



, the free encyclopedia that anyone can edit.117,937 active editors 7,001,233 articles in English-language Wikipedia thanks its contributors for creating more than seven million articles! Learn how you can take part in the encyclopedia's continued improvement.GL Mk.II transmitter vanRadar, Gun Laying, MarkI, or GL Mk.I for short, was an early World WarII radar system developed by the British Army to provide information for anti-aircraft artillery. There were two upgrades, GL/EF (elevation finder) and GL Mk.II (pictured), both improving the ability to determine a target's bearing and elevation. GL refers to the radar's ability to direct the guns onto a target, known as gun laying. The first GL sets were developed in 1936 using separate transmitters and receivers mounted on gun carriages. Several were captured in 1940, leading the Germans to believe falsely that British radar was much less advanced than theirs. The GL/EF attachment provided bearing and elevation measurements accurate to about a degree: this caused the number of rounds needed to destroy an aircraft to fall to 4,100, a tenfold improvement over early-war results. The Mk.II, which was able to directly guide the guns, lowered the rounds-per-kill to 2,750. About 410 Mk.Is and 1,679 Mk.IIs were produced. 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GaillardPeter DavidAlan YentobGerry ConnollySebastian Bach1431 Hundred Years' War: After being convicted of heresy, Joan of Arc was burned at the stake in Rouen, France 1723 Johann Sebastian Bach1431 Hundred Years' War: After being convicted of heresy, Joan of Arc was burned at the stake in Rouen, France 1723 Johann Sebastian Bach1431 Hundred Years' War: After being convicted of heresy, Joan of Arc was burned at the stake in Rouen, France 1723 Johann Sebastian Bach (pictured) assumed the office of Thomaskantor in Leipzig, presenting the cantata Die Elenden sollen essen in St.Nicholas Church.1922 The Lincoln Memorial in Washington, D.C., featuring a sculpture of the sixteenth U.S. president Abraham Lincoln by Daniel Chester French, opened.1963 Buddhist crisis: A protest against pro-Catholic discrimination was held outside the National Assembly of South Vietnam in Saigon, the first open demonstration against President Ng nh Dim. 2008 The Convention on Cluster bombs, was adopted. Ma Xifan (d.947)Colin Blythe (b.1879)Norris Bradbury (b.1909)Wynonna Judd (b.1964)More anniversaries: May 29May 30May 31ArchiveBy emailList of days of the yearAboutSeventeen performing "Oh My!" in 2018South Korean boy band Seventeen made their debut EP 17 Carat in front of a crowd of 1,000 people. Since then, the group have held 9 concert tours, 13 fan meetings, and have performed at a number of music festivals and awards shows. Their concert tours include the Right Here World Tour, which sold over one million tickets, and the Follow Tour, which was noted by Billboard as being the top grossing K-pop tour of 2023. In 2024, Seventeen made their first appearances at festivals in Europe, when they were the first South Korean act to perform at Glastonbury Festival's Pyramid Stage and as headliners for Lollapalooza Berlin. Seventeen's live performances are well regarded by fans and critics alike, and garnered them the award for Top K-pop Touring Artist at the 2024 Billboard Music Awards. (Fulllist...)Recently featured: Accolades received by Top Gun: MaverickNational preserve76th Primetime Emmy AwardsArchiveMore featured listsIgnace Tonen (1840 or 1841 15 March 1916), also known as Nias or by his Ojibwe name Maiagizis ('right/correct sun'), was a Teme-Augama Anishnabai chief, fur trader, and gold prospector in Upper Canada. He was a prominent employee of the Hudson's Bay Company. Tonen was the elected deputy chief before being the lead chief and later the life chief of his community. In his role as deputy, he negotiated with the Canadian federal government, advocating for his community to receive annual financial support from both. His attempts to secure land reserves for his community were thwarted by the Ontario premier Oliver Mowat. Tonen's prospectors, This photograph shows Tonen in 1909. Photograph credit: William John Winter; restored by Adam CuerdenRecently featured: Australian white ibisHell Gate BridgeAnemonoides blandaArchiveMore featured picturesCommunity portal The central hub for editors, with resources, links, tasks, and announcements. Village pump Forum for discussions about Wikipedia itself, including policies and technical issues. Site news Sources of news about Wikipedia and the broader Wikimedia movement. Teahouse Ask basic questions about using or editing Wikipedia. Help desk Ask questions about using or editing Wikipedia. Reference desk Ask research questions about encyclopedic topics. Content portals A unique way to navigate the encyclopedia. Wikipedia is written by volunteer editors and hosted by the Wikimedia Foundation, a nonprofit organization that also hosts a range of other volunteer projects: CommonsFree media repository MediaWikiWiki software development Meta-WikiWikimedia project coordination WikisourceFree-content library WikispeciesDirectory of species WikiversityFree learning tools WikivoyageFree travel guide WikionaryDictionary and thesaurusThis Wikipedia is written in English. Many other Wikipedias are available; some of the largest are listed below. 1,000,000+ articles DeutschEspaolFranaisItalianoNederlandsPolskiPortugusSvenskaTing Vit 250,000+ articles Bahasa IndonesiaBahasa MelayuBn-lm-gCataletinaDanskEestiEsperantoEuskaraMagyarNorsk bokmlRomnSimple EnglishSloveninaSrpskiSrpskohrvatskiSuomiTrkeOzbekcha 50,000+ articles AsturianuAzrbaycancaBosanskiFryskGaeilgeGalegoHrvatskiKurdLatvieuLietuviNorsk nynorskShqipSlovenina Retrieved from " 2EP by Seventeen17 CaratEP by SeventeenReleasedMay29,2015(2015-05-29)GenreK-popdance-pophip hopLength16:48LanguageKoreanLabelPledis EntertainmentLOEN released on May 29, 2015, by Pledis Entertainment and distributed by LOEN Entertainment. "Adore U" was chosen as the lead single for the EP.17 Carat features five tracks written, co-written, and co-produced by Seventeen's group members. "Adore U" was chosen as the lead single for the EP.17 Carat features five tracks written, and co-produced by Seventeen's group members." "Shining Diamond" was used as a pre-single on the group's reality debut show. The group stated that the tracklist was chosen to reflect Seventeen's core concept of "boys' passion".