



BETRAYAL

A fanfic journey covering the adventures of S.T.A.R.S Bravo Team Captain, Enrico Marini, and his encounters with Ernst "Gunny" Graves...

Written by Nick "Neptune" Endean

THE RESIDENT EVIL PODCAST

INTRODUCTION

The unqualified success of Umbrella Chronicles on the Wii hints of a possible sequel, and with the rich and vibrant history and story that Resident Evil / Biohazard has built up over the years means the potential remains as strong now as it ever has.

As a fan since Resident Evil 3, I have come to relish the overall storyline, and being part of *Project: Umbrella* has only emphasised just how complex and compelling the storyline and plot twists are.

There is however one major plot-hole with the last iteration of the Resident Evil series. A plot hole that unfortunately has been overlooked and unlikely to be looked at again. It concerns Enrico, and his appearance in Resident Evil Zero, namely when he confronts Rebecca in Birkin's Labs. For all intent purposes this is at the time a fully operational laboratory, and with no explanation as to how he got there. Below is a fan made (but the most accurate) representation of the Raccoon Forest area, and the problem will be obvious.



Enrico's chance meeting with Rebecca.



Whilst not official nor canon by any means, the RED line shows just what sort of journey Enrico took to see Rebecca in the laboratories, only for him to declare the Mansion is in the opposite direction.

With the success of Umbrella Chronicles, the chance to fulfil this plot-hole both sets of fans would be satisfied. The hardcore contingent would be astonished at the detail the script below has gone into, and how it manages to tie down every last plot point, as well as revealing more on Umbrella's insidious background. Whilst the casual gamer that the Wii appeals to so well will enjoy a dark and creepy adventure in the

same mould as the first game. A system that worked well both for us hardcore fans, casual fans and was financially a success as well.

The script also ties in with the activities of the Army transporting Billy Coen, with the secondary character being Ernst, “Gunny” Graves, and the leader of the group, his desire to find Coen, and rescue his team from the horrors of Raccoon Forest.

I know in particular media, any fan written content is usually ignored with the fear that the company could be sued should it actually be used.

Never fear, as a trainee solicitor I can assure you such actions would never be taken, as I do not have the capacity to create such a game.

This was written for my passion for the franchise after seeing the great job you guys did with Umbrella Chronicles.

So without further ado, I give you *Betrayal*. It is in 3 scenarios akin to the main levels from the first game. When reading it, one must assume the viewpoint that you are indeed playing it like it was an on-the-rails shooter and not a traditional Resident Evil game. Therefore descriptions of locations are not present, but would be discussed should this progress anywhere.

I have written it in true Resident Evil b-movie style, with details on bosses and sub-bosses.

Please not depending on which character you choose to select you get a different opening FMV. This explains why there are 2 videos going on at once.

At the end of the script I have taken the liberty to write some files that I feel would be included in the game for players to find in the adventure. All dates and times have been worked out and all fit into the current timeline.

In terms of new creatures, imagination has to be used to picture the Subject 39 and Beta creature, but other specimens are in the Archives. I have referenced the page number in the script.

Enjoy!

BETRAYAL 1

<p>Area: Arklay Forest BOW's: Zombies (campers, hikers, MP soldiers) Cerberus, Crimson Heads, Adders, Plague Crawlers, Scissor Tails, Mimicry Marcus/Leeches</p>
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FMV

Opening FMV: (*Enrico*)

Time: 2200

Opening cut scene shows the key opening scenes from **Resident Evil Zero**, up to the discovery of the MP Truck. Fade to Black.

Time: 2215:

Enrico then walking through Arklay Forest, and hears a disturbance, runs forward to see two Cerberis about to kill Gunny. Enrico fires his gun, and kills them.

NB: Ecliptic Express attacked at 20:17

Opening FMV: (*Gunnery Sergeant: Ernst Graves*)

Time: 1902

Opens with a panning shot of the Arklay Mountains, in this twilight time of the evening, then see the three piece convoy travelling through the mountains. The camera zooms into the front truck, and we see Umbrella Liaison Officer, *Walter Webb* flipping through some charts.

