

RESIDENT EVIL

—— バイオハザード ——

Voice File Index, by Mechanical Paladin

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
ANNOUNCE.WAV	Chris/Jill	Umbrella System	The triggering system has now been activated. All researchers and guards should take cover immediately. Unlock all routes for evacuation.	Underground Laboratory / UNUSED		announce.wav
V001_00.WAV	Chris	Jill	Jill: I don't know what happened!	Mansion 1F: Main Hall 1F / Albert, Chris and Jill enter the mansion.		v001_00.wav
V001_01.WAV	Chris	Albert, Chris	Chris: BARRY! Where's Barry?! Albert: Well I'm sorry, but he's probably...	Mansion 1F: Main Hall 1F / Albert, Chris and Jill enter the mansion.		v001_01.wav
V001_02.WAV	Chris	Jill	Jill: No...	Mansion 1F: Main Hall 1F / Albert, Chris and Jill enter the mansion.		v001_02.wav
V001_03.WAV	Chris	Albert, Chris, Jill	Jill What is that?! Chris: I'll go and check! Albert: Ok. Jill and I will stay in the hall in case of an emergency.	Mansion 1F: Main Hall 1F / Albert, Chris and Jill enter the mansion.		v001_03.wav
V001_04.WAV	Chris	Jill	Jill: Chris..	Mansion 1F: Main Hall 1F / Albert, Chris and Jill enter the mansion.		v001_04.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V001_05.WAV	Chris	Jill	Jill: Take care.	Mansion 1F: Main Hall 1F / Albert, Chris and Jill enter the mansion.		v001_05.wav
V001_06.WAV	Chris/Jill	Albert	Albert: Investigate if you hear any gunfire.	Mansion 1F: Main Hall 1F / Chris returns to the Main Hall before encountering the first Zombie. Mansion 1F: Main Hall 1F / Jill returns to the Main Hall before encountering the first Zombie.		v001_06.wav
V003_00.WAV	Chris	Chris	Chris: Wesker? Jill?	Mansion 1F: Main Hall 1F / Chris returns to the Main Hall to find Albert and Jill missing.		v003_00.wav
V003_01.WAV	Chris	Chris	Chris: What happened to Jill and Wesker?	Mansion 1F: Main Hall 1F / Chris returns to the Main Hall to find Albert and Jill missing.		v003_01.wav
V004_00.WAV	Chris	Chris	Chris: Whoa! What is it!?	Mansion 1F: Mansion Save Room / Chris and Rebecca meet for the first time.		v004_00.wav
V004_01.WAV	Chris	Rebecca	Rebecca: What? Oh! Oh no!	Mansion 1F: Mansion Save Room / Chris and Rebecca meet for the first time.		v004_01.wav
V004_02.WAV	Chris	Chris, Rebecca	Rebecca: Sorry, I didn't mean to do that. Chris: *laughs* You must be from the Bravo team.	Mansion 1F: Mansion Save Room / Chris and Rebecca meet for the first time.		v004_02.wav
V004_03.WAV	Chris	Rebecca	Rebecca: Yes, I'm Rebecca! Rebecca Chambers. I'm a newcomer. I just joined the S.T.A.R.S. Bravo team last month. Well, I'm really sorry. Are you alright?	Mansion 1F: Mansion Save Room / Chris and Rebecca meet for the first time.		v004_03.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V004_04.WAV	Chris	Chris	Chris: Yes. I'm Chris Redfield from the Alpha team. Are the only person here from the Bravo team?	Mansion 1F: Mansion Save Room / Chris and Rebecca meet for the first time.		v004_04.wav
V004_05.WAV	Chris	Rebecca	Rebecca: Well, because the helicopter made a forced landing. I just ran into this house anyway, but I-uh.. uh..	Mansion 1F: Mansion Save Room / Chris and Rebecca meet for the first time.		v004_05.wav
V004_06.WAV	Chris	Chris	Chris: I see. There's nothing else you could've done anyway, it's good you're here.	Mansion 1F: Mansion Save Room / Chris and Rebecca meet for the first time.		v004_06.wav
V004_07.WAV	Chris	Rebecca	Rebecca: Yes sir.	Mansion 1F: Mansion Save Room / Chris and Rebecca meet for the first time.		v004_07.wav
V004_08.WAV	Chris	Rebecca	Rebecca: But, it's strange. I serviced the helicopter recently, but something went wrong with the engine. It was such a short flight.	Mansion 1F: Mansion Save Room / Chris and Rebecca meet for the first time.		v004_08.wav
V004_09.WAV	Chris	Rebecca	Rebecca: I wonder if everybody is..	Mansion 1F: Mansion Save Room / Chris and Rebecca meet for the first time. / Chris talks to Rebecca before leaving the room.		v004_09.wav
V004_0A.WAV	Chris	Rebecca	Rebecca: Well, what should I do now?	Mansion 1F: Mansion Save Room / Chris and Rebecca meet for the first time. / Chris is leaving the room and Rebecca asks if she could come with him.		v004_0a.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V004_0B.WAV	Chris	Rebecca	Rebecca: If you go out to search for the other members, how about letting me come with you?	Mansion 1F: Mansion Save Room / Chris and Rebecca meet for the first time. / Chris is leaving the room and Rebecca asks if she could come with him.		v004_0b.wav
V004_0C.WAV	Chris	Chris, Rebecca	Chris: Alright, lets do it! Rebecca: Yes sir! I'll do my best!	Mansion 1F: Mansion Save Room / Chris and Rebecca meet for the first time. / Chris is leaving the room and Rebecca asks if she could come with him. / Chris says yes.		v004_0c.wav
V004_0D.WAV	Chris	Rebecca	Rebecca: I have to prepare something. Would you like to go ahead?	Mansion 1F: Mansion Save Room / Chris and Rebecca meet for the first time. / Chris is leaving the room and Rebecca asks if she could come with him. / Chris says yes. / Rebecca repeats this line if Chris returns to the room and talks to her.		v004_0d.wav
V004_0E.WAV	Chris	Chris, Rebecca	Chris: It's pretty dangerous outside. Let me take care of it. Rebecca: I understand. For now, I'll wait here. Since there alot of chemicals in this room and they might be useful.	Mansion 1F: Mansion Save Room / Chris and Rebecca meet for the first time. / Chris is leaving the room and Rebecca asks if she could come with him. / Chris says no.		v004_0e.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V004_0F.WAV	Chris	Rebecca	Rebecca: Well, I'll look over the chemicals.	Mansion 1F: Mansion Save Room / Chris and Rebecca meet for the first time. / Chris is leaving the room and Rebecca asks if she could come with him. / Chris says no. / Rebecca repeats this line if Chris returns to the room and talks to her.		v004_0f.wav
V005_00.WAV	Chris	Rebecca	Rebecca: Who are you?	Mansion 2F: Pillar passage / Chris finds Rebecca treating injured Richard.		v005_00.wav
V005_01.WAV	Chris	Chris	Chris: I'm Chris of Alpha team. I've come to rescue you. Richard, what happened?	Mansion 2F: Pillar passage / Chris finds Rebecca treating injured Richard.		v005_01.wav
V005_02.WAV	Chris	Richard	Richard: Chris, this house is too dangerous. There are terrible demons. Ouch!	Mansion 2F: Pillar passage / Chris finds Rebecca treating injured Richard.		v005_02.wav
V005_03.WAV	Chris	Rebecca	Rebecca: Richard, dont talk!	Mansion 2F: Pillar passage / Chris finds Rebecca treating injured Richard.		v005_03.wav
V005_04.WAV	Chris	Rebecca	Rebecca: He seems to have been bitten by a poisonous snake. But the size of the wound is abnormally large!	Mansion 2F: Pillar passage / Chris finds Rebecca treating injured Richard.		v005_04.wav
V005_05.WAV	Chris	Richard	Richard: It's not just a poisonous snake, It's a monster!	Mansion 2F: Pillar passage / Chris finds Rebecca treating injured Richard.		v005_05.wav
V005_06.WAV	Chris	Rebecca	Rebecca: Richard. He needs serum, but we left it another room.	Mansion 2F: Pillar passage / Chris finds Rebecca treating injured Richard.		v005_06.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V005_06L.WAV	Chris	Rebecca	Rebecca: Richard. He needs serum, but we left it another room.	Mansion 2F: Pillar passage / UNUSED / Chris finds Rebecca treating injured Richard.	This file has lower volume than V005_06.WAV.	v005_06l.wav
V005_07.WAV	Chris	Chris	Chris: Ok. I'll go!	Mansion 2F: Pillar passage / Chris finds Rebecca treating injured Richard.		v005_07.wav
V005_08.WAV	Chris	Rebecca	Rebecca: Hurry, please!	Mansion 2F: Pillar passage / Chris finds Rebecca treating injured Richard. Mansion 2F: Pillar passage / Chris returns without the Serum and talks to Rebecca and Richard.		v005_08.wav
V005_09.WAV	Chris	Chris	Chris: I will. Wait here. I'll be back soon!	Mansion 2F: Pillar passage / Chris finds Rebecca treating injured Richard.		v005_09.wav
V005_0A.WAV	Chris	Chris	Chris: Here's the serum! Is he alright?	Mansion 2F: Pillar passage / Chris finds Rebecca treating injured Richard. / Chris returns with the serum on time.		v005_0a.wav
V005_0B.WAV	Chris	Rebecca	Rebecca: Yes, he is. Thanks. Richard, hold on! I'll give you a shot now.	Mansion 2F: Pillar passage / Chris finds Rebecca treating injured Richard. / Chris returns with the serum on time.		v005_0b.wav
V005_0C.WAV	Chris	Richard	Richard: Chris.. Chris.. Here's a radio. Take it!	Mansion 2F: Pillar passage / Chris finds Rebecca treating injured Richard. / Chris returns with the serum on time.		v005_0c.wav
V005_0D.WAV	Chris	Chris, Rebecca	Chris: Richard, no.. Rebecca: Richard!	Mansion 2F: Pillar passage / Chris finds Rebecca treating injured Richard. / Chris returns with the serum on time.		v005_0d.wav
V005_0E.WAV	Chris	Richard	Richard: Rebecca.. Be careful. Uh..	Mansion 2F: Pillar passage / Chris finds Rebecca treating injured Richard. / Chris returns with the serum on time.		v005_0e.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V005_0F.WAV	Chris	Chris, Rebecca	Rebecca: Richard.. Richard! Are you.. Chris: Rebecca, It's very dangerous out here. Will you come with me?	Mansion 2F: Pillar passage / Chris finds Rebecca treating injured Richard. / Chris returns with the serum on time.		v005_0f.wav