[1] The album has two physical versions: one with a "black" themed photo card set, and the other with a "white" themed photo card set. All copies include a CD containing the songs and a fold-up poster/lyric sheet."Adore U' is a funky pop song about a teenage boy trying to navigate through puppy love."[3] It marks the beginning of the group's trilogy composed of the singles Adore U, Mansae, and Pretty U about a boy meeting, falling in love and asking out a girl. The track was composed and arranged by Woozi, Bumzu, and Yeon Dong-geon. The music video for the single was released on May 29, 2015, and was directed by Dee Shin. The dance choreography accompaniment to the song was choreographed by Hoshi and focuses on "storytelling, and on highlighting each member's strengths onstage".[4] The single has sold more than 38,000 digital copies and peaked at number 4 on the Korean Gaon Album Chart[6] and number 8 on the US World Billboard Chart. [7]Year-end listsCritic/publicationListRankRef.BillboardThe 10 Best K-pop Album of 2015Placed[8]Hoshi participated in the choreographed "Jam Jam".[9]Official track list[10]No.TitleLyricsMusicArrangementsLength1."Shining Diamond"WooziVernonS.CoupsKim MinjeongWooziMasterKeyRishiMasterKeyRishi3:242.""Adore U"" (; Akkinda)WooziVernonS.CoupsBumzuWooziBumzuYeon Dong-geon3:073."Ah Yeah" (Hip-Hop unit)S. CoupsVernonWonwooMingyuCream DoughnutRishi3:242.""Adore U"" (; Akkinda)WooziVernonS.CoupsBumzuYeon Dong-geon3:073."Ah Yeah" (Hip-Hop unit)S. CoupsVernonWonwooMingyuCream DoughnutRishi3:242.""Adore U"" (; Akkinda)WooziVernonS.CoupsBumzuYeon Dong-geon3:073."Ah Yeah" (Hip-Hop unit)S. 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Archived from the original on May 7, 2017. Retrieved February 17, 2024. Chart (in Korean). Archived from the original on May 7, 2017. Retrieved February 17, 2024. Chart (in Korean). Archived from the original on May 7, 2017. Retrieved February 17, 2024. Chart (in Korean). Archived from the original on May 7, 2017. Retrieved February 17, 2024. Chart (in Korean). Archived from the original on May 7, 2017. Retrieved February 17, 2024. Chart (in Korean). Archived from the original on May 7, 2017. Retrieved February 17, 2024. Chart (in Korean). Archived from the original on May 7, 2017. Retrieved February 17, 2024. Chart (in Korean). Archived fro countsorted list) See help page for transcluding these entriesShowing 50 items. View (previous 50 | next 50) (20 | 50 | 100 | 250 | 500) Main Page (links | edit) Coups (links | edit) Coups (links | edit) Coups (links | edit) Vernon (rapper) (links | edit)List of awards and nominations received by Seventeen (links | edit)List of Seventeen (links | edit)List of seventeen TV (links | edit)Teen, Age (links | edit)Al1 (links | edit)Bumzu (links | edit)Bumzu (links | edit)You Make My Day (links | edit)You Made My Dawn (links | edit)Seungkwan (links | edit)Edit)Seungkwan (links | edit)Bumzu (links | edit)Heng:gar (links | edit)Seungkwan (links | edit)Edit)Seungkwan (links | edit)Seungkwan (links | edit)Se (links | edit)Your Choice (links | edit)Going Seventeen song) (links | edit)Hoshi (South Korean singer) (links | edit)Attacca (EP) (links | edit)Hoshi (South Korean singer) (links | edit)Eace the Sun (links | edit)Left & Right (Seventeen song) (links | edit)24H (EP) (links | edit)ESS (band) (links | edit)EV (li 500)Retrieved from "WhatLinksHere/17_Carat"Resident Evil Zero launched for the Nintendo GameCube over 12 years ago, which not only makes me feel old but also makes me wonder whether such an antiquated game has a place on the current gen systems. As its name suggests, Resident Evil Zero was a prequel to Resident Evil, which also enjoyed a remake for the GameCube and was subsequently re-released in HD for the Xbox One last year. At the time, Capcom said it had been their fastest selling digital title to date, and it's not hard to see why. The more recent Resident Evil games simply aren't very good. Despite that, Resident Evil games simply aren't very good. Despite th ames, it also has a cheesy line of action-horror movies, all sorts of licensed books, merch, and more game spin-offs than should ever be necessary. You may like I never finished Resident Evil Zero as a kid; my dog's insatiable desire to chew on the GameCube's proprietary cables saw to that. So, I was heading with a nostalgic urge to finish what I began. Sadly, in 2016, I think nostalgia is potentially the best thing that Resident Evil Zero has to offer. Disclosure: This review was conducted on Xbox One using a copy provided by Capcom.Zero SumAs mentioned, Resident Evil Zero is a prequel, overlapping with the original game. You can control either
Rebecca Chambers, a rookie S.T.A.R.S. operative separated from her team in the mutant infested mountains from the original, or Billy Coen, a disgraced military lieutenant who recently escaped a trip to death row. Resident Evil Zero won't win any Oscars. The franchise follows a standard formula: biotech company attempts to play God, creating biological weapons for profit, viruses leak through various mishaps or sabotages, and then bad things happen. If you're a fan who hasn't played Zero before, you'll appreciate the additional insights for events leading into Resident Evil 2, particularly when it comes to the relationship between signature antagonists William Birkin and Albert Wesker. Though, for the most part, the plot is a forgettable affair. It serves mainly as an excuse for the game's various undead mutants and haunted locations, and it works pretty well in that role.Like Resident Evil HD before it, Zero's backdrops are at least hauntingly beautiful in their own artistic right. When it comes to visuals, Capcom hasn't done at least hauntingly beautiful in their own artistic right. massive amount of spring cleaning and part of that lies in the game's format. Like every Resident Evil pre-Code Veronica, the game relies on static pre-rendered backdrops that merely imitate a 3D environment. In previous generations, this allowed Capcom to create the illusion of something more detailed, but they also helped the game radiate a claustrophobic atmosphere with fixed camera angles. In 2016, such techniques have become unnecessary, and when Zero does feature a truly 3D object, they sit jarringly on top of