Suddenly leeches fill the entire windscreen and begin to crack the screen. The driver taking evasive action veers off the left, and the truck falls down a ravine. The camera has already gone to an overhead type shot showing the fall of truck 1, then you see a similar thing happen with truck 2 carrying Billy, (but you don't see inside) the 2nd truck veers to the right and rolls down the hill on its side.

Then we see inside Truck 3 with *Gunny* and *Macgregor*.

Before anyone can react, the leeches attack from the left hand side and engulf *Macgregor*; he begins to scream and loses control of truck 3. Gunny taking drastic action opens his passenger door and leaps out of the truck as that too falls into the ravine on the left. As Gunny falls down he hits his head and is knocked out cold.

FMV

3 hours later....

Time: 2200

Gunny awakens at his rock, and looks up to see the Bravo Team helicopter in descent, engine on fire, he tries to get up in time but fails. (Lost reference there I guess!)

Eventually Gunny gets to feet and looks around. He is in a mountainous area, with the forest in front of him. Its dark now, but Gunny begins to walk into the forest.

Camera: Fade to black here.

Time: 2215

Fade in from black. Show Gunny exploring the dense forest, but hears movement in the trees, suddenly 2 Cerberus leap out and begin to chase Gunny, he runs, but

FMV

because of the fall earlier, can't run fast enough. Gunny turns to see the dogs about to leap at him, when bullets fire and they are killed, Enrico saves the day.

Gunny: *Thanks, that was a close one.*

Enrico: *Don't mention it, all part of the service. You're part of the military team transporting Billy Coen aren't you?*

Gunny: *Have you seen him? He is extremely dangerous, being sent for execution for murdering 23 people. Nobody must approach him.*

Enrico: *I had better warn my team...*

Fade to black....

Game takes over

IN GAME
SCRIPT/
DIALOG

Enrico: *What happened to you?*

Gunny: *We were in the forest when our convoy was attacked by leeches. My squadron were then separated, and the prisoner escaped. We need to find them. What about you, what's your story?*

Enrico: *Enrico Marini leader of STARS Bravo Team, we were sent in to investigate recent murders, our helicopter engine failed, and now my team are investigating the area.*

Enrico: *What's wrong with these people? (Zombies attacking the team)*

Gunny: *Wait, that's Private Shields, he's one of them, Oh My GOD!!!*

Enrico: *Let's keep looking for your soldiers, they may still be alive.*

Game continues through the Arklay Forest, until the pair locates the Forest Laboratories deep in the trees.

(NB: Distance issues may arise, consult the unofficial map, but like the train journey in Zero, officially it's different to what the gamers see...)

They enter into the Labs unaware of the secrets it holds....

Enrico: *The Umbrella Corporation? (After seeing logo on the door)*

Inside encounter a surviving MP Solider inside, nearly dead.

Private Griggs: *Sir I.....thought you were dead.....*

Gunny: *What happened?*

FMV

Griggs: *Coen, knocked me o...out, dogs, mmmmanic dogs... eerrgh!!!!*

Enrico: "COEN".

Uses radio and contacts Rebecca:

Enrico: *Rebecca this is Enrico, have you managed to locate Coen yet? Over. Rebecca answer me.*

Rebecca: *No sir, I have not found him yet, I will continue to search for him, over.*

Game takes over again, and explore the laboratories further.
They come back to find *Private Griggs* has turned into a zombie.

Suddenly a hoard of Cerberi crashes into the main hall of the labs.....

SUB-BOSS: 10 x Cerberi

The pair then leave the Laboratories. Radio message:

Richard Aiken: *Sir, we've located an old mansion, were gunna investigate further. But its taking a long time, there's too many monsters.*

Enrico: *I'm nearby, be careful, I wont be long, I'm looking into something here. I will rendezvous soon.*

Richard Aiken: *Roger.*

A small playing section now starts, a few item pick ups, as the pair walk away from the Laboratory.