V005_10.WAV	Chris	Rebecca	Rebecca: I, I'd like to stay here a little bit longer.	Mansion 2F: Pillar passage / Chris finds Rebecca treating injured Richard. / Chris returns with the serum on time.		v005_10.wav
V005_11.WAV	Chris	Chris	Chris: Ok, Rebecca. Can you use a gun? I'll look for the others. Protect yourself.	Mansion 2F: Pillar passage / Chris finds Rebecca treating injured Richard. / Chris returns with the serum on time.		v005_11.wav
V005_12.WAV	Chris	Rebecca	Rebecca: Chris! Be careful, please!	Mansion 2F: Pillar passage / Chris finds Rebecca treating injured Richard. / Chris returns with the serum on time.		v005_12.wav
V005_13.WAV	Chris	Richard	Richard: Be careful.	Mansion 2F: Pillar passage / Chris finds Rebecca treating injured Richard. / Chris returns without the Serum and talks to Rebecca and Richard.		v005_13.wav
V005_14.WAV	Chris	Rebecca	Rebecca: Be careful, please!	Mansion 2F: Pillar passage / Chris finds Rebecca treating injured Richard. / Chris returns with the serum on time.		v005_14.wav
V006_00.WAV	Chris	Rebecca	Rebecca: It's me Chris.	Mansion 1F: Bar / Chris tries to play the piano.		v006_00.wav
V006_01.WAV	Chris	Chris	Chris: Is that you, Rebecca?	Mansion 1F: Bar / Chris tries to play the piano.		v006_01.wav
V006_02.WAV	Chris	Chris	Chris: Are you alright?	Mansion 1F: Bar / Chris tries to play the piano. / Richard died.		v006_02.wav
V006_03.WAV	Chris	Rebecca	Rebecca: Yes. I have decided not to grieve any longer.	Mansion 1F: Bar / Chris tries to play the piano. / Richard died.		v006_03.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V006_04.WAV	Chris	Rebecca	Rebecca: Ah, it's the Moonlight Sonata.	Mansion 1F: Bar / Chris tries to play the piano.		v006_04.wav
V006_05.WAV	Chris	Chris	Chris: Can you play?	Mansion 1F: Bar / Chris tries to play the piano.		v006_05.wav
V006_06.WAV	Chris	Chris	Chris: Wait. What is that?	Mansion 1F: Bar / Chris tries to play the piano.		v006_06.wav
V006_07.WAV	Chris	Rebecca	Rebecca: My interpetation is off a little.	Mansion 1F: Bar / Chris tries to play the piano.		v006_07.wav
V006_08.WAV	Chris	Rebecca	Rebecca: Chris, may I practice for a while?	Mansion 1F: Bar / Chris tries to play the piano.		v006_08.wav
V006_09.WAV	Chris	Chris	Chris: See? Just relax and play.	Mansion 1F: Bar / Chris tries to play the piano. / Chris says yes to Rebecca.		v006_09.wav
V006_0A.WAV	Chris	Rebecca	Rebecca: Alright.	Mansion 1F: Bar / Chris tries to play the piano. / Chris says yes to Rebecca.		v006_0a.wav
V006_0B.WAV	Chris	Chris	Chris: Lets go back and look for them at once.	Mansion 1F: Bar / Chris tries to play the piano. / Chris says no to Rebecca.		v006_0b.wav
V006_0C.WAV	Chris	Rebecca	Rebecca: Alright.	Mansion 1F: Bar / Chris tries to play the piano. / Chris says no to Rebecca.		v006_0c.wav
V006_0D.WAV	Chris	Chris	Chris: Rebecca.	Mansion 1F: Bar / Chris tries to play the piano. / Chris says no to Rebecca. / Chris leaves the room.		v006_0d.wav
V006_0E.WAV	Chris	Rebecca	Rebecca: I know, I know. But just a little longer.	Mansion 1F: Bar / Chris tries to play the piano. / Chris says no to Rebecca. / Chris leaves the room.		v006_0e.wav
V006_0F.WAV	Chris	Rebecca	Rebecca: Chris! Chris!	Mansion 1F: Bar / Rebecca plays the Moonlight Sonata successfully.		v006_0f.wav
V006_10.WAV	Chris	Rebecca	Rebecca: You like it?	Mansion 1F: Bar / Rebecca plays the Moonlight Sonata successfully.		v006_10.wav
V006_11.WAV	Chris	Chris	Chris: Oh, that was great!	Mansion 1F: Bar / Rebecca plays the Moonlight Sonata successfully.		v006_11.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V006_12.WAV	Chris	Rebecca	Rebecca: What is that?	Mansion 1F: Bar / Rebecca plays the Moonlight Sonata successfully.		v006_12.wav
V007_00.WAV	Chris	Rebecca	Rebecca: Ah, Chris! This room is fully equipped with medical supplies. I can treat you, except for your major injury. Would you like me to?	Mansion 1F: Mansion Save Room / Rebecca offers to treat Chris's wounds.		v007_00.wav
V007_01.WAV	Chris	Chris	Chris: Yes! Please do something for me, temporarily.	Mansion 1F: Mansion Save Room / Rebecca offers to treat Chris's wounds. / Chris says yes.		v007_01.wav
V007_02.WAV	Chris	Rebecca	Rebecca: Most of these medicines are from Umbrella.	Mansion 1F: Mansion Save Room / Rebecca offers to treat Chris's wounds. / Chris says yes.		v007_02.wav
V007_03.WAV	Chris	Chris	Chris: What's Umbrella?	Mansion 1F: Mansion Save Room / Rebecca offers to treat Chris's wounds. / Chris says yes.		v007_03.wav
V007_04.WAV	Chris	Rebecca	Rebecca: Don't you know? It's a large-scale pharmaceutical company based in Raccoon City.	Mansion 1F: Mansion Save Room / Rebecca offers to treat Chris's wounds. / Chris says yes.		v007_04.wav
V007_05.WAV	Chris	Chris	Chris: Oh, I see. And you know how much of the medicine is usable?	Mansion 1F: Mansion Save Room / Rebecca offers to treat Chris's wounds. / Chris says yes.		v007_05.wav
V007_06.WAV	Chris	Rebecca	Rebecca: Well, probably there's enough for two doses.	Mansion 1F: Mansion Save Room / Rebecca offers to treat Chris's wounds. / Chris says yes.		v007_06.wav
V007_07.WAV	Chris	Rebecca	Rebecca: Are you alright? Wan't me to treat it?	Mansion 1F: Mansion Save Room / Rebecca offers to treat Chris's wounds. / Chris returns for more treatment.		v007_07.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V007_08.WAV	Chris	Rebecca	Rebecca: Chris, be careful!	Mansion 1F: Bar / Rebecca plays the Moonlight Sonata successfully. / Chris talks to Rebecca before getting the Gold Emblem		v007_08.wav
V007_09.WAV	Chris	Chris	Chris: I'm ok. But if something happens to me, please take care of me.	Mansion 1F: Mansion Save Room / Rebecca offers to treat Chris's wounds. / Chris says no.		v007_09.wav
V007_0A.WAV	Chris	Rebecca	Rebecca: Ok, you can depend on me. But we only have enough medicine for tree more doses.	Mansion 1F: Mansion Save Room / Rebecca offers to treat Chris's wounds. / Chris says no.		v007_0a.wav
V007_0B.WAV	Chris	Rebecca	Rebecca: Excuse me but, you aren't mad at me about all that, are you?	Mansion 1F: Mansion Save Room / Rebecca offers to treat Chris's wounds. / Chris says no.		v007_0b.wav
V007_0C.WAV	Chris	Chris	Chris: Oh, of course not. You were pretty worried though, weren't you? Hey, we're partners, aren't we? Let's work together.	Mansion 1F: Mansion Save Room / Rebecca offers to treat Chris's wounds. / Chris says no.		v007_0c.wav
V007_0D.WAV	Chris	Rebecca	Rebecca: Yes sir! I'll do my best!	Mansion 1F: Mansion Save Room / Rebecca offers to treat Chris's wounds. / Chris says no. Mansion 1F: West Stairway 1F / Rebecca is being attacked by a Hunter. / Chris talks to Rebecca after killing the Hunter, saving Rebecca. / Chris talks to Rebecca again.		v007_0d.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V007_0E.WAV	Chris	Rebecca	Rebecca: Chris, take care!	Mansion 1F: Mansion Save Room / Rebecca offers to treat Chris's wounds / Chris talks to Rebecca. / Chris talks to Rebecca after she rescues him.		v007_0e.wav
V007_0F.WAV	Chris	Rebecca	Rebecca: This is the last dose. Don't go doing reckless things anymore.	Mansion 1F: Mansion Save Room / Rebecca offers to treat Chris's wounds. / Rebecca has used all of the medical supplies.		v007_0f.wav
V008_00.WAV	Chris	Chris	Chris: Is that you, Rebecca?	Mansion 1F: Mansion Save Room / Rebecca rescued poisoned Chris.		v008_00.wav
V008_01.WAV	Chris	Rebecca	Rebecca: Chris, are you alright?	Mansion 1F: Mansion Save Room / Rebecca rescued poisoned Chris.		v008_01.wav
V008_02.WAV	Chris	Chris	Chris: Yeah. W-what happened?	Mansion 1F: Mansion Save Room / Rebecca rescued poisoned Chris.		v008_02.wav
V008_03.WAV	Chris	Rebecca	Rebecca: You were bitten by a poisonous snake. Are you ok?	Mansion 1F: Mansion Save Room / Rebecca rescued poisoned Chris.		v008_03.wav
V008_04.WAV	Chris	Chris	Chris: Ugh, my head is killing me.	Mansion 1F: Mansion Save Room / Rebecca rescued poisoned Chris.		v008_04.wav
V008_05.WAV	Chris	Rebecca	Rebecca: I think you'll be alright because I gave you a shot. But please, stay out of trouble!	Mansion 1F: Mansion Save Room / Rebecca rescued poisoned Chris.		v008_05.wav
V008_06.WAV	Chris	Chris	Chris: You saved my life. I owe you one.	Mansion 1F: Mansion Save Room / Rebecca rescued poisoned Chris.		v008_06.wav
V008_10.WAV	Chris	Rebecca	Rebecca: Chris!	Mansion 2F: Attic Entry / Rebecca finds poisoned Chris. / Also plays when Rebecca returns with the Serum too late.		v008_10.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V008_11.WAV	Chris	Rebecca	Rebecca: I'm sure the serum must be there. I'll be right back.	Mansion 2F: Attic Entry / Rebecca finds poisoned Chris.		v008_11.wav
V008_12.WAV	Chris	Rebecca	Rebecca: You alright?	Mansion 2F: Attic Entry / Rebecca finds poisoned Chris. / Rebecca returns with the Serum.		v008_12.wav
V008_13.WAV	Chris	Chris	Chris: Yeah. What happened?	Mansion 2F: Attic Entry / Rebecca finds poisoned Chris. / Rebecca returns with the Serum.		v008_13.wav