the game's static art like low-poly invaders. That said, like Resident Evil HD before it, Zero's backdrops are at least hauntingly beautiful in their own artistic right. When you consider its age, Resident Evil Zero's locations are well-detailed, basking in that classic atmosphere that the most recent iterations have largely forgotten. The musical treatment is suitably eerie too, surrendering a mixture of moody orchestral tones, foreboding natural ambiance and occasional dead silence which often indicates an imminent, looming threat. Quiet is rarely good. Resident Evil Zero pulls off some interesting tricks to bring the static backgrounds to life. Light sources throw dynamic shadows from the game's horrific creatures, and surfaces like windows and puddles cast ghostly reflections. Despite the addition of widescreen and a bumped resolution, Resident Evil Zero will still require a little adjusting of expectations on your part. These issues repeatedly hint at the game's age, kicking you out of the immersion. Certain 3D models seem to have enjoyed a little polish, while others appear blurry and pixelated, as though they stepped out of the immersion. Certain 3D models seem to have enjoyed a little polish, while others appear blurry and pixelated, as though they stepped out of the immersion. Certain 3D models seem to have enjoyed a little polish. rendered cut-scenes, which present like YouTube videos streaming on dial-up. The visuals aren't the only thing that requires you to adjust Resident Evil Zero's awkward animations are like the product of passionate amateurs rather than a big budget powerhouse. These issues repeatedly hint at the game's age, kicking you out of the immersion. While Capcom could've done a little more to improve the graphics, some other aspects would've required far more investment. You can't upscale awkward, B-movie voice work, and you can't re-texture clich plot devices. Still, if you're picking up Resident Evil Zero, you'll likely forgive the quirks, given that it's an older game - a fact that's also reflected in its appropriate pricing. All things considered, Resident Evil Zero's design is on-point. It's easy to see what the same artists could've produced with today's technology and standards. Zero's design is on-point. It's easy to see what the same artists could've produced with today's technology and standards. core mechanics, and just like the game's grotesque experimental horrors, features introduced in Zero probably should've been left in a test tube. In Resident Evil 1 and 2, you were given the opportunity to play as one of two protagonists. Each had different strengths and weaknesses and were able to navigate the game's labyrinthine locations using different methods - discovering unique story aspects in the process. Resident Evil Zero reimagined this, allowing you to play as both protagonists at the same time. Zero introduces a modernized control scheme to improve this gameplay, allowing you to play as both protagonists at the same time. controls for turning on the spot, and moving forwards and backward. The new scheme provides a slither of modernization, but it's far from ideal - every time you enter a new camera scene you have to re-adjust your heading. You can customize the behavior of your A.I. partner, setting them to follow passively or aggressively attack anything that twitches. The classic Resident Evil games often had sequences where you'd get followed by a second character - extending that to the entire campaign probably seemed like a natural progression. Indeed, Resident Evil Revelations 2 and Resident Evils 5 and 6 ended up sporting the dual-protagonist gameplay as well, for better or worse. Unlike the previously-mentioned games, you're able to send Resident Evil Zero's protagonists to explore entirely different areas independently, switching between them at will. It seems like a good idea on paper, but in practice, it's a little clunky. Inventory management has long factored into Resident Evil's core fear factor. Managing diminishing supplies of ammo and healing items fed the game's tension, repeatedly forcing you to decide between fight or flight. To progress through the story, those early games forced you on complex item hunts, through decrepit mazes, solving puzzles, finding keys, maps, and other items all while evading various mutated horrors with depleting resources. Resident Evil Zero continues that tradition, but it goes completely overboard with it, wreaking havoc on the game's pacing. Both Rebecca and Billy have tiny inventories, and to account for that, Resident Evil Zero allows you to drop items on the floor should you need to free up space for an essential key item. Previous Resident Evil Zero allows you to drop items on the floor should you need to free up space for an essential key item. Previous Resident Evil Zero allows you to drop items on the floor should you need to free up space for an essential key item. Previous Resident Evil Zero allows you to drop items on the floor should you need to free up space for an essential key item. Previous Resident Evil Zero allows you to drop items on the floor should you need to free up space for an essential key item. Previous Resident Evil Zero allows you to drop items on the floor should you need to free up space for an essential key item. Previous Resident Evil Zero allows you to drop items on the floor should you need to free up space for an essential key item. Previous Resident Evil Zero allows you to drop items on the floor should you need to free up space for an essential key item. Previous Resident Evil Zero allows you to drop items on the floor should you need to free up space for an essential key item. Previous Resident Evil Zero allows you to drop items on the floor should you need to free up space for an essential key item. Previous Resident Evil Zero allows you to drop items on the floor should you need to free up space for an essential key item. Previous Resident Evil Zero allows you to drop items on the floor should you need to free up space for an essential key item. Previous Resident Evil Zero allows you to drop items on the floor should you need to free up space for an essential key item. Previous Resident Evil Zero allows you to drop items on the floor should you need to free up space for an essential key item. Previous Resident Evil Zero allows you to