BOSS: Subject 39 Cerberus

Project 39 original test subject attacks and knocks the radio out of Enrico's hand and is destroyed.

Enrico: *What on earth???*

Gunny: *Stay sharp, aim for his head! It must be vulnerable there.*

##Boss fight commences##

Death sequence shows the Cerberus fall down.

Gunny: *Down Boy!*

Enrico and Gunny victoriously walk to cliff edge and see off in the distance the Marshalling Yard...

#####

END OF BETRAYAL 1

BETRAYAL 2

Text:

...Enrico and Gunny escape the horrors of the Forest Laboratories and venture to the Marshalling Yard in the valley below.

Upon arrival the pair discovers a secret emergency elevator leading to the depth of a vast underground laboratory, owned and operated by the Umbrella Corporation...

<p>Area: Birkin's Lab, Marshalling Yard BOW's: Zombies Web spinners, lickers, eliminators</p>

Opening FMV (*Enrico and Gunny*)

Side entrance at the Marshalling Yard, where there is a hidden elevator entrance. The two enter and press the button, the elevator descends.

Gunny: *I wonder where it goes?*

Enrico: *We gotta confront it whatever it is...*

The elevator then grinds to a halt,

Enrico & Gunny: *Wooah!!!*

The pair then force opens the door, and it's at a different level, Gunny squeezes out,

Gunny: *I'll fix it.*

FMV: (*Gunny*)

He wanders into the control room, and fixes the lift at a computer terminal.

Upon doing so, the lift continues to go down, leaving Gunny in the control room. He then notices a paper on the side, and picks it up.

It's the *X-Day* document.

Whilst he is reading the camera pans upwards, and in the very next room, Albert Wesker is tweaking his anti-death virus.

Gunny then walks back to the elevator, and gets in, travels downwards into Birkin's lab entrance, and meets back up with Enrico.

FMV: (*Enrico*)

The Elevator gets back working, and arrives in Birkin's lab.

Cue Resident Evil Zero cut scene between Enrico and Rebecca.

Gunny then catches up with Enrico by the cargo elevator. On the elevator...

Gunny: *Enrico, look at this. You're STARS aren't you?!*

Enrico: *We're walking into a trap, my God!*

Gunny: *Lets go and help them, try and save some lives today.*

IN
GAME
SCRIPT/
DIALOG

The pair travels up the cargo elevator battling monstrosities on the way up. This will include Eliminators and lickers, spiders etc. When the elevator reaches the top...

FMV

Shows William Birkin looking at the security surveillance camera's
Birkin: *"Who are these people? They're too close for my liking".*

Birkin then types in on the computer, next scene shows fluids stop flowing into a creature and it opening its eye.

Birkin: *That'll stop the intruders....*

IN
GAME
SCRIPT/
DIALOG

They arrive at the top of the marshalling yard and fight other creatures around the elevator platform.

An army of B.O.W's then approach on the two.

Enrico: *"There's too many of them.... quickly, over the fence"*

They climb over the fence to the left (looking at the cargo elevator) and arrive in the new area within the Marshalling Yard.

Gunny: *That was close, better keep moving...*

This area is comprised of yard-like buildings with the usual array of BOW's here (Obviously non canon anyway.)

The rest of the scenario sees Enrico & Gunny make their way through the new Marshalling Yard...

FMV

Enrico and Gunny shoot open the lock and venture into the largest Yard building. They find human and animal remains and in the gloom, and something chained and inside an old tube.

The liquid tube attached to its back stops providing that liquid. It breaks free from its confines and attacks

SUB-BOSS: Gorgoda (see archives pg: 244)

Gunny: *what in the hell is that?*

Enrico: *Looks like another Umbrella experiment, shoot it!*

A battle enrages in the building before Enrico and Gunny escape through a window.

As they run to leave, Gorgoda chases after them, and are chased around the edge of the marshalling yard and into the forest. (Akin to the Yawn chase from UC1)

FMV

In the forest, after a lot of running, Enrico and Gunny stop too look around, but Gorgoda is gone. They catch their breath before the beast leaps through the trees and jumps in front of them.