V008_14.WAV	Chris	Rebecca	Rebecca: You were bitten by a poisonous snake. Are you ok?	Mansion 2F: Attic Entry / Rebecca finds poisoned Chris. / Rebecca returns with the Serum.		v008_14.wav
V008_15.WAV	Chris	Chris	Chris: Ugh, my head is killing me.	Mansion 2F: Attic Entry / Rebecca finds poisoned Chris. / Rebecca returns with the Serum.		v008_15.wav
V008_16.WAV	Chris	Rebecca	Rebecca: I think you'll be alright because I gave you a shot. But please, be careful!	Mansion 2F: Attic Entry / Rebecca finds poisoned Chris. / Rebecca returns with the Serum.		v008_16.wav
V008_17.WAV	Chris	Rebecca	Rebecca: I'm glad I could help!	Mansion 2F: Attic Entry / Rebecca finds poisoned Chris. / Rebecca returns with the Serum. / Chris talks to Rebecca.		v008_17.wav
V008_18.WAV	Chris	Chris	Chris: You saved my life. I owe you one.	Mansion 2F: Attic Entry / Rebecca finds poisoned Chris. / Rebecca returns with the Serum.		v008_18.wav
V008_19.WAV	Chris	Rebecca	Rebecca: *screams of anguish*	Mansion 2F: Attic Entry / Rebecca finds poisoned Chris. / Rebecca returns with the Serum too late.		v008_19.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V009_00.WAV	Chris/Jill	Brad	Brad: This is Brad. S.T.A.R.S. Alpha team, please respond! What the hell? Is nobody out there?	Courtyard: Courtyard Garden / Brad tries to contact S.T.A.R.S. via radio.		v009_00.wav
V009_01.WAV	Chris	Chris	Chris: This is Chris.	Courtyard: Courtyard Garden / Brad tries to contact S.T.A.R.S. via radio.		v009_01.wav
V009_02.WAV	Chris/Jill	Brad	Brad: This is Brad. S.T.A.R.S. Alpha team, Bravo team, it doesn't matter. Anybody, answer me!	Courtyard: Courtyard Garden / Brad tries to contact S.T.A.R.S. via radio.		v009_02.wav
V009_03.WAV	Chris	Chris	Chris: Damn! It's broken!	Courtyard: Courtyard Garden / Brad tries to contact S.T.A.R.S. via radio.		v009_03.wav
V009_04.WAV	Chris/Jill	Brad	Brad: This is Brad. I know you can't answer me. But somehow, give me a sign!	Courtyard: Guardhouse Gate / Brad tries to contact S.T.A.R.S. via radio again.		v009_04.wav
V009_05.WAV	Chris	Chris	Chris: This is Chris. Brad! Can you hear me? Damn!	Courtyard: Guardhouse Gate / Brad tries to contact S.T.A.R.S. via radio again.		v009_05.wav
V00A_00.WAV	Chris	Chris	Chris: *screams*	Guardhouse 1F: Plant 42 Room / Rebecca finds Chris grabbed by Plant 42		v00a_00.wav
V00A_01.WAV	Chris	Rebecca	Rebecca: Chris!	Guardhouse 1F: Plant 42 Room / UNUSED		v00a_01.wav
V00A_10.WAV	Chris	Rebecca	Rebecca: Chris!	Guardhouse 1F: Plant 42 Room / Rebecca finds Chris grabbed by Plant 42		v00a_10.wav
V00A_11.WAV	Chris	Chris	Chris: Re-rebecca, no, it's no use. The roots of it are in the basement. You can.. Whoa!	Guardhouse 1F: Plant 42 Room / Rebecca finds Chris grabbed by Plant 42		v00a_11.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V00A_12.WAV	Chris	Rebecca	Rebecca: Chris!	Guardhouse 1F: Plant 42 Room / Rebecca finds Chris grabbed by Plant 42		v00a_12.wav
V00A_13.WAV	Chris	Chris	Chris: Take this file with you. Use the information in it in order to make the potion. Then kill the root. Rebecca, please!	Guardhouse 1F: Plant 42 Room / Rebecca finds Chris grabbed by Plant 42		v00a_13.wav
V00A_14.WAV	Chris	Rebecca	Rebecca: Chris, don't die!	Guardhouse 1F: Plant 42 Room / Rebecca finds Chris grabbed by Plant 42		v00a_14.wav
V00A_20.WAV	Chris	Rebecca	Rebecca: Oh! I can't believe it! Are you ok?	Guardhouse 1F: Beehive Passage / Rebecca Rescued Chris from Plant 42 Guardhouse 1F: Beehive Passage / Rebecca Rescued Chris from Plant 42 (met Rebecca before Richard)		v00a_20.wav
V00A_21.WAV	Chris	Chris	Chris: Yeah! So much for him, we got to the root of the problem! Saved again!	Guardhouse 1F: Beehive Passage / Rebecca Rescued Chris from Plant 42 Guardhouse 1F: Beehive Passage / Rebecca Rescued Chris from Plant 42 (met Rebecca before Richard)		v00a_21.wav
V00A_22.WAV	Chris	Rebecca	Rebecca: I just..	Guardhouse 1F: Beehive Passage / Rebecca Rescued Chris from Plant 42 Guardhouse 1F: Beehive Passage / Rebecca Rescued Chris from Plant 42 (met Rebecca before Richard)		v00a_22.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V00A_23.WAV	Chris	Chris	Chris: Really, thank you.	Guardhouse 1F: Beehive Passage / Rebecca Rescued Chris from Plant 42 Guardhouse 1F: Beehive Passage / Rebecca Rescued Chris from Plant 42 (met Rebecca before Richard)		v00a_23.wav
V00A_24.WAV	Chris	Rebecca	Rebecca: You'd do the same for me, wouldn't you?	Guardhouse 1F: Beehive Passage / Rebecca Rescued Chris from Plant 42 Guardhouse 1F: Beehive Passage / Rebecca Rescued Chris from Plant 42 (met Rebecca before Richard)		v00a_24.wav
V00A_25.WAV	Chris	Chris	Chris: I guarantee it.	Guardhouse 1F: Beehive Passage / Rebecca Rescued Chris from Plant 42 Guardhouse 1F: Beehive Passage / Rebecca Rescued Chris from Plant 42 (met Rebecca before Richard)		v00a_25.wav
V00A_26.WAV	Chris	Rebecca	Rebecca: Well, I think I can make another potion. I'll go back to the pharmaceutical room I found a little while ago.	Guardhouse 1F: Beehive Passage / Rebecca Rescued Chris from Plant 42		v00a_26.wav
V00A_27.WAV	Chris	Rebecca	Rebecca: Anyway Chris, I'm glad you're safe!	Guardhouse 1F: Beehive Passage / Rebecca Rescued Chris from Plant 42 Guardhouse 1F: Beehive Passage / Rebecca Rescued Chris from Plant 42 (met Rebecca before Richard)		v00a_27.wav
V00A_28.WAV	Chris	Rebecca	Rebecca: Well, Chris. This is Richards radio.	Guardhouse 1F: Beehive Passage / Rebecca Rescued Chris from Plant 42 (met Rebecca before Richard)		v00a_28.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V00A_29.WAV	Chris	Rebecca	Rebecca: We received communication from Brad at the courtyard a little while ago. But he is still flying around in the sky. He obviously couldn't hear our voices.	Guardhouse 1F: Beehive Passage / Rebecca Rescued Chris from Plant 42 (met Rebecca before Richard)		v00a_29.wav
V00A_2A.WAV	Chris	Rebecca	Rebecca: Maybe his radio is broken.	Guardhouse 1F: Beehive Passage / Rebecca Rescued Chris from Plant 42 (met Rebecca before Richard)		v00a_2a.wav
V00A_2B.WAV	Chris	Chris	Chris: I see, understood. I'll keep it. We should somehow let Brad know we're here.	Guardhouse 1F: Beehive Passage / Rebecca Rescued Chris from Plant 42 (met Rebecca before Richard)		v00a_2b.wav
V00A_2C.WAV	Chris	Rebecca	Rebecca: At the pharmaceutical room I found a little while ago, I think I will be able to make something.	Guardhouse 1F: Beehive Passage / Rebecca Rescued Chris from Plant 42 (met Rebecca before Richard)		v00a_2c.wav
V00B_00.WAV	Chris	Chris	Chris: W-what?	Mansion 1F: Roofed Passage / Chris finds Richard's radio.		v00b_00.wav
V00B_01.WAV	Chris	Chris	Chris: It must be a S.T.A.R.S. radio. It's a little bit broken, but it might still be usable. I'll take it with me.	Mansion 1F: Roofed Passage / Chris finds Richard's radio.		v00b_01.wav
V00C_00.WAV	Chris	Chris	Chris: *pants* W-what are they!? Monsters?	Mansion 1F: Back Passage / Chris encounters a Hunter. Chris told Rebecca to stay in the mansion.		v00c_00.wav
V00C_01.WAV	Chris	Chris	Chris: Rebecca! Is she still in the house?	Mansion 1F: Back Passage / Chris encounters a Hunter. Chris told Rebecca to stay in the mansion.		v00c_01.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V00C_10.WAV	Chris	Chris	Chris: Rebecca!	Mansion 1F: West Stairway 1F / Rebecca is being attacked by a Hunter. / Chris returns after fleeing and examines Rebecca's dead body.		v00c_10.wav
V00C_11.WAV	Chris	Chris	Chris: Rebecca!	Mansion 1F: West Stairway 1F / Rebecca is being attacked by a Hunter.		v00c_11.wav
V00C_12.WAV	Chris	Chris	Chris: Rebecca!	Mansion 1F: West Stairway 1F / Rebecca is being attacked by a Hunter. / Chris talks to Rebecca after killing the Hunter, saving Rebecca.		v00c_12.wav
V00C_13.WAV	Chris	Rebecca	Rebecca: Chris!	Mansion 1F: West Stairway 1F / Rebecca is being attacked by a Hunter. / Chris talks to Rebecca after killing the Hunter, saving Rebecca.		v00c_13.wav
V00C_14.WAV	Chris	Chris	Chris: Thank god you're safe!	Mansion 1F: West Stairway 1F / Rebecca is being attacked by a Hunter. / Chris talks to Rebecca after killing the Hunter, saving Rebecca.		v00c_14.wav
V00C_15.WAV	Chris	Chris, Rebecca	Rebecca: I'm sorry that you we're worried about me. Chris: We are in great danger!	Mansion 1F: West Stairway 1F / Rebecca is being attacked by a Hunter. / Chris talks to Rebecca after killing the Hunter, saving Rebecca.		v00c_15.wav
V00C_16.WAV	Chris	Chris	Chris: We must organize a search for the others, and get the hell out of here!	Mansion 1F: West Stairway 1F / Rebecca is being attacked by a Hunter. / Chris talks to Rebecca after killing the Hunter, saving Rebecca.		v00c_16.wav
V00C_17.WAV	Chris	Rebecca	Rebecca: Yes sir!	Mansion 1F: West Stairway 1F / UNUSED		v00c_17.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V00C_18.WAV	Chris	Chris	Chris: Understood?	Mansion 1F: West Stairway 1F / Rebecca is being attacked by a Hunter. / Chris talks to Rebecca after killing the Hunter, saving Rebecca.		v00c_18.wav
V00C_19.WAV	Chris	Rebecca	Rebecca: Yes sir!	Mansion 1F: West Stairway 1F / Rebecca is being attacked by a Hunter. / Chris talks to Rebecca after killing the Hunter, saving Rebecca.		v00c_19.wav