drop items on the floor should you need to free up space for an esse breaking storage box, allowing you to store weapons and other items for later retrieval at any other storage box throughout the game. Resident Evil Zero has no such mechanic, which means you'll end up scattering items all over the place - and find yourself frequently back-tracking through cleared areas to recover them as a result. Managing the influx of key items can be a convoluted and, frankly, infuriating affair particularly on the first play through. And, while the magical storage box system made no real-world sense, nor does having to drop a shotgun to pick up a key card. The game's protagonists even find the inventory management boring, taking on idle poses if you spend too long deciding which items to ditch. It wouldn't be so bad if you could leave one character with an empty inventory, reducing them to a key item mule, but Resident Evil Zero ensures you can't do that by forcing characters into situations where they either need to split up or fight alone. There's a lot of trial and error as a result of the game's messy inventory. management system. At one point, I fought a gigantic centipede boss who took Rebecca captive. At the time, Rebecca was carrying my best weapons and ammo. Billy wasn't carrying my best weapons and ammo. Billy wasn't carrying my best weapons and ammo. play, the dual-character approach does have some benefits. Some of the game's puzzles require you to think creatively, utilizing both characters up at will should you choose to, allowing you to cover more ground and potentially solve the game's maze puzzles more efficiently. It's even more fun in Zero's take on Game +1, which allows players to team up with the super-human Albert Wesker on the second play-through. On your first play through on Normal difficulty, though, combat scenarios often feel tuned to have two characters present, making it hard to judge whether or not splitting up is a good idea. Weighing up
the risks of splitting up is a good idea. Weighing up is quite an interesting concept, but the bigger, scarier risk is considering whether or not you'll end up having to Evil Zero are the ones that worked well in its predecessor. Resident Evil Zero is supposed to be a survival horror game, and it certainly has all the appropriate Resident Evil elements. Blood-stained, abandoned Umbrella Inc facilities, creepy text-files, shambling undead, but having an A.I. partner at your beck and call strips away that isolated feeling the fixed-camera usually imposes. Your A.I. partner will immediately fire at anything that moves, whether it's on-screen or not, eliminating the fear of not knowing what's around the corner. When combined with frequent trips to the inventory menu, the tension is diminished, Zero simply isn't very scary. The mechanics that work well in Resident Evil Zero are the ones that worked well in its predecessor. The item-hunting crawl is as satisfying as it always was, despite the inventory issues. Whether it's finding that desperate first aid spray as you're inches from death, there's plenty to love about Resident Evil Zero, particularly if you're a fan of those classic games.Normal mode poses a significant challenge in its own right. Ammo and health items are scarce, enemies are far more dangerous, and the game's bosses are as climatic as ever, albeit low in polygon count.Even though the story is adequate (if cheesy) and the classic core gameplay is there, the worst things about Resident Evil Zero were the new things it tried to do, sadly. Like the train in the game's first hour, the new mechanics only serve to derail what was an otherwise perfect formula. Zeroing InResident Evil 4, won nearly universal acclaim with many outlets calling it Game of the Year, but even as a kid I always felt somewhat disappointed with it. The complex labyrinths were straightened out and simplified, enemies arrived in waves, inexplicably dropping the correct types of ammo or healing items you specifically needed where's the fear in that? Resident Evil's transformation into an action series had begun. The fact Resident Evil 4 was originally designed to be a full-blown action game (later spun off as Devil May Cry) reveals how much Capcom had started to struggle with the franchise's identity. Zero has hit retail bundled with the remake of the original, titled "Resident Evil Origins", and it's as much a history lesson for Capcom as it is for people jumping into the series for the first time. Horror is a difficult genre to pull off for many reasons, particularly for large publishers who are perpetually under pressure to deliver massive sales. It's not enough to stick a bunch of zombies in a scary environment with spooky music, the gameplay has to strain the senses as much as the atmosphere, and the awkward features served up by Resident Evil's classic core gameplay is as rewarding as everAppropriately pricedDetailed, evocative environmentsCons:Partner gameplay is as rewarding as everAppropriately pricedDetailed, evocative environmentsCons:Partner gameplay is as rewarding as everAppropriately pricedDetailed, evocative environmentsCons:Partner gameplay is as rewarding as everAppropriately pricedDetailed, evocative environmentsCons:Partner gameplay is as rewarding as everAppropriately pricedDetailed, evocative environmentsCons:Partner gameplay is as rewarding as everAppropriately pricedDetailed, evocative environmentsCons:Partner gameplay is as rewarding as everAppropriately pricedDetailed, evocative environmentsCons:Partner gameplay is as rewarding as everAppropriately pricedDetailed, evocative environmentsCons:Partner gameplay is as rewarding as everAppropriately pricedDetailed, evocative environmentsCons:Partner gameplay is as rewarding as everAppropriately pricedDetailed, evocative environmentsCons:Partner gameplay is as rewarding as everAppropriately pricedDetailed, evocative environmentsCons:Partner gameplay is as rewarding as everAppropriately pricedDetailed, evocative environmentsCons:Partner gameplay is as rewarding as everAppropriately pricedDetailed, evocative environmentsCons:Partner gameplay is as rewarding as everAppropriately pricedDetailed, evocative environmentsCons:Partner gameplay is as rewarding as everAppropriately pricedDetailed, evocative environmentsCons:Partner gameplay is as rewarding as everAppropriately