BOSS: Gorgoda

Enrico: *I can't believe he's still after us!*

Gunny: *shoot its head, that'll end him!*

##Boss fight commences##

When the health bar diminishes, Gorgoda is panting heavily, and leaps straight at Enrico and Gunny

DODGE MOVE:

The power of the beast's landing causes the earth to give way. All 3 fall into the pit, Enrico and Gunny are ok, landing safely. Gorgoda gets impaled and crushed under rocks.

Enrico: *Where are we?*

#####

END OF BETRAYAL 2

BETRAYAL 3

..After fending off the hideous Umbrella monsters Enrico and Gunny find themselves deep underground in an old unused mine. Unbeknownst to them, the mines are old dumping grounds for Umbrella B.O.W's used by the Arklay Research Facility...

Area: Abandoned Mine
BOW's: Zombies Cave Cricket Monster, Plague Crawlers, Web spinners, Hunter alphas

FMV

Opening FMV

Gunny: *This doesn't look good, I can't see a thing, hit the lights, (torch)*

Enrico: *Oh my god!*

Camera pans around and looks in at what they are seeing. Piles of dead bodies and crates as the two look through the bodies, a vast amount of them rise from the dead and move towards them.

Enrico: *Let's finish this, once and for all*

Enrico: *I bet these mines lead directly to Bravo team. We have to get their before its too late.*

Gunny: *Yeah, we gotta keep moving.*

The pair explores the dark mines coming across old creatures dumped here before the Dead Factory was used.

Throughout the last level you keep seeing something run away in the distance.

IN
GAME
SCRIPT/
DIALOG

FMV

SUB-BOSS: Cave Cricket Monster (large) (see archives pg: 244)

The pair turns into a mine cart station, when numerous cave cricket monsters appear.

Instead of attacking they retreat up the walls. Cave Cricket Monster large appears.

Gunny: *How'd it get so big?*

Enrico: *must be the virus.*

The Cricket falls and dies in front of you, and the game continues.

IN
GAME
SCRIPT/
DIALOG

The next section of the level sees Gunny and Enrico board a mine cart, and travel north-east towards to the mansion.
In 2 player mode, 1 player will shoot the creatures along the track. E.g. Cricket monsters, spiders etc...
Player 2 meanwhile will have 2 pump their Wii-mote, to keep the cart moving. In 1 player mode, the cart travels automatically.

At the half way station, the roles reverse regarding shooting and pumping.

At the end of the line, there a few more B.O.W's, but near a large opening.

Gunny: *Look, up that elevator, it's a way out!*

Enrico: *Yeah! We must be near the mansion Richard was talking about.*

FMV

As they walk towards the elevator, behind them emerges "Beta", an old Umbrella experiment that has long been disposed of in the mines. It's what you had been seeing throughout the level without encountering it.

Beta suddenly runs at the two. Cues dodge manoeuvre.

The characters dodge out of the way, but Beta crashes into the elevator rendering it unusable.

Through the injuries, Beta mutates somewhat, and the battle ensures.

BOSS: "Beta"

Enrico: *What on earth is that? It's mutated.*

Gunny: *Look at its arm, aim there!*

##Boss fight commences##

Boss fight takes place in the elevator area, after the creature dies and falls to the ground.

Gunny: *I'm glad that's over,*

Enrico: *Good work.*

#####

END OF BETRYAL 3

##Epilogue## (earned if players acquire an A or S grade.)

The pair walks towards to the broken elevator but see a hole in the wall.

Gunny: *Look through there...*

They crawl through the hole and into the catacombs underneath the mansion.

Next scene:

They walk into the Black Tiger Spider room, where suddenly it attacks Gunny and stabs him with its stinger (ala Frodo LOTR style)

Gunny is wrapped up in silk.

Enrico stands there shocked at what's just happened, firing at the spider.

Black Tiger swings its leg and hits Enrico in the midriff.

Camera pans out as we see Enrico crawl away out of the room....