V00C_1A.WAV	Chris	Chris	Chris: Ok, I'll go first. Proceed with your own judgement. Alright? Can you do it?	Mansion 1F: West Stairway 1F / Rebecca is being attacked by a Hunter. / Chris talks to Rebecca after killing the Hunter, saving Rebecca.		v00c_1a.wav
V00C_1B.WAV	Chris	Rebecca	Rebecca: Yes, I can!	Mansion 1F: West Stairway 1F / Rebecca is being attacked by a Hunter. / Chris talks to Rebecca after killing the Hunter, saving Rebecca.		v00c_1b.wav
V00C_1C.WAV	Chris	Chris	Chris: Good,luck!	Mansion 1F: West Stairway 1F / Rebecca is being attacked by a Hunter. / Chris talks to Rebecca after killing the Hunter, saving Rebecca.		v00c_1c.wav
V00C_20.WAV	Chris	Chris	Chris: *pants* What are they!?	Mansion 1F: Back Passage / Chris encounters a Hunter. Rebecca's scream can be heard from upstairs.		v00c_20.wav
V00C_21.WAV	Chris	Rebecca	Rebecca: *screams*	Mansion 1F: Back Passage / Chris encounters a Hunter. Rebecca's scream can be heard from upstairs.		v00c_21.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V00C_22.WAV	Chris	Chris	Chris: It's Rebecca! She must be upstairs!	Mansion 1F: Back Passage / Chris encounters a Hunter. Rebecca's scream can be heard from upstairs.		v00c_22.wav
V00C_30.WAV	Chris	Chris	Chris: Rebecca!	Mansion 2F: Small Library / Rebecca tries to run away from a Hunter and dies.		v00c_30.wav
V00C_31.WAV	Chris	Chris	Chris: Rebecca!	Mansion 1F: West Stairway 1F / UNUSED / Hunter kills Rebecca during a cutscene.		v00c_31.wav
V00D_0.wav	Chris	Chris	Chris: Who is it? I-is someone there?	Underground: Enrico Room / UNUSED / Chris tries to see who shot Enrico.		v00d_0.wav
v00d_00.wav	Chris	Chris	Chris: Enrico!	Underground: Enrico Room / Chris finds Enrico.		v00d_00.wav
v00d_01.wav	Chris	Chris, Enrico	Enrico: Don't come any closer Chris. Chris: Wait, what happened? Enrico: Double crosser!	Underground: Enrico Room / Chris finds Enrico.		v00d_01.wav
v00d_02.wav	Chris	Chris	Chris: Don't!	Underground: Enrico Room / Chris finds Enrico. / UNUSED / Game uses ../sound/v00d_02.wav instead.		v00d_02.wav
v00d_03.wav	Chris	Chris	Chris: Who is it? I-is someone there?	Underground: Enrico Room / Chris finds Enrico.		v00d_03.wav
v00d_04.wav	Chris	Enrico	Enrico: *groans in pain* ..hell? Umbrella..	Underground: Enrico Room / Chris finds Enrico.		v00d_04.wav
v00d_05.wav	Chris	Chris	Chris: Double crosser? What did he mean by that?	Underground: Enrico Room / Chris finds Enrico.		v00d_05.wav
V00E_00.WAV	Chris	Chris	Chris: Rebecca, you're safe!	Laboratory B2: Visual Data Room / UNUSED / Chris and Rebecca meet and use the projector.		v00e_00.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V00E_01.WAV	Chris	Rebecca	Rebecca: I saw you in the garden! I've caught up with you at last! But it's a strange place, isn't it? Is this a meeting room or something?	Laboratory B2: Visual Data Room / UNUSED / Chris and Rebecca meet and use the projector.		v00e_01.wav
V00E_02.WAV	Chris	Chris	Chris: Seems like it.	Laboratory B2: Visual Data Room / UNUSED / Chris and Rebecca meet and use the projector.		v00e_02.wav
V00E_03.WAV	Chris	Rebecca	Rebecca: Does it work?	Laboratory B2: Visual Data Room / UNUSED / Chris and Rebecca meet and use the projector.		v00e_03.wav
V00E_04.WAV	Chris	Chris	Chris: Yeah. Let's take a look.	Laboratory B2: Visual Data Room / UNUSED / Chris and Rebecca meet and use the projector.		v00e_04.wav
V00E_05.WAV	Chris	Rebecca	Rebecca: I feel like we're having a secret meeting!	Laboratory B2: Visual Data Room / UNUSED / Chris and Rebecca meet and use the projector.		v00e_05.wav
V00E_06.WAV	Chris	Chris	Chris: Let's go! I think I'm beginning to understand!	Laboratory B2: Visual Data Room / UNUSED / Chris and Rebecca meet and use the projector.		v00e_06.wav
V00E_10.WAV	Chris	Chris	Chris: Rebecca! You're safe!	Laboratory B2: Visual Data Room / UNUSED / Chris and Rebecca meet and use the projector. Others didn't make it.		v00e_10.wav
V00E_11.WAV	Chris	Chris, Rebecca	Rebecca: I'm sorry. The others didn't make it. Chris: I know, but I'm happy that you are safe.	Laboratory B2: Visual Data Room / UNUSED / Chris and Rebecca meet and use the projector. Others didn't make it.		v00e_11.wav
V00E_12.WAV	Chris	Rebecca	Rebecca: What is it? A slide projector?	Laboratory B2: Visual Data Room / UNUSED / Chris and Rebecca meet and use the projector. Others didn't make it.		v00e_12.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V00E_13.WAV	Chris	Chris	Chris: Yes! I'll show you.	Laboratory B2: Visual Data Room / UNUSED / Chris and Rebecca meet and use the projector. Others didn't make it.		v00e_13.wav
V00E_14.WAV	Chris	Chris	Chris: Let's go! I think I'm beginning to understand!	Laboratory B2: Visual Data Room / UNUSED / Chris and Rebecca meet and use the projector. Others didn't make it.		v00e_14.wav
V00F_00.WAV	Chris	Rebecca	Rebecca: Let me try both at the same time. Please give me a key.	Laboratory B3: Cell Entry / UNUSED / Chris and Rebecca work together to open the cell door.		v00f_00.wav
v00f_01.wav	Chris	Rebecca	Rebecca: Let's try. Ready? Start!	Laboratory B3: Cell Entry / UNUSED / Chris and Rebecca work together to open the cell door.		v00f_01.wav
v00f_02.wav	Chris	Rebecca	Rebecca: It's open!	Laboratory B3: Cell Entry / UNUSED / Chris and Rebecca work together to open the cell door.		v00f_02.wav
v00f_10.wav	Chris	Jill	Jill: Chris!	Laboratory B3: Cell Entry / Chris finds Jill but the cell door is locked.		v00f_10.wav
v00f_11.wav	Chris	Chris	Chris: Jill!	Laboratory B3: Cell Entry / Chris finds Jill but the cell door is locked.		v00f_11.wav
v00f_12.wav	Chris	Chris, Jill	Jill: Chris! Wesker, he is.. Chris: I-I know. Shoot! It doesn't open! Look Jill, wait here. I'll save you. Jill: Ok, I'll wait.	Laboratory B3: Cell Entry / Chris finds Jill but the cell door is locked.		v00f_12.wav
v011_00.wav	Chris	Rebecca	Rebecca: Ah, ouch! *cries in pain*	Laboratory B3: Power Room / UNUSED / Rebecca crawls out of a ventilation shaft and runs into Chris.		v011_00.wav
v011_01.wav	Chris	Chris	Chris: Rebecca! What are you doing in this place!?	Laboratory B3: Power Room / UNUSED / Rebecca crawls out of a ventilation shaft and runs into Chris.		v011_01.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V011_02.WAV	Chris	Rebecca	Rebecca: I was almost attacked by a monster, but I escaped through the other draft hole. Then I came.. Ouch!	Laboratory B3: Power Room / UNUSED / Rebecca crawls out of a ventilation shaft and runs into Chris.		v011_02.wav
v011_03.wav	Chris	Chris, Rebecca	Chris: Well, I'm glad you're alright. Don't go out alone. Rebecca: Yes sir! By the way, where are we?	Laboratory B3: Power Room / UNUSED / Rebecca crawls out of a ventilation shaft and runs into Chris.		v011_03.wav
V011_04.WAV	Chris	Chris	Chris: It looks like a power room, but I'm not sure. How about you? Did you find something?	Laboratory B3: Power Room / UNUSED / Rebecca crawls out of a ventilation shaft and runs into Chris.		v011_04.wav
v011_05.wav	Chris	Rebecca	Rebecca: Chris, look at this!	Laboratory B3: Power Room / UNUSED / Rebecca crawls out of a ventilation shaft and runs into Chris.		v011_05.wav
V011_06.WAV	Chris	Chris	Chris: What's the matter?	Laboratory B3: Power Room / UNUSED / Rebecca crawls out of a ventilation shaft and runs into Chris.		v011_06.wav
v011_07.wav	Chris	Rebecca	Rebecca: It's a triggering system for a bomb!	Laboratory B3: Power Room / UNUSED / Rebecca crawls out of a ventilation shaft and runs into Chris.		v011_07.wav
v011_08.wav	Chris	Chris	Chris: What!?	Laboratory B3: Power Room / UNUSED / Rebecca crawls out of a ventilation shaft and runs into Chris.		v011_08.wav
v011_09.wav	Chris	Rebecca	Rebecca: Great! Wow! I've never seen such a big bomb! How come..	Laboratory B3: Power Room / UNUSED / Rebecca crawls out of a ventilation shaft and runs into Chris.		v011_09.wav
V011_0A.WAV	Chris	Chris	Chris: It's dangerous. Don't touch it!	Laboratory B3: Power Room / UNUSED / Rebecca crawls out of a ventilation shaft and runs into Chris.		v011_0a.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V012_00.WAV	Chris	Albert	Albert: Chris, as my subordinate, you have wonderful talent.	Laboratory B4: Main Lab Entry / Chris runs into Albert. Laboratory B4: Main Lab Entry / Chris and Rebecca run into Albert.		v012_00.wav
v012_01.wav	Chris	Chris	Chris: I would never work for a company like Umbrella. And Wesker, you were formally with Umbrella.	Laboratory B4: Main Lab Entry / Chris runs into Albert. Laboratory B4: Main Lab Entry / Chris and Rebecca run into Albert.		v012_01.wav
v012_02.wav	Chris	Albert	Albert: What do you mean?	Laboratory B4: Main Lab Entry / Chris runs into Albert. Laboratory B4: Main Lab Entry / Chris and Rebecca run into Albert.		v012_02.wav
V012_03.WAV	Chris	Chris	Chris: Since when have you been an Umbrella agent? And a traitor to the S.T.A.R.S.	Laboratory B4: Main Lab Entry / Chris runs into Albert. Laboratory B4: Main Lab Entry / Chris and Rebecca run into Albert.		v012_03.wav
