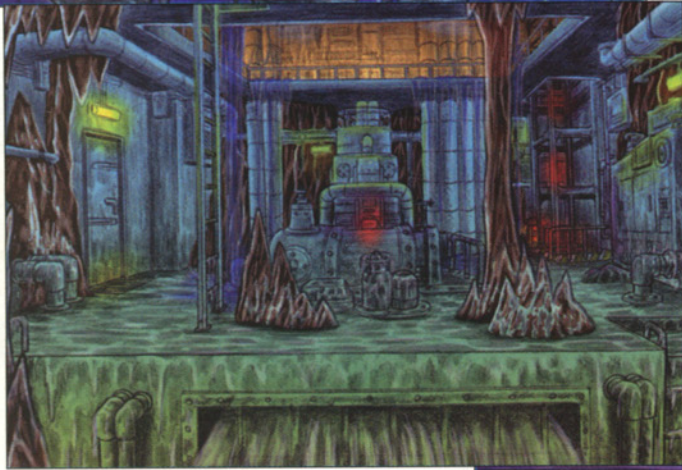
カ体の節は、ポリゴン数に
かぶって使います



のよに硬
が身は守
は実際の

部には甲羅
面が硬くな
もが4が4な
はあります





柔軟さはあります

ORIGINAL AMMO

Believe it or not, the ammunition boxes are entirely different than previously planned. The items in the finished game are modeled on those from other *Resident Evil* games, to unify the series.



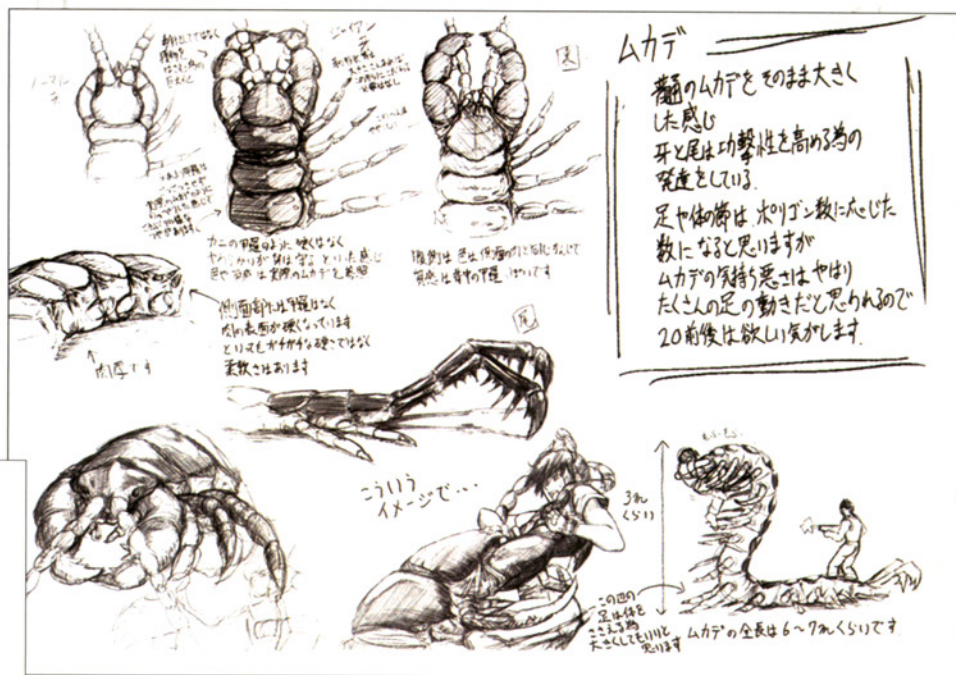
MONSTER CONCEPTS

In designing the monsters for *Resident Evil O*, much forethought went into the events that introduced certain fearsome foes. There are even some moment-by-moment concepts for certain events in the game, which you'll easily recognize. Some concepts here are for certain monsters. The concept was eventually discarded, but the monster remained.

下顎付近の構造図



DALI (仮)

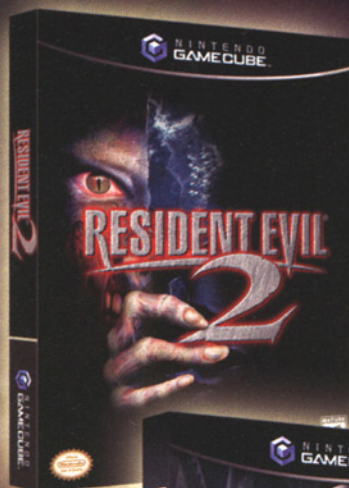


●エドワード
 ご指摘のありました
 左手の傷を少し減らしました



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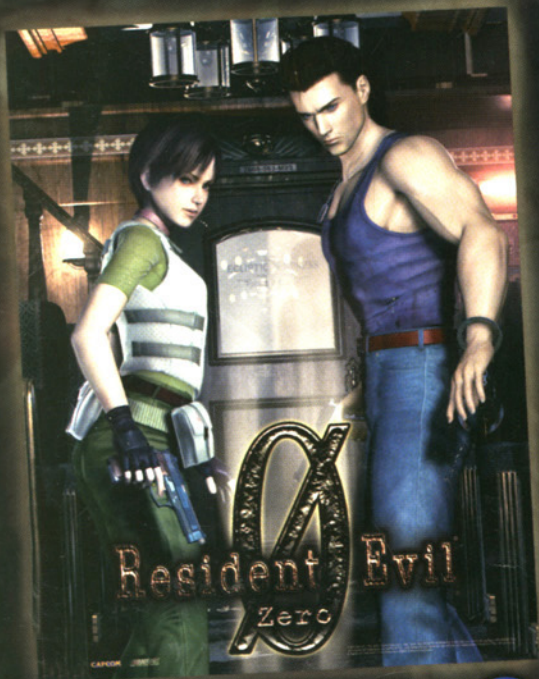
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