#####

FILES

STAGE #1

Cerberous Project Notes

The goal of the project was to amplify the ferocity and endurance of the base species while keeping its instinct to follow orders. The project was deemed a side project to the main Hunter and Tyrant development advancements. However considerable effort was put into the project by a dedicated team as it was would be, if a success, an easy B.O.W to produce on a large scale and at considerably less cost too.

#####

Forest Laboratory Notes

An old Umbrella laboratory used by Dr Edward Ashford, James Marcus and Lord Spencer before the Arklay Research Facility was finished in 1967. Soon after the laboratory was abandoned but would later be used in 1998 by the Cerberous Project Team.

#####

Subject 39 Notes

Subject 39 was part of the original canine programme in the Arklay Facility. As the name suggests this was the 39th specimen upon which the entire Cerberus project came from.

The specimen reacted uniquely to being injected with the T-Virus and various hormones into the dog's brain.

The result saw subject 39's T Virus infused blood being used to create further B.O.W's, but the researchers were unable to recreate the success of Subject 39. Furthermore, subject 39's condition worsened as the creature mutated horribly to the virus.

The creature nearly trebled in size and had a large chunk of its head collapse. He was dubbed Cerberus as a result.

#####

Private Griggs Profile

A member of the MP truck delivering Billy to his execution point. Private Griggs was only momentarily knocked out, but awoke to see Billy escape. Due to Griggs's injuries he was helpless to prevent it. Griggs eventually made it to the Forest Lab before being attacked by Cerberus although he did succeed in guarding them off.

#####

Project Manager's Diary

2nd September 1997

Success! After two months of research, we were able to present our research to the Managers.

Test Doberman subject 39 proved to be the catalyst in our breakthrough.

Previous subjects in our team had administered the T-Virus combined with hormones directly injected into the canine's brain.

Most subjects were failures becoming mindless zombie dogs. Subject 39 showed considerable intelligence, and we were able to initiate basic commands. We planned to use this specimen as a base for any future improvements.

5th November

The success of subject 39 meant our whole team were given our own laboratory to continue our own research. Subject 39 was successfully contained and transported to the old labs in the forest. Despite the lab being over 40 years old, it was still in good condition and securely locked.

19th November

2 weeks into our research and so far the results have been underwhelming. We have been able to create zombie dogs fairly easily using the genetic data from subject 39 but with only minor improvements over Dobermans infected with the standard T-virus. It seems that the results seen in subject 39 could be a one off as the ability to undertake commands does not transpire into new specimens.

Subject 39 is becoming increasingly aggressive and dangerous; its size is also causing concern.

31st January

A major development with test subject 39. A large chunk of the dogs head has rotted and now hangs off the bones. At first glance it appears to have two heads!

6th March 1998

John visited the labs today to see for himself our progress. The zombie dogs created using subjects 39's genetics was as John put it "a step in the right direction". The

B.O.W was codenamed MA-39 and christened "Cerberus" after subject's 39 passing resemblance to the mythical beast.

13th April

"Cerberus" has mutated horribly, the growth suppressants administered have had the adverse affect, and it has doubled in size. It is also losing parts of its hair and flesh at an alarming rate, only for parts of it to re-grow but rotten. Its two part head continues to grow as well.

11th May

I don't know what's happened, I turned up here, the place was a wreck, the Cerberus had been set free. Who would do that?! Someone from Umbrella? The only clue I can see is the transparent slime on the broken glass. Subject 39 remains locked up, I need to dispose of it quickly. Should it escape? It doesn't bear thinking about.

12th May

There all dead, the Cerberus pack returned, we stood no chance, not long to live. I don't want to be dead, but I don't want to be undead. Help me.....

#####

INTERNAL MEMO

FAO: Morpheus D. Duvall
From: Graham Ricketts
Date: 11/05/98: 11:15am

URGENT: Requesting disposal of failed B.O.W. Needs attention ASAP, risk of further contamination.

B.O.W: Canine

Security: Maximum - Highly dangerous specimen.

#####

MP's Diary

July 18th

The inquest is finally over, the murderer Billy Coen has got his just desserts the army officials found him guilty and sentenced him to death.