v012_04.wav	Chris	Albert	Albert: Now you're wrong! I was formally with Umbrella, yes. But now I'm prepared to face anything. Even getting rid of you vigilante S.T.A.R.S.	Laboratory B4: Main Lab Entry / Chris runs into Albert. Laboratory B4: Main Lab Entry / Chris and Rebecca run into Albert.		v012_04.wav
v012_05.wav	Chris	Chris	Chris: Now the worst possible situation has occurred. The failure of the experiment created a virus, a biological weapon, polluting the entire lab!	Laboratory B4: Main Lab Entry / Chris runs into Albert. Laboratory B4: Main Lab Entry / Chris and Rebecca run into Albert.		v012_05.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
v012_06.wav	Chris	Albert	Albert: No, the worst happened with the tyrant virus. I lost some of my S.T.A.R.S. team members because of it.	Laboratory B4: Main Lab Entry / Chris runs into Albert. Laboratory B4: Main Lab Entry / Chris and Rebecca run into Albert.		v012_06.wav
v012_07.wav	Chris	Chris	Chris: You killed with them own hands! Did you kill Enrico?	Laboratory B4: Main Lab Entry / Chris runs into Albert. Laboratory B4: Main Lab Entry / Chris and Rebecca run into Albert.		v012_07.wav
v012_08.wav	Chris	Rebecca	Rebecca: Really?	Laboratory B4: Main Lab Entry / Chris and Rebecca run into Albert.		v012_08.wav
v012_09.wav	Chris	Albert	Albert: Yeah. Like this.	Laboratory B4: Main Lab Entry / Chris and Rebecca run into Albert.		v012_09.wav
v012_0a.wav	Chris	Chris	Chris: Rebecca!	Laboratory B4: Main Lab Entry / Chris and Rebecca run into Albert.		v012_0a.wav
v012_0b.wav	Chris	Albert	Albert: Don't move! If you do, I'll kill you.	Laboratory B4: Main Lab Entry / Chris and Rebecca run into Albert.		v012_0b.wav
v012_0c.wav	Chris	Albert	Albert: Chris, I have something to show you.	Laboratory B4: Main Lab Entry / Chris and Rebecca run into Albert.		v012_0c.wav
v012_0d.wav	Chris	Albert	Albert: Now, walk.	Laboratory B4: Main Lab Entry / Chris and Rebecca run into Albert.		v012_0d.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
v012_0e.wav	Chris	Albert	Albert: Enrico? I'll destroy the S.T.A.R.S. myself, including you. The fact is, Umbrella does not know what to do with the Tyrant Virus. We have orders to blow up this laboratory, and it's not a bad idea. But I think we should save this important research.. for future use.	Laboratory B4: Main Lab Entry / Chris runs into Albert.		v012_0e.wav
v012_0f.wav	Chris	Chris	Chris: You.. You think you can disappear with such important material?	Laboratory B4: Main Lab Entry / Chris runs into Albert.		v012_0f.wav
v012_10.wav	Chris	Albert	Albert: Would you like see it? Come with me.	Laboratory B4: Main Lab Entry / Chris runs into Albert.		v012_10.wav
v012_11.wav	Chris	Albert	Albert: I'm sorry for my lack of manners. But I'm not used to escorting men.	Laboratory B4: Main Lab Entry / Chris runs into Albert.		v012_11.wav
v012_12.wav	Chris	Albert	Albert: Now, walk.	Laboratory B4: Main Lab Entry / Chris runs into Albert.		v012_12.wav
V013_00.WAV	Chris	Chris	Chris: Is this..	Laboratory B4: Main Lab / Albert shows Chris the Tyrant.		v013_00.wav
V013_01.WAV	Chris	Albert	Albert: That's right. This is the ultimate lifeform, Tyrant!	Laboratory B4: Main Lab / Albert shows Chris the Tyrant.		v013_01.wav
V013_02.WAV	Chris	Albert, Chris	Chris: *laughs* Albert: Chris? Chris: *laughs harder* Albert: Stop it!	Laboratory B4: Main Lab / Albert shows Chris the Tyrant.		v013_02.wav
V013_02A.WAV	Chris	Albert	Albert: Chris?	Laboratory B4: Main Lab / UNUSED / Albert shows Chris the Tyrant.		v013_02a.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V013_02B.WAV	Chris	Albert	Albert: Stop it!	Laboratory B4: Main Lab / UNUSED / Albert shows Chris the Tyrant.		v013_02b.wav
V013_03.WAV	Chris	Chris	Chris: Wesker, you're pitiful!	Laboratory B4: Main Lab / Albert shows Chris the Tyrant.		v013_03.wav
V013_04.WAV	Chris	Chris	Chris: This is saviour? You say this failure, is you saviour?	Laboratory B4: Main Lab / Albert shows Chris the Tyrant.		v013_04.wav
V013_05.WAV	Chris	Albert	Albert: You can make sure yourself whether Tyrant is a failure or not.	Laboratory B4: Main Lab / Albert shows Chris the Tyrant.		v013_05.wav
V013_06.WAV	Chris	Albert	Albert: Go to hell! Jill will join you too.	Laboratory B4: Main Lab / Albert shows Chris the Tyrant.		v013_06.wav
V013_07.WAV	Chris/Jill	Chris	Chris: W-what?	Laboratory B4: Main Lab / Albert shows Chris the Tyrant. Laboratory B4: Main Lab / Albert shows Jill the Tyrant.		v013_07.wav
V013_08.WAV	Chris/Jill	Albert	Albert: Don't come this way! No!	Laboratory B4: Main Lab / Albert shows Chris the Tyrant. Laboratory B4: Main Lab / Albert shows Jill the Tyrant.		v013_08.wav
V013_09.WAV	Chris	Chris	Chris: You can't kill me!	Laboratory B4: Main Lab / Albert shows Chris the Tyrant.		v013_09.wav
V013_0A.WAV	Chris	Albert	Albert: What?	Laboratory B4: Main Lab / UNUSED / Albert shows Chris the Tyrant.		v013_0a.wav
V014_00.WAV	Chris	Chris	Chris: Wow!	Laboratory B4: Main Lab Entry / Chris finds Rebecca alive.		v014_00.wav
V014_01.WAV	Chris	Rebecca	Rebecca: Ha! It seems like this jacket is pretty strong!	Laboratory B4: Main Lab Entry / Chris finds Rebecca alive.		v014_01.wav
V014_02.WAV	Chris	Chris	Chris: I see.	Laboratory B4: Main Lab Entry / Chris finds Rebecca alive.		v014_02.wav
V014_03.WAV	Chris	Rebecca	Rebecca: How about captain Wesker?	Laboratory B4: Main Lab Entry / Chris finds Rebecca alive.		v014_03.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V014_04.WAV	Chris	Chris	Chris: He is sleeping with the ultimate failure. Hurry up. I wanna get out of here!	Laboratory B4: Main Lab Entry / Chris finds Rebecca alive.		v014_04.wav
V014_05.WAV	Chris	Rebecca	Rebecca: Excuse me, Chris.	Laboratory B3: Elevator Entry / Chris and Rebecca step out of the elevator.		v014_05.wav
V014_06.WAV	Chris	Chris	Chris: What, Rebecca?	Laboratory B3: Elevator Entry / Chris and Rebecca step out of the elevator.		v014_06.wav
V014_07.WAV	Chris	Rebecca	Rebecca: I saw a research file in this lab. It said that a great deal of research on the Tyrant Virus exists right here! We should blow this place up!	Laboratory B3: Elevator Entry / Chris and Rebecca step out of the elevator.		v014_07.wav
V014_08.WAV	Chris	Chris	Chris: We're already into it over our heads. Rebecca, can you do it?	Laboratory B3: Elevator Entry / Chris and Rebecca step out of the elevator.		v014_08.wav
V014_09.WAV	Chris	Rebecca	Rebecca: Yes sir! I setup a triggering system for a bomb!	Laboratory B3: Elevator Entry / Chris and Rebecca step out of the elevator.		v014_09.wav
V014_0A.WAV	Chris	Chris	Chris: Ok! Now we have a chance to escape! See you outside the house!	Laboratory B3: Elevator Entry / Chris and Rebecca step out of the elevator.		v014_0a.wav
V014_0B.WAV	Chris	Rebecca	Rebecca: Chris!	Laboratory B3: Elevator Entry / UNUSED		v014_0b.wav
V014_0C.WAV	Jill	Barry	Barry: Jill!	Laboratory B3: Elevator Entry / UNUSED		v014_0c.wav
V015_00.WAV	Chris	Chris, Jill	Chris: Jill! Sorry for making you wait. Jill: Chris!	Laboratory B3: Cell / Chris comes back to release Jill.		v015_00.wav
V015_01.WAV	Chris	Jill	Jill: I knew I could trust you.	Laboratory B3: Cell / Chris comes back to release Jill.		v015_01.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V015_02.WAV	Chris	Chris	Chris: Let's go! There's no need to stay.	Laboratory B3: Cell / Chris comes back to release Jill.		v015_02.wav
V015_03.WAV	Chris	Chris	Chris: Jill! Are you there?	Laboratory B3: Cell / Chris comes back to release Jill.		v015_03.wav
V015_04.WAV	Chris	Jill	Jill: Chris?	Laboratory B3: Cell / Chris comes back to release Jill.		v015_04.wav
V015_05.WAV	Chris	Chris	Chris: Jill, you're all right!	Laboratory B3: Cell / Chris comes back to release Jill.		v015_05.wav
V015_06.WAV	Chris	Jill	Jill: Ah, yes. Wesker is here.. He's..	Laboratory B3: Cell / Chris comes back to release Jill.		v015_06.wav
V015_07.WAV	Chris	Chris	Chris: Oh, I know. Anyway, let's get out here!	Laboratory B3: Cell / Chris comes back to release Jill.		v015_07.wav
V016_00.WAV	Chris	Brad	Brad: This is Brad. I have a fuel shortage. Ok, this is the last try. If somebody's alive, please, send a sign! This is the last..	Laboratory B1: Emergency Tunnel / Brad calls Chris.		v016_00.wav
V016_01.WAV	Chris	Chris, Rebecca	Rebecca: I made it! I setup the triggering system to the bomb! Chris: Great! Rebecca, Brad's up in the helicopter!	Laboratory B1: Emergency Tunnel / Rebecca joins Chris and Jill.		v016_01.wav
V016_02.WAV	Chris	Chris, Jill, Rebecca	Rebecca: Look at those monsters! Jill: Let me take care of them! Chris: But.. Jill: Chris, get in contact with Brad right away! Chris: Ok!	Laboratory B1: Emergency Tunnel / Rebecca joins Chris and Jill.		v016_02.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V016_03.WAV	Chris	Chris, Jill	Jill: Let me take care of them! Chris: But.. Jill: Chris, get in contact with Brad right away! Chris: Ok!	Laboratory B1: Emergency Tunnel / Chris and Jill in front of the emergency elevator.		v016_03.wav
V016_04.WAV	Chris	Chris, Jill	Chris: Look at those monsters! Rebecca: Chris, if Brad is in the helicopter, get in contact with him by any means! Chris: But.. Rebecca: I'll hold back the monsters! Chris: Ok, I trust you. Rebecca: Trust me!	Laboratory B1: Emergency Tunnel / Rebecca joins Chris.		v016_04.wav