environmentsCo upscalingStory delivery hasn't aged wellIt feels as though Capcom is perpetually re-evaluating how to produce Resident Evil an excellent series resides in Zero in far greater abundance than it does in Resident Evil 6, and I hope that Capcom are beginning to understand why. Resident Evil HD set sales records for Capcom, inspiring the company to greenlight a full-blown Resident Evil 2 remake. If you're willing to adjust to the game's age (which Capcom fails to hide) Resident Evil Zero is a decent horror purchase for the patient and methodical gamer. If you're a long-time fan of the series, you'll enjoy what Zero represents. Besides cashing in, I like to think that Capcom is gauging interest in the classic formula and in that respect, Resident Evil Zero is a history lesson worth bringing back from the grave. See at Amazon Share copy and redistribute the material for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution You must give appropriate credit, provide a link to the licensor endorses you or your use. ShareAlike If you remix transform, or build upon the material, you must distribute your contributions under the same license as the original. No additional restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation . No warranties are given. The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. This page contains part two of IGN's walkthrough for Resident Evil Zero. This section covers the portion of the game that takes place inside the Umbrella Training Facility. The Basement Laboratory Factory Treatment PlantAs you emerge from the sultry sewer you're exposed to more of the twisting game plot. After the cinema ends you're left in the main hall of the Training Facility. Take a look around at your new home; there's a Type Writer and Ink Ribbon at the base of the stairs, along with some Red Herbs and Blue Herbs. In your new surroundings you might feel a bit awkward, so take some time to orient yourself with the Training Facility. From the bottom floor, on the east is the Dining Room, occupied currently by two zombies. On the west is an empty hallway. Up the stairs and to the north (near the statue of the woman with her empty scales) is a set of double doors that lead into the Classroom, and just west of that (along the narrow walkway) is our current target: a quaint Meeting Room. In the Meeting Room, first grab the set of notes on the coffee table. Flip through them to find the answer to a future puzzle -- 8:15. We'll get to that later. For the time being snag the Crank Handle from the armoire, and when the crows smash through the windows make a run for the door to appear back in the Main Hall of the Training Facility (don't waste your shots). Now let's go grab a real Shotgun. Go back downstairs and enter the Dining Room to the east, knock out the two zombies, and proceed through the door on the north, entering a narrow hall. Go east down the hall and through the door. You'll be in a store room with two zombies guarding your wanted Shotgun. Blast them down (preferably emptying your Hunting Gun -- you won't have the resources to supply it, making it a burden. Now that you're packing even better heat, return to the Main Hall (ignore the ladder in the back). Our next stop is the Classroom on the second floor of the Main Hall. Check into it, grabbing the Shotgun Shells and the Ink Ribbon from the northeastern corner. There's a set of notes on one of the desks which give you an insight to the rigidity of Umbrella. Once you're content exploring the Classroom walk through the only unlocked door there. In this hall are two stalking zombies -- it's safe to make your way to the first corner before standing your ground (it gives you a good camera shot). Take them down and walk through the first set of double doors. Welcome to the Library. On one side of the room is a set of Ink Ribbons, along with the Microfilm A (which you can ignore for now). What we want is the strangely designed lift on the other side. Get ready to rack your brain for this puzzle, but first make sure Rebecca to where she's standing on the lift -- split up your partners -- and stand Billy in front of the curious lift operator. Use the Crank Handle to send Rebecca upstairs... on her own.As soon as Rebecca reaches the top of the lift, entering the Clock room, she's pounced on by a plague crawler. Aim your shotgun down and blast the critter with two shots to the head, and finish the job with a pistol if necessary. As you walk forward another crawler will drop from the ceiling -- deal with it and then grab the Handgun Ammo on the table. Exit the room to appear outside. The area is guarded by crows, so make your trip through the area quick (just run forward towards the door). There are some Green and Red Herbs you can stop to
grab if you're interested, but right now we're just trying to unlock a door to allow Billy in. Through the door you'll enter a huge hall with glossy floors with some machinery on the east (we'll call this the Wet Room). Find the staircase going down, and open the door at the back of the short hall. You'll be out in the Main Hall again, and you can reunite with Billy. To get ready for your next big encounter heal up Billy as much as possible (or make sure he's got some machinery). Find the staircase going down, and open the door at the back of the short hall. herbage on him), then maneuver the duo through the door which Rebecca just unlocked. In the short hall (at the bottom of the stairs) enter the other door, take out the two plague crawlers, and examine around. On the short hall (at the bottom of the stairs) enter the other door, take out the two plague crawlers, and examine around. On the short hall (at the bottom of the stairs) enter the other door, take out the two plague crawlers, and examine around. On the short hall (at the bottom of the stairs) enter the other door, take out the two plague crawlers, and examine around. On the short hall (at the bottom of the stairs) enter the other door, take out the two plague crawlers, and examine around. the Grenade Launcher -- you're going to need them. Exit this quiet room and go up the stairs to the Wet Room. Have Billy inspect the machine and wind the chain. It will lift a cage in one of the empty pools on the west, granting Bebecca access to the Fire Key. Have Rebecca venture down into the pool to get the key, initiating this daring boss encounter. A t-virus injected centipede will emerge to snag Rebecca, and it's up to Billy to save her. The centipede moves in just about the same pattern the whole time (it varies just slightly, and not often), twisting around the two pillars. Start Billy off with the Grenade Launcher, and toss a round into the centipede's belly as it rears its head. When the creepy crawly advances move out of the way -- it won't make much attempt to harm Billy directly but getting touched by one of its hundred appendages will cause Billy harm. The centipede stops in two different spots, so learn the pattern quickly, and make your way back-and-forth, positioning yourself in front of one stopping point until he arrives, blasting him with a shot or two, then moving to the next. Once you've emptied your Grenade Launcher bring out the Shotgun and finish the job.With the Fire Key in hand, it's time to unlock some more doors. Maneuver your makeshift team back to the Main Hall, and return to the Dining Room downstairs. The two zombies are back, but this time they can be ignored (they're positioned differently). Run to the back of the main room where the Fire Key -- don't toss it out yet, there's one more door to unlock with it -- to enter the kitchen. In the kitchen are a couple items of interest; find both the Lighter Fluid and the Glass Bottles. Combine the Lighter Fluid with Billy's "personal" lighter to make it usable, and combine the Glass Bottles with any Gas Cans you may have found to make some yummy Molotov Cocktails. Return to the Main Hall and go back up the stairs and into the end, finding another door with the Fire Motif. Use the Fire Key for the last time to unlock it and enter an eerily dark room, the Study. Inside the Study is a small table, such that it gets stuck simply exit the room and return effectively resetting the position. Flip on the light switch in the northwest corner of the room to reveal the beaming item hidden by the moose's head; you'll find, strangely located, the Iron Needle. Also make sure to grab the Shotgun Shells and the Handgun Ammo while you're here. Return to the hallway and go through the double doors to reventer the Library. Use Billy's lighter on the candle in the northwest corner to unlock the door next to it. There are two zombies enjoying each others' company, and you'll have to blast them down. Hop up onto the tall step-up, and move the bookcase to reveal a book... Examine the book, open it and receive the Angel Wings. Return to the Main Hall, but not before you grab the Microfilm A sitting on the table outside the door you just unlocked. Now that you've got possession of the Iron Needle, it's time to take care of a very silly clock puzzle. Return to the Wet Room with Billy (leave Rebecca in the Main Hall for now) where you fought the centipede, and keep heading back to where Rebecca was lifted a while back (with the clock and the two plague crawlers). Use the Iron Needle to complete the clock, and then adjust the clock, set the minute hand to VIII. Once you've accomplished that daunting task set the clock to "hold" and watch the sparks fly as two doors in the Training Facility are opened. Make your way back to the main hall. Once you've returned to the Main Hall, enter the newly-opened door on the east side of the walkway (upstairs). You'll be introduced to a small clan of zombies which need to be killed -- don't worry too much though, as there's a box of Shotgun Shells in the back of the room. The main item of interest here, however, is the Microfilm A if you haven't already (again, it's in the Library). Now it's time to get rid of these silly items; from the Main Hall, go to the first floor and enter there have a first floor and enter the silly items; from the Main Hall, go to the first floor and enter the silly items; from the Main Hall, go to the first floor and enter the silly items; from the Main Hall, go to the first floor and enter the silly items; from the Main Hall, go to the first floor and enter the silly items; from the Main Hall, go to the first floor and enter the silly items; from the Main Hall, go to the first floor and enter the silly items; from the Main Hall, go to the first floor and enter the silly items; from the Main Hall, go to the first floor and enter the silly items; from the Main Hall, go to the first floor and enter the silly items; from the Main Hall, go to the first floor and enter the silly items; from the Main Hall, go to the first floor and enter the silly items; from the Main Hall, go to the first floor and enter the silly items; from the Main Hall, go to the first floor and enter the silly items; from the Main Hall, go to the first floor and enter the silly items; from the Main Hall, go to the first floor and enter the silly items; from the Main Hall, go to the first floor and enter the silly items; from the Main Hall, go to the first floor and enter the silly items; from the Main Hall, go to the first floor and enter the silly items; from the Main Hall, go to the first floor and enter the silly items; from the Main Hall, go to the first floor and enter the silly items; from the Main Hall, go to the first floor and enter the silly items; from the Main Hall, go to the first floor and enter the silly items; from the Main Hall, go to the first floor and enter the silly items; from the Main Hall, go to the first floor and enter the silly items; from the first floor and enter the silly items; from hall to the west. At the end of the hall is another of the clock-opened doors. Beware, though, as there may be a humanoid leech hatching in the hall as you pass. When you reach the projector to see an image -- it's a picture of the layout of the Classroom, with labels over the desks. Once you've checked out the picture the MO Disk is ejected. Take it with you, and let's return to the Classroom. Once you're at the Podium up front. The computer system installed will ask for a disk -- luckily you've found the MO Disk is ejected. Take it with you, and let's return to the Classroom. Once you're at the Podium up front. The computer system installed will ask for a disk -- luckily you've found the MO Disk is ejected. two-character password, and think real hard about how you want to enter it in (hint: you should be able to figure it out). Split up your characters and position them in front of the desks