I will make sure I am there when I see him draw his last breath...

July 20th

Billy has been held in cells since his trial, he doesn't say a lot, understandable really, but his time is near. We set off tomorrow.

July 22nd

The road has been treacherous along the mountain path and is taking more time than anticipated. Billy is due to be executed at 11pm, an odd time I thought, better late than never I guess.

James Reinhardt

#####

STAGE #2

Plague Crawler Notes

Insect-based B.O.W's that were created by injecting the Progenitor Virus into them. An early test subject by Dr. Marcus, the results saw the subject become increasingly aggressive as well as a dramatic size increase.

Plague Crawlers favour damp, dark places where they will wait for their prey.

#####

Scissor Tail Notes

T-Virus infected earwigs that have mutated to vast proportions. These insects have become vicious predators and will attack in small groups. Scissortails have poisonous barbs on their tails, and will use this as a primary defence strategy.

#####

Experiment Log

30th April 1997

We got the all clear from Dr. Birkin to begin our new line of research.

Work has begun on "Gorgoda" - an attempt to maximize upon the Hunter programme.

1st May

During the process of infusing the human egg with the virus and reptilian DNA, we also added the DNA of a monitor lizard. A naturally aggressive predator, our goal was to create a more ferocious Hunter.

3rd June

The young Hunter shows promise and has already killed off the smaller standard Hunter alpha's in the group. Gorgoda is certainly noticeable compared to the other specimens; its tail for instance is being used as weapon.

29th July

Gorgoda has mutated at an alarming rate and has become a liability; our team can't get close to him. Dr. Birkin is not helping either, for a manager he does not know how to manage, being locked away for days on end.

12th September

We had to use Anti-B.O.W gas on Gorgoda as it had escaped from the lab, that was a close call, I daren't think what could have been if we had raised more of them.

15th September

I have taken upon it myself to contain Gorgoda and have it locked up in one of the holding pens in the Marshalling Yard. Dr Birkin was insistent that he stored in case of attacks upon the facility.

16th September

Our Hunter development will continue, but combat data is needed to make proper advancements in this field.

Dr. Daniel Fallow
Hunter Development Team

#####

Gorgoda Notes

A failed Umbrella experiment that was created with the goal of making the standard Hunter more ferocious than normal.

Gorgoda is created by adding the DNA of a monitor lizard at the early Hunter stage, however the mutation was not what Umbrella wanted, and was stored in the Marshalling Yard.

Gorgoda is a fast hunter, and will pursue any potential prey with ruthless aggression. Its striking appearance is the result of the T-Virus fusing with the DNA of the monitor lizard.

#####

Gunnery Sergeant Ernst “Gunny” Graves Profile

Leader of the MP Team escorting Billy Coen through the Arklay Forest. Under his command are soldiers who hold Gunny with the utmost respect. However disaster struck in the late hours of the 22nd July 1998.

The truck convoy was attacked by Marcus's Leeches causing them to crash.

Many soldiers were seriously injured but were killed by the Leeches; Gunny managed to escape the danger but was knocked out from the fall.

#####

STAGE #3

Cave Cricket Notes

Due to the small scale T-Virus outbreak in the abandoned mine, many of the crickets which thrived in the dank surroundings became infected. The standard cricket mutated to 5 times its normal size but will remain true to its natural instincts, by seeking out dark places and attacking any prey that walks by.

#####

Cave Cricket Large Notes

Like the standard cave cricket, but this specimen has undergone an irregular mutation and increased in size accordingly. It is incredibly dangerous and will use its pincers to hunt and kill. The large cricket resides in the caves like the smaller crickets, but will opt to defend its territory as opposed to stalk food in the cave network.

#####

Computer Entries Print Out (part 1)

Date: 20/08/96

Time: 10:19am

Entry: 2 unusual human samples arrived at the labs this morning. We did not know their names, but were convicted criminals that nobody would miss. In a unique experiment the R&D dept on Benthic Island are taking one of the test subjects to develop. They must be mad working there.

Date: 25/08/96

Time: 09:00am

Entry: The criminal we called "alpha" has been contained and being shipped off to Benthic Island. It will take one day to get there, meaning our team will have 24 hours advantage over there's.

Date: 25/08/96

Time: 10.00am

Entry: We know the plan with "alpha" is to test samples with reduced senses. We had already begun to improve our sample "beta" by injecting him with vast quantities of testosterone. This male hormone is responsible for animalistic behaviour and we were keen to maximise this with the T-Virus.

Date: 26/08/96

Time: 10.00am

Entry: 24 hours after administering testosterone, and the T-Virus, the effects have surprised even us. The Virus has rapidly increased the effects of the hormone. Naturally the T-Virus has also had a more visual effect. Beta's skin has begun to rot as expected but he retains his human appearance and the hormone has preserved his physic.

Date: 28/08/96

Time 11.00am

Entry: We are extremely pleased with the results thus far. Beta will now need suppressants to prevent the full scale effects of the Virus taking hold. Currently, Beta is able to understand humans perfectly, and respond. He is also resistant to small scale firearms.

Ultimately this could be a sister project to the Tyrant programme. The crippling effects of the virus must be contained at all levels over the coming months.

#####

Computer Entries Print Out (part 2)

Date: 09/10/96

Time: 13.33pm

Entry: The potential Beta showed has been lost, the pre-zombie stage that Beta exhibited last month could not be sustained nor controlled. The result is a much larger human type specimen with immense power and resistance to weaponry. Unfortunately he cannot be given commands. I struggle to think how we can resolve the situation.

Date: 23/10/96

Time: 14.01pm

Entry: Despite the situation, I have been given the green light to continue experimenting on Beta with the goal of collecting data that could be useful in future projects.

With Beta now being held in cells, our first task was to get close to him to knock him out and put him on the lab table. This took longer than anticipated, but we did it.

Date: 23/10/96

Time: 19.42pm

Entry: Administered muscular booster & supplementary steroids

Date: 31/10/96

Time 10.00am

Entry: The muscular booster has had a detrimental effect on Beta; its large size has increased dramatically. Any recognised humanoid features has now gone

Date: 2/11/96

Time: 04.00am

Entry: "Beta" project is now officially over. We have paralysed the subject which should contain it permanently. Beta would have been sent to Benthic Island for disposal, however under the circumstances this is not an option.

Beta could yet be used for data, and sending it to the rival labs could enhance their research.

#####

Beta Chief Researcher Diary

Date: 24th October 1996

No change yet in Beta, but the waiting made me query the reason the criminals had been marked as "unusual". We had never questioned it before, but could the unusual aspects of alpha and beta contributed to the mutation effects?

I needed to test out the research method adopted on Beta for on a "normal" sample.

25th October 1996

This morning I took a prisoner from the cells and injected them with the same amount of testosterone as well as the T-Virus. The result was a mindless zombie. Nothing more, nothing less. A waste of a specimen, I could be disciplined for this.

If the result of administering testosterone to Beta is so different, what could this mean now that muscular boosters and steroids?

3rd November 1996

I've taken upon it myself to dump Beta in the mines beneath the forest outside. Umbrella has used this place before Benthic Island was purchased, although not a lot of care is used to prevent an outbreak of the virus. Beta should be safe there; the paralytic injection should ensure Beta never regains movement.

Dr. Steven Lindquist

#####

"Beta" Notes

The result of various Umbrella experimentation in the mid 1990's. Beta was one half of the alpha and beta projects adopted by two laboratories. Beta as a result has undergone various mutations, mainly due to the added chemicals but also because of the nature of the specimen. The chemical makeup of the two criminals has had a dramatic effect on the final specimen, but as yet the exact reasons remain unclear.

#####

Abandoned Mine Notes

Originally used to mine minerals during the 1800's it closed down commercially after all the resources were exhausted. After purchasing the land for the mansion, Lord Spencer noticed the mine network and bought it off the local authority. Since Umbrella was established, the mines had been used by the corporation to dispose of their insidious experiments without detection.

#####