V016_05.WAV	Chris	Brad	Brad: Chris! Use it! Destroy the monsters with it!	Courtyard: Heliport / Brad drops a Rocket Launcher for Chris.		v016_05.wav
V016_06.WAV	Chris	Umbrella System	There is 3-minutes until explosion.	Laboratory B1: Emergency Tunnel / Triggering system warning.		v016_06.wav
V101_00.WAV	Jill	Albert, Barry	Barry: What is this? Albert: Wow! What a mansion!	Mansion 1F: Main Hall 1F / Albert, Barry and Jill enter the Main Hall.		v101_00.wav
V101_01.WAV	Jill	Jill	Jill: Captain Wesker, where's Chris?	Mansion 1F: Main Hall 1F / Albert, Barry and Jill enter the Main Hall.		v101_01.wav
V101_02.WAV	Jill	Albert, Jill	Albert: Stop it! Don't open that door! Jill: But Chris is..	Mansion 1F: Main Hall 1F / Albert, Barry and Jill enter the Main Hall.		v101_02.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V101_03.WAV	Jill	Albert, Barry	Barry: What is it? Albert: Maybe it's Chris? Now, Jill, can you go? Barry: I'm going with you. Chris is our old partner you know. Albert: Ok. Let me handle this.	Mansion 1F: Main Hall 1F / Albert, Barry and Jill enter the Main Hall.		v101_03.wav
V101_04.WAV	Jill	Albert	Albert: Stay alert!	Mansion 1F: Main Hall 1F / Albert, Barry and Jill enter the Main Hall.		v101_04.wav
V102_00.WAV	Jill	Barry	Barry: A dining room.	Mansion 1F: Dining Room / Barry and Jill enter the Dining Room.		v102_00.wav
V102_01.WAV	Jill	Barry	Barry: What!?! What is this?	Mansion 1F: Dining Room / Barry and Jill examine a bloodstain.		v102_01.wav
V102_02.WAV	Jill	Barry, Jill	Jill: What is it? Barry: Blood.	Mansion 1F: Dining Room / Barry and Jill examine a bloodstain.		v102_02.wav
V102_03.WAV	Jill	Barry	Barry: Jill, see if you can find any other clues. I'll be examining this.	Mansion 1F: Dining Room / Barry and Jill examine a bloodstain.		v102_03.wav
V102_04.WAV	Jill	Barry	Barry: Hope this is not Chris's blood.	Mansion 1F: Dining Room / Barry and Jill examine a bloodstain.		v102_04.wav
V102_05.WAV	Jill	Barry	Barry: Lost courage already? It's not like you.	Mansion 1F: Dining Room / Jill tries to return to the Main Hall for the second time before encountering the first Zombie.		v102_05.wav
V102_06.WAV	Jill	Jill	Jill: Who is it?	Mansion 1F: Dining Room / Barry and Jill examine a bloodstain. / Jill tries to return to the main hall for the third time.		v102_06.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V102_07.WAV	Jill	Barry	Barry: Hey, you! Stop!	Mansion 1F: Dining Room / Barry and Jill examine a bloodstain. / Jill tries to return to the main hall for the third time.		v102_07.wav
V102_08.WAV	Jill	Barry	Barry: Run, Jill! He's insane!	Mansion 1F: Dining Room / Barry and Jill examine a bloodstain. / Jill tries to return to the main hall for the third time.		v102_08.wav
V102_09.WAV	Jill	Barry, Jill	Barry: What the hell? Jill: Let's report this to Wesker.	Mansion 1F: Dining Room / Barry and Jill examine a bloodstain. / Jill tries to return to the main hall for the third time.		v102_09.wav
V102_0A.WAV	Jill	Jill	Jill: Barry?	Mansion 1F: Dining Room / Barry and Jill encounter their first Zombie.		v102_0a.wav
V102_0B.WAV	Jill	Barry, Jill	Barry: What is it? Jill: Watch out! It's a monster! Barry: Let me take care of this!	Mansion 1F: Dining Room / Barry and Jill encounter their first Zombie.		v102_0b.wav
V102_0C.WAV	Jill	Barry	Barry: What is it!?	Mansion 1F: Dining Room / Barry and Jill encounter their first Zombie.		v102_0c.wav
V102_0D.WAV	Jill	Jill	Jill: Kenneth was killed too.. Maybe by this creature.	Mansion 1F: Dining Room / Barry and Jill encounter their first Zombie.		v102_0d.wav
V102_0E.WAV	Jill	Jill	Jill: Anyway, let's report this to Wesker.	Mansion 1F: Dining Room / Barry and Jill encounter their first Zombie.		v102_0e.wav
V102_10.WAV	Jill	Jill	Jill: Kenneth was killed too.	Mansion 1F: Dining Room / UNUSED / Barry and Jill encounter their first Zombie.		v102_10.wav
V103_00.WAV	Jill	Barry	Barry: Wesker! Help me look for him Jill, and don't leave this hall for the time being.	Mansion 1F: Main Hall 1F / Barry and Jill find Albert missing and begin to search for him.		v103_00.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V103_01.WAV	Jill	Barry, Jill	<p>Barry: Find anything, Jill? Jill: Nothing. What is this all about? I can't figure it out at all. Barry: Beats me, too. Jill: Now it's Wesker's time to disappear! I don't know what's going on. Barry: Well, it can't be helped. Let's search for him seperately. I'll check the dining room again. Jill: Okay. I'll try the door on the opposite side. Barry: This mansion is gigantic. We could get into trouble if we get lost. We should start from the first floor, okay? And.. Jill, here is a lockpick. It might be handy if you, the master of unlocking, take it with you.</p>	Mansion 1F: Main Hall 1F / Barry and Jill find Albert missing and begin to search for him. / Barry and Jill don't find him.		v103_01.wav
V103_0A.WAV	Jill	Jill	<p>Jill: Thanks. Maybe I'll need it.</p>	Mansion 1F: Main Hall 1F / Barry and Jill find Albert missing and begin to search for him. / Barry and Jill don't find him.		v103_0a.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V103_0B.WAV	Jill	Barry	Barry: No, I'll take of that direction. I told you to start from the other side, Jill.	Mansion 1F: Main Hall 1F / UNUSED / Barry and Jill find Albert missing and begin to search for him. / Barry and Jill don't find him. / Barry stand in front of the Dining Room door and Jill tries to go there.		v103_0b.wav
V103_0C.WAV	Jill	Barry	Barry: Listen, if something happens, lets meet up in this hall.	Mansion 1F: Main Hall 1F / Barry and Jill find Albert missing and begin to search for him. / Barry and Jill don't find him.		v103_0c.wav
V103_0D.WAV	Jill	Barry	This time I'll be there!	Mansion 1F: Main Hall 1F / Barry and Jill find Albert missing and begin to search for him. / Barry and Jill don't find him.		v103_0d.wav
V104_00.WAV	Jill	Barry	Barry: Jill!	Mansion 2F: Terrance / Barry and Jill find the body of Forest.		v104_00.wav
V104_01.WAV	Jill	Barry	Barry: *laughs nervously* Don't scare me.	Mansion 2F: Terrance / Barry and Jill find the body of Forest.		v104_01.wav
V104_02.WAV	Jill	Jill	Jill: That's what I was going to say. Aren't you supposed to going over the first floor, Barry?	Mansion 2F: Terrance / Barry and Jill find the body of Forest.		v104_02.wav
V104_03.WAV	Jill	Barry	Barry: Yeah, you're right. But just take a look at this!	Mansion 2F: Terrance / Barry and Jill find the body of Forest.		v104_03.wav
V104_04.WAV	Jill	Barry	Barry: It's Forest! Oh my god!	Mansion 2F: Terrance / Barry and Jill find the body of Forest.		v104_04.wav
V104_05.WAV	Jill	Jill	Jill: It's awful!	Mansion 2F: Terrance / Barry and Jill find the body of Forest.		v104_05.wav
V104_06.WAV	Jill	Barry	Barry: I'm going to find out what caused Forest's death. It looks like he was killed by a crow, or something.	Mansion 2F: Terrance / Barry and Jill find the body of Forest.		v104_06.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V104_07.WAV	Jill	Barry	Barry: Can you look around the first floor, Jill?	Mansion 2F: Terrance / Barry and Jill find the body of Forest.		v104_07.wav
V104_08.WAV	Jill	Jill	Jill: Ok.	Mansion 2F: Terrance / Barry and Jill find the body of Forest.		v104_08.wav
V104_09.WAV	Jill	Barry	Barry: Hey, Jill. This must have been Forest's. You don't have a weapon, take this with you.	Mansion 2F: Terrance / Barry and Jill find the body of Forest.		v104_09.wav
V104_0A.WAV	Jill	Barry	Barry: I can't believe..	Mansion 2F: Terrance / Barry and Jill find the body of Forest. / Jill talks to Barry.		v104_0a.wav
V105_00.WAV	Jill	Jill	Jill: Hey, what's going on?	Mansion 1F: Trap Room / Barry saves Jill from the trap.		v105_00.wav
V105_01.WAV	Jill	Barry	Barry: Jill? Is that you, Jill? What happened?	Mansion 1F: Trap Room / Barry saves Jill from the trap.		v105_01.wav
V105_02.WAV	Jill	Jill	Jill: Barry? Help me please! The door wont open! Quick!	Mansion 1F: Trap Room / Barry saves Jill from the trap.		v105_02.wav
V105_03.WAV	Jill	Barry	Barry: Stay away from the door, Jill! I'm gonna kick this door down!	Mansion 1F: Trap Room / Barry saves Jill from the trap.		v105_03.wav
V105_04.WAV	Jill	Barry	Barry: Hurry! This way!	Mansion 1F: Trap Room / Barry saves Jill from the trap.		v105_04.wav
V105_05.WAV	Jill	Jill	Jill: Oh, Barry!	Mansion 1F: Winding Passage / Barry saved Jill from the trap.		v105_05.wav
V105_06.WAV	Jill	Barry, Jill	Barry: That was too close. You were almost a Jill sandwich. Jill: You're right. Barry, thanks for saving my life.	Mansion 1F: Winding Passage / Barry saved Jill from the trap.		v105_06.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V105_07.WAV	Jill	Jill	Jill: But Barry, didn't you say you were going back to the dining room to do some research? Why on earth are you here?	Mansion 1F: Winding Passage / Barry saved Jill from the trap.		v105_07.wav