labeled accordingly (remember the picture you acquired by combining the Microfilms?). other, activating the second switch to complete the password. All those knight-guarded doors around the Training Facility. First door's first -- right there in the Classroom is the next point of interest. Go through the ornate doors to enter a hall with two zombies -- stay back and let them come to you. Just move down the hall until you're sure what to do. Moving the wrong piece (i.e. any piece other than the White King) will trigger the introduction of a poison gas into the room and that's bad. Alright, here's what you do, take a look, at the big board, see how the white king is in check? Move it south three spaces, east one space, and finally north two spaces. Once the puzzle is complete you'll see a short animation; the desk has slid open to reveal A book labeled: "EVIL" Retrieve the book from the desk, examine it, turn it towards where thespine is opposite of the screen, press A, then select, "Yes" when it asks to open it to uncover the Black Wing. That's one puzzle down, and the final piece to yet another -- how slick is that? Make sure you snag the Napalm Grenades, the Ink Ribbon and the Handgun Bullets scattered around the room before taking off for the hall.Balancing Good and EvilWith the Black Wing in hand you're ready to set into balance the scales of the female statue (y'know, in the Main Hall?). On your way back out, though, make a pit-stop at the Infirmary -- the door is in the same hall as the one to the Chess room, to the west. In the Infirmary are two zombies which pretty much need extermination, and then there's some loot. There are two Blue Herbs (use if you're poisoned), a can of First Aid Spray and some notes on one of the beds. Also have Rebecca examine the Green Canister in the back of the room, and put the chemical into her Mixing Set. Now let's go back to the Main Hall.It's time to gather up the various Statue parts if you haven't done so already -- again, the White Statue is in
the room where the Grenade Launcher was (near the Wet Room), and the Black Statue is in the Store Room (northeast corner of the first floor of the Facility). Combine the White Statue is in the Store Room (northeast corner of the first floor of the Facility). them to the statue of the lady with scales. Use the newly formed Statues to balance the lady's scales and uncover the door to (cue the trumpets)... the Training Facility Basement. Continue Walkthrough...Resident Evil Zero [2002] NewsLoad MoreHandgun Ammo (130)EasyOn some boxes next to the upper entrance. View detail | Show on map At the end of your visit in the facility, you will have to solve a puzzle in the Observatory. You will need three stone tablets for this. One of them is Unity Tablet that you've found in the basement (M3,8) (description in the Basement chapter). You can use the key from the basement to open the door on level 2F of the facility. Choose the eastern room when you've obtained in the facility. Choose the eastern room when you've defeated mutant insects and found the grenade launcher (M2,12). You can use the Facility Key that you've obtained in the facility is a narrow corridor with stairs (M2,11). (the test area with hunters) and open the door in this room. Before you go any further, make sure that Billy is using the grenade launcher and that it is equipped in Napalm Grenades (if you don't have this kind of ammo, look for it in the rooms that you've already cleared). The handle can be found in the room with the second leech zombie. In the next corridor (M2,27) there is a leech zombie behind the corner. The corridor is very narrow so you have to defeat the monster and it is good to use Napalm Grenades. After you deal with the zombie, don't go further, but instead use the door on the left, near the starting place (M2,28). They lead to Broadcast Room. After going in, head right and defeat another leech zombie. You can now explore the room to find Vise Handle. Billy has to play the piano. Return to the corridor and continue walking. Open another door leading to a bar (M2,29). Besides some supplies, there is also a piano here. Try to interact with it as Rebecca and you will earn an achievement/trophy. Switch to Billy and play the right melody on the piano. You will unlock a secret passage. Order the partner not to follow you and switch to Rebecca. Enter the secret room, approach the device on the wall and pull out the Battery. Doing this will lead to closing the exit. No need to panic, you just need to switch to Billy and play the piano again. Exit the bar and approach the next door. When you are in a narrow corridor (M2,30), turn right and explore the north-eastern room (M2,31). Get rid of the zombies and locate the vise shown in the screen above. Select the character who has the Vise Handle and use it on the vise. You will unlock Obedience Tablet, which you should take. Exit the room and reach the western room (M2,32), which is the last one that you hadn't yet explored. There is a lot of medications in this room. You may be attacked by a leech zombie. Quickly use the grenade launcher to eliminate the monster. When you are back in the main hall, consider saving the game and approach the door between two standing armors. Using this door will take you out of the building (M2,33). Head right and you will find a broken elevator. Select the character who has the Batter, approach the slot on the wall and place the object there. You can now interact with the elevator mechanism to use it. You will find a large crate inside the elevator. Approach it, climb on top of it and stand on the other side (like in the screen above). Turn 180 degrees around and push the crate out of the elevator. Now start pushing the crate left and then towards the bottom of the screen. You should move the crate to the column shown in the screen above. Climb on top of the crate and collect Discipline Tablet from the column. The door is in the room where you fought the mutant centipede. Now we can proceed to the observatory. If you want, you can go to the observatory several times and carry the tablets one by one or try to fit them all in the inventory at once. For the start, go inside the building again (M2,3). Go to the higher level of the main hall and use the eastern door leading to the narrow corridor (M2,11). Go up the stairs to level 3F where you fought Centurion (M2,10). You can meet some mutant insects here (use the rifle or grenade launcher to defeat them or escape them). No matter what you choose to do, take the northern door (between the two standing armors). The place to which you have to carry the three tablets. Using the door will take you to the observatory (M2,34). Go across the balcony and locate the ladder leading to a higher level (M2,35). Find a panel with three slots. You need to open the inventory and take out the tablets that will be automatically placed in the right slots. Placing all three tablets in the right place will trigger a cut-scene. Go back up and use the door to go to the next location - Laboratory. Select Your Language ENGLISH [US] ENGLISH [US technology gave Capcom the ability to effectively enhance the game's atmosphere through clever lighting and new camera angles. Simultaneously, Capcom used the same techniques to craft a prequel to the original--Resident Evil Zero--which has now been dusted off and re-finished for modern platforms. Zero pairs Rebecca Chambers of the Special Forces unit S.T.A.R.S., with Billy Coen, a slick military prisoner who's on the run. The two meet on a train that's overrun with zombies, but the duo eventually makes their way to the mansion-like training facility of the evil Umbrella Corporation. As they seek an escape, Billa and Rebecca face myriad biologically warped monsters, a mysterious man who's seeking revenge on Umbrella, and the harsh realities of limited inventory space. Like numerous other Resident Evil games, Zero challenges you to carry just enough supplies to defend yourself from Zombies and heal your wounds, while also leaving space for key items that are used to solve the game's many puzzles. With only enough space to carry some of your findings, you spend a lot of time looking at your inventory, debating what to keep, and what to leave behind. When compared to earlier games in the series, Zero makes this process easier by not only affording you two characters, but also by allowing you to leave items anywhere you wish--as opposed to specially designated storage chests. Still, Zero's limited health and weapon resources provide gripping tension as you navigate dangerous, uncharted territory. There are times, too, when you are separated from your partner, making the job all the more difficult. You can freely switch between characters with the push of a button, and you may have to when your partner calls for help over their radio, as they tend to get attacked by roaming zombies when left alone for too long. The confined train teaches you the importance of keeping your distance from enemies. In these moments, Zero instills a fair amount of anxiety. With heightened, fear-induced senses, you also pay more attention to your environment, which is often beautifully rendered and presented through effective camera angles. While the fixed-camera system allows for impressive pre-rendered backgrounds, it can make your characters difficult to control. It's common to run in odd directions due to wild shifts in perspective during scene transitions, and its easy to misjudge the depth of a scene when trying to pick up objects. For all its faults, by design or otherwise, Zero still scratches the guintessential-Resident Evil itch. You hardly ever feel safe, and when working on difficult puzzles, you force yourself into dire situations, hoping that you'll come out alive on the other side, let alone with a solution to your guandary. Instilling tension is a commendable feat, especially given that Zero relies on tricks that are over a decade old. However, there are times when the game swings in the opposite direction, where its too silly for its own good. It's hard to tell whether you should laugh or jeer when the game cuts from zombies to an opera-singing villain atop a distant mountain during a cutscene, or, when Billy utters one of his many, 80's B-movie grade one-liners. There are only superficial efforts made to develop the characters, and the pair rarely acknowledges the insanity of the world around them. More than most games in the series, Zero ramps up the challenge in a clever way by starting you on a train...to train. It's a linear environment with two levels and just a handful of enemies and puzzles, which allows you to come to grips with the controls and the types of challenges that lie ahead. From there, it ramps up at a steady pace, throwing new enemies and increasingly devious puzzles your way. You do fall into a routine towards the end of the game, but this version of Zero offers a palette cleanser after the fact that instantly renews your infatuation with it: Wesker Mode is, by every metric, totally absurd. It replaces Billy with Albert Wesker, the series' iconic behind-the-scenes villain. Wesker mode is, by every metric, totally absurd. It replaces Billy with Albert Wesker Mode is, by every metric, totally absurd. It replaces a super-powers, including the ability to endlessly release bursts of energy that decapitate nearby enemies. He can also sprint incredibly fast, knocking over almost anything in his path. With these abilities at your disposal, Zero becomes a game about speed and force, rather than one about desperation and careful play. It also becomes a game about speed and force, rather than one about desperation and careful play. It also becomes a game about speed and force, rather than one about desperation and careful play. It also becomes a game about speed and force, rather than one about desperation and careful play. but after a dozen hours of tense survival, its really satisfying to
instantly overpower your enemies and have a laugh at the games expense. Zero bears the hallmarks that made the original Resident Evil enjoyable. At a glance, it looks impressive, with some expertly composed shots and highly detailed environments. Some issues from the original persist, reminding you how far controls in games have come since 2002, but they are temporary frustrations that fade once you find your footing and continue your footing and continue your footing and decapitate them with energy blasts. It's just crazy enough to work.

Resident evil 0 3 tablets. Resident evil 0 tablet locations. Resident evil 0 unity tablet location. Resident evil zero tablets. Resident evil 0 where to use tablets. Resident evil 0 how to get rebecca out of room.