V105_08.WAV	Jill	Barry	Barry: Uh, I just had something I wanted to check. Now, let's get back to searching for the lost captain and Chris, shall we?	Mansion 1F: Winding Passage / Barry saved Jill from the trap.		v105_08.wav
V105_09.WAV	Jill	Barry, Jill	Jill: Thank you, Barry. Barry: Yeah, yeah.	Mansion 1F: Winding Passage / Barry saved Jill from the trap.		v105_09.wav
V106_00.WAV	Jill	Jill	Jill: Barry!	Mansion 2F: Main Hall 2F / Barry and Jill run into each other.		v106_00.wav
V106_01.WAV	Jill	Barry, Jill	Barry: Jill! What's going on? Any clues? Jill: No, but something's wrong with this house. Barry: Woah! This hall is dangerous. Maybe it's better to secure our escape route first. There must be a back door somewhere. Let's try to find it first, shall we?	Mansion 2F: Main Hall 2F / Barry and Jill run into each other.		v106_01.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V106_02.WAV	Jill	Barry, Jill	Jill: Okay, let's separate again. Barry: Just a moment! I've found something. Jill: What is it? Barry: It's a weapon; it's really powerful, especially against living things. Better take it with you. Jill: But how about you, Barry? Barry: I have this! Jill: Thank you. I'll take this then.	Mansion 2F: Main Hall 2F / Barry and Jill run into each other.		v106_02.wav
V107_00.WAV	Jill	Jill	Jill: *yawns* Barry.. Barry?	Mansion 1F: Mansion Save Room / Jill wakes up after being rescued.		v107_00.wav
V108_00.WAV	Jill	Barry	Barry: Is that you, Jill?	Mansion 2F: Study / Jill finds Barry in the Study.		v108_00.wav
V108_01.WAV	Jill	Jill	Jill: What's going on? How come you look so scared?	Mansion 2F: Study / Jill finds Barry in the Study.		v108_01.wav
V108_02.WAV	Jill	Barry	Barry: Look at this.	Mansion 2F: Study / Jill finds Barry in the Study.		v108_02.wav
V108_03.WAV	Jill	Barry	Barry: What do you think of it?	Mansion 2F: Study / Jill finds Barry in the Study.		v108_03.wav
V108_04.WAV	Jill	Jill	Jill: I've been thinking something is wrong with this house.	Mansion 2F: Study / Jill finds Barry in the Study.		v108_04.wav
V108_05.WAV	Jill	Barry	Barry: Right.	Mansion 2F: Study / Jill finds Barry in the Study.		v108_05.wav
V108_06.WAV	Jill	Jill	Jill: Hey, what is this? There's a page missing.	Mansion 2F: Study / Jill finds Barry in the Study.		v108_06.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V108_07.WAV	Jill	Barry	Barry: Yeah, I thought about that too. Perhaps that was the most important part.	Mansion 2F: Study / Jill finds Barry in the Study.		v108_07.wav
V108_08.WAV	Jill	Barry	Barry: I think I'll stay and look around more.	Mansion 2F: Study / UNUSED / Jill finds Barry in the Study. / Jill talks to Barry.		v108_08.wav
V109_00.WAV	Jill	Albert, Barry	Barry: It can't be true! I've been told a different story. Albert: Hey, there is nothing we can do. The situation has changed. Barry: But it's not necessary for you to destroy S.T.A.R.S.! Albert: It's not my intention! It's Umbrella's. I can't help it. Barry: What about my family!? Albert: I will guarantee their safety. Barry: So everything depends on me, huh?	Guardhouse 1F: Central Corridor / Jill overhears Albert and Barry talking.		v109_00.wav
V109_10.WAV	Jill	Barry	Barry: Hi, Jill.	Guardhouse 1F: Room 002 / Jill runs into Barry.		v109_10.wav
V109_11.WAV	Jill	Jill	Jill: H-hi, Barry. I-I heard someone talking.	Guardhouse 1F: Room 002 / Jill runs into Barry.		v109_11.wav
V109_12.WAV	Jill	Barry	Barry: So you heard it too. I think I'm getting old. It seems that talking to myself has becoming a habit.	Guardhouse 1F: Room 002 / Jill runs into Barry.		v109_12.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V109_13.WAV	Jill	Jill	Jill: Talking to your self? Barry, something must have happened to you. Am I wrong? You sound strange.. Talking to yourself?	Guardhouse 1F: Room 002 / Jill runs into Barry.		v109_13.wav
V109_14.WAV	Jill	Barry	Barry: Well, it seems I made you worry. But don't. Maybe I have been a nervous wreck since all of these strange things started happening. Well, I think I'll go out and get some fresh air for a change.	Guardhouse 1F: Room 002 / Jill runs into Barry.		v109_14.wav
V109_15.WAV	Jill	Barry	Barry: I told ya, don't worry.. I'll just go and get some fresh air and.. be eaten by a monster!	Guardhouse 1F: Room 002 / Jill runs into Barry.		v109_15.wav
V10A_00.WAV	Jill	Jill	Jill: Wesker!	Guardhouse 1F: Central Corridor / Jill runs into Albert.		v10a_00.wav
V10A_01.WAV	Jill	Albert	Albert: Jill, so you're safe.	Guardhouse 1F: Central Corridor / Jill runs into Albert.		v10a_01.wav
V10A_02.WAV	Jill	Jill	Jill: That's what I was going to say. Where on earth have you been? You disappeared from the hall all of a sudden.	Guardhouse 1F: Central Corridor / Jill runs into Albert.		v10a_02.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V10A_03.WAV	Jill	Albert	Albert: I'm sorry, but I have my reasons. Perhaps you guys have met them? It was all I could do to protect myself against those strange creatures.	Guardhouse 1F: Central Corridor / Jill runs into Albert.		v10a_03.wav
V10A_04.WAV	Jill	Jill	Jill: Is that right? Anyway, it's good to see you're safe.	Guardhouse 1F: Central Corridor / Jill runs into Albert.		v10a_04.wav
V10A_05.WAV	Jill	Albert	Albert: I met Barry too a while ago. I think there's something wrong with him.	Guardhouse 1F: Central Corridor / Jill runs into Albert (plays if you overheard Albert and Barry talking).		v10a_05.wav
V10A_06.WAV	Jill	Jill	Jill: Yes, I agree with you. Sure was strange, wasn't he? He looked so tired.	Guardhouse 1F: Central Corridor / Jill runs into Albert (plays if you overheard Albert and Barry talking).		v10a_06.wav
V10A_07.WAV	Jill	Albert	Albert: Well, maybe it quite natural under these circumstances.	Guardhouse 1F: Central Corridor / Jill runs into Albert (plays if you overheard Albert and Barry talking).		v10a_07.wav
V10A_08.WAV	Jill	Albert	Albert: Jill, our first priority is to get out of here.	Guardhouse 1F: Central Corridor / Jill runs into Albert.		v10a_08.wav
V10A_09.WAV	Jill	Jill	Jill: Yes, you're right!	Guardhouse 1F: Central Corridor / Jill runs into Albert.		v10a_09.wav
V10A_0A.WAV	Jill	Albert	Albert: Now there are a lot of rooms in that mansion that we can't get into because they're locked up. I have been looking around for clues..	Guardhouse 1F: Central Corridor / Jill runs into Albert.		v10a_0a.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V10A_0B.WAV	Jill	Jill	Jill: Ok. I'll go to the other house and see if I can find any clues.	Guardhouse 1F: Central Corridor / Jill runs into Albert.		v10a_0b.wav
V10A_0C.WAV	Jill	Albert	Albert: Will you do that? I'm counting on you.	Guardhouse 1F: Central Corridor / Jill runs into Albert.		v10a_0c.wav
V10C_00.WAV	Chris	Rebecca	Rebecca: *screams*	Guardhouse 1F: Plant 42 Room / UNUSED		v10c_00.wav
V10C_01.WAV	Jill	Barry, Jill	Barry: What the hell is this!? Jill: Barry!	Guardhouse 1F: Plant 42 Room / Barry save Jill from Plant 42.		v10c_01.wav
V10C_02.WAV	Jill	Jill	Jill: You saved me!	Guardhouse 1F: Plant 42 Room / Barry save Jill from Plant 42.		v10c_02.wav
V10C_03.WAV	Jill	Barry	Barry: Yeah.	Guardhouse 1F: Plant 42 Room / Barry save Jill from Plant 42.		v10c_03.wav
V10C_04.WAV	Jill	Jill	Jill: That was close. Thanks Barry.	Guardhouse 1F: Plant 42 Room / Barry save Jill from Plant 42.		v10c_04.wav
V10C_05.WAV	Jill	Barry	Barry: Don't mention it. What a monster. I cant believe.. What the hell is this place anyway?	Guardhouse 1F: Plant 42 Room / UNUSED / Barry save Jill from Plant 42 (would have played if you overheard Albert and Barry talking).	Barry sounds depressed on this take.	v10c_05.wav
V10C_06.WAV	Jill	Barry	Barry: Okay, I'm gonna stay in the Soldier's Area and take a look around. Though I'm sure there are still things in that other mansion as well. Anyway, let's start searching seperately.	Guardhouse 1F: Plant 42 Room / Barry save Jill from Plant 42. / Jill talks to Barry.		v10c_06.wav
V10C_07.WAV	Jill	Jill	Jill: Ok.	Guardhouse 1F: Plant 42 Room / Barry save Jill from Plant 42. / Jill talks to Barry.		v10c_07.wav
V10C_08.WAV	Jill	Barry	Barry: Don't mention it. What a monster. I cant believe.. What the hell is this place anyway?	Guardhouse 1F: Plant 42 Room / Barry save Jill from Plant 42.		v10c_08.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V10D_00.WAV	Jill	Barry	Barry: Jill, have you found anything interesting?	Mansion 2F: Lesson room / Barry and Jill investigate a hole on the floor left by Yawn.		v10d_00.wav
V10D_01.WAV	Jill	Jill	Jill: Yes, but can't see very well.	Mansion 2F: Lesson room / Barry and Jill investigate a hole on the floor left by Yawn.		v10d_01.wav
V10D_02.WAV	Jill	Barry	Barry: How about going down to check by yourself? I have a rope here.	Mansion 2F: Lesson room / Barry and Jill investigate a hole on the floor left by Yawn.		v10d_02.wav
V10D_03.WAV	Jill	Jill	Jill: Oh, do you? Well then I'll try to go down using the rope.	Mansion 2F: Lesson room / Barry and Jill investigate a hole on the floor left by Yawn.		v10d_03.wav
V10D_04.WAV	Jill	Barry	Barry: Wait.	Mansion 2F: Lesson room / Barry and Jill investigate a hole on the floor left by Yawn.		v10d_04.wav
V10D_05.WAV	Jill	Barry	Barry: Yeah, Richard gave this to me. The radio is a keepsake from him.	Mansion 2F: Lesson room / Barry and Jill investigate a hole on the floor left by Yawn (didn't get a Radio from Richard).		v10d_05.wav
V10D_06.WAV	Jill	Jill	Jill: Richard..	Mansion 2F: Lesson room / Barry and Jill investigate a hole on the floor left by Yawn (didn't get a Radio from Richard).		v10d_06.wav
V10D_07.WAV	Jill	Barry	Barry: This is more useful to you than me. Ready to go?	Mansion 2F: Lesson room / Barry and Jill investigate a hole on the floor left by Yawn (didn't get a Radio from Richard).		v10d_07.wav
V10D_10.WAV	Jill	Jill	Jill: Hey! What's going on?	Mansion 1F: Isolated Passage / Barry drops the rope.		v10d_10.wav
V10D_11.WAV	Jill	Barry	Barry: Now I've done it. Sorry, Jill! Wait, I'll go and get another rope!	Mansion 1F: Isolated Passage / Barry drops the rope.		v10d_11.wav
V10D_12.WAV	Jill	Jill	Jill: Barry? Barry!	Mansion 1F: Isolated Passage / Barry drops the rope.		v10d_12.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V10D_13.WAV	Jill	Barry	Barry: Hey! Are you there, Jill? Grab the rope!	Mansion 1F: Isolated Passage / Barry sets up another rope for Jill to Climb.		v10d_13.wav
V10D_14.WAV	Jill	Barry	Barry: I'm sorry, Jill.	Mansion 2F: Lesson room / Barry helped Jill to climb back up.		v10d_14.wav
V10D_15.WAV	Jill	Barry, Jill	Jill, I didn't know that was going to happen. Barry: Sorry. I was really careless.	Mansion 2F: Lesson room / Barry helped Jill to climb back up.		v10d_15.wav
V10D_16.WAV	Jill	Jill	Jill: Are you ok Barry? Maybe you're getting tired.	Mansion 2F: Lesson room / Barry helped Jill to climb back up.		v10d_16.wav
V10D_17.WAV	Jill	Barry	Barry: No, I'm alright. Don't worry.	Mansion 2F: Lesson room / Barry helped Jill to climb back up.		v10d_17.wav
V10D_18.WAV	Jill	Barry	Barry: Jill, I found something.	Mansion 2F: Lesson room / Barry helped Jill to climb back up.		v10d_18.wav
V10D_19.WAV	Jill	Jill	Jill: Thank you. I'll take this then.	Mansion 2F: Lesson room / Barry helped Jill to climb back up.		v10d_19.wav
V10E_00.WAV	Jill	Barry	Barry: Oh, Jill. What good timing. A moment ago I heard someone's voice coming from this hall. Let's go together, since it's dark, and we can't see very well.	Underground: Branched Passage / Barry asks Jill to explore the underground with him.		v10e_00.wav
V10E_01.WAV	Jill	Barry, Jill	Jill: Ok, let's go! Barry: Ok, then I'm gonna cover you. Let's hurry!	Underground: Branched Passage / Barry asks Jill to explore the underground with him. / Jill says yes.		v10e_01.wav
V10E_02.WAV	Jill	Barry	Barry: Hey, are you alright? I can go first if you want me to.	Underground: Branched Passage / Barry asks Jill to explore the underground with him. / Jill says yes.		v10e_02.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V10E_03.WAV	Jill	Barry, Jill	Jill: Oh, yes, please. I'm a little nervous. Barry: I understand. It may be more dangerous if you come behind me. Be careful!	Underground: Branched Passage / Barry asks Jill to explore the underground with him. / Jill says yes. / Jill says yes again.		v10e_03.wav
V10E_04.WAV	Jill	Jill	Jill: Ok, let's go, Barry. I'm depending on you.	Underground: Branched Passage / Barry asks Jill to explore the underground with him. / Jill says yes. / Jill says yes again.		v10e_04.wav
V10E_05.WAV	Jill	Barry, Jill	Jill: Barry, I.. Barry: Sure, it may be dangerous. I'll go, even if I have to go by myself. Will you be waiting here, Jill?	Underground: Branched Passage / Barry asks Jill to explore the underground with him. / Jill says no.		v10e_05.wav
V10E_06.WAV	Jill	Barry, Jill	Jill: I'm sorry. Barry: It's ok. I'm going now.	Underground: Branched Passage / Barry asks Jill to explore the underground with him. / Jill says no. / Jill says yes.		v10e_06.wav
V10E_07.WAV	Jill	Barry, Jill	Jill: Barry, I think I'll take some other route. Barry: I see. Yeah, maybe you should. Be careful!	Underground: Branched Passage / Barry asks Jill to explore the underground with him. / Jill says no. / Jill says no again.		v10e_07.wav
V10E_08.WAV	Jill	Jill	Jill: Barry?	Underground: Branched Passage / Jill hears Barry's gun go off.		v10e_08.wav
V10E_09.WAV	Jill	Barry	Barry: Lost courage already? It's not like you.	Underground: Branched Passage / Jill tries to enter the Underground Entry when she's with Barry.		v10e_09.wav
V10F_00.WAV	Jill	Enrico, Jill	Enrico: Is that Jill? Jill: Is that voice Enrico's?	Underground: Enrico Room / Jill finds wounded Enrico.		v10f_00.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V10F_02.WAV	Jill	Enrico, Jill	Enrico: Yeah? Jill: You're alive! Enrico: Wait there! Are you with anybody, Jill?	Underground: Enrico Room / Jill finds wounded Enrico.		v10f_02.wav
V10F_04.WAV	Jill	Jill	Jill: Wh-what? Oh, no. I'm alone. But why are you asking?	Underground: Enrico Room / Jill finds wounded Enrico. / Jill is alone.		v10f_04.wav
V10F_05.WAV	Jill	Enrico	Enrico: Listen, the S.T.A.R.S. are going to be finished soon. Someone is a traitor.	Underground: Enrico Room / Jill finds wounded Enrico. / Jill is alone.		v10f_05.wav
V10F_06.WAV	Jill	Enrico	Enrico: Everything was plotted from the start by Umbrella. *groans in pain and dies*	Underground: Enrico Room / Jill finds wounded Enrico. / Jill is alone.		v10f_06.wav
V10F_07.WAV	Jill	Jill	Jill: Enrico..	Underground: Enrico Room / Jill finds wounded Enrico. / Jill is alone.		v10f_07.wav
V10F_08.WAV	Jill	Jill	Jill: Who killed him, I wonder.	Underground: Enrico Room / Jill finds wounded Enrico. / Jill is alone.		v10f_08.wav
V10F_10.WAV	Jill	Enrico, Jill	Enrico: Is that Jill? Jill: Is that voice Enrico's?	Underground: Enrico Room / UNUSED / Jill finds wounded Enrico.		v10f_10.wav
V10F_12.WAV	Jill	Enrico, Jill	Enrico: Yeah? Jill: You're alive! Enrico: Wait there! Are you with anybody, Jill?	Underground: Enrico Room / UNUSED / Jill finds wounded Enrico.		v10f_12.wav
V10F_15.WAV	Jill	Jill	Jill: What? Oh yes.	Underground: Enrico Room / Jill finds wounded Enrico. / Jill is with Barry.		v10f_15.wav
V10F_16.WAV	Jill	Barry	Barry: Enrico!	Underground: Enrico Room / Jill finds wounded Enrico. / Jill is with Barry.		v10f_16.wav
V10F_17.WAV	Jill	Enrico	Enrico: So, Barry and Jill together.	Underground: Enrico Room / Jill finds wounded Enrico. / Jill is with Barry.		v10f_17.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V10F_18.WAV	Jill	Barry	Barry: Are you alright, Enrico?	Underground: Enrico Room / Jill finds wounded Enrico. / Jill is with Barry.		v10f_18.wav
V10F_19.WAV	Jill	Enrico	Enrico: The S.T.A.R.S. are doomed. Someone is a traitor.	Underground: Enrico Room / Jill finds wounded Enrico. / Jill is with Barry.		v10f_19.wav
V10F_1A.WAV	Jill	Enrico	Enrico: Everything was plotted from the start by Umbrella. *groans in pain and dies*	Underground: Enrico Room / Jill finds wounded Enrico. / Jill is with Barry.		v10f_1a.wav
V10F_1B.WAV	Jill	Jill	Jill: Enrico!	Underground: Enrico Room / Jill finds wounded Enrico. / Jill is with Barry.		v10f_1b.wav
V110_00.WAV	Jill	Barry, Jill	Jill: What happened? Barry: Uhh.. I'm really embarrassed. I was clumsy. Jill: Oh, you don't have to talk. I'm going to give you first aid! Barry: Maybe my time's come. Jill, take this. I've been cheating you all f-from the start. If you can forgive me, could you please give this to my family? And if you can, please, try to protect them. Jill: What do you mean by that, Barry? Don't give up! Barry: Uh.. Jill, be careful of that guy. *gasps* Please, stay alive. *dying breath*	Laboratory B2: Ladder room / Jill finds Barry mortally wounded.		v110_00.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V110_01.WAV	Jill	Jill	Jill: Barry..	Laboratory B2: Ladder room / UNUSED / Jill finds Barry mortally wounded. / Jill examines Barry's dead body.		v110_01.wav
V111_00.WAV	Jill	Barry	Barry: Hey, I was looking for you.	Laboratory B2: Visual Data Room / UNUSED / Barry and Jill meet (Jill didn't wait for Barry to get another rope).		v111_00.wav
V111_01.WAV	Jill	Jill	Jill: Barry..	Laboratory B2: Visual Data Room / UNUSED / Barry and Jill meet (Jill didn't wait for Barry to get another rope).		v111_01.wav
V111_02.WAV	Jill	Barry	Barry: Jill, don't be angry. I wanted you to wait for me.	Laboratory B2: Visual Data Room / UNUSED / Barry and Jill meet (Jill didn't wait for Barry to get another rope).		v111_02.wav
V111_03.WAV	Jill	Jill	Jill: Barry, don't screw up again, like you did when you dropped that rope.	Laboratory B2: Visual Data Room / UNUSED / Barry and Jill meet (Jill didn't wait for Barry to get another rope).		v111_03.wav
V111_04.WAV	Jill	Barry	Barry: Jill! You're here too!	Laboratory B2: Visual Data Room / UNUSED / Barry and Jill meet.		v111_04.wav
V111_05.WAV	Jill	Jill	Jill: Yes, you're here too!?	Laboratory B2: Visual Data Room / UNUSED / Barry and Jill meet.		v111_05.wav
V111_06.WAV	Jill	Barry	Barry: Look, uh.. I lost my way.	Laboratory B2: Visual Data Room / UNUSED / Barry and Jill meet.		v111_06.wav
V111_07.WAV	Jill	Barry	Barry: Now, where are we?	Laboratory B2: Visual Data Room / UNUSED / Barry and Jill meet. / Barry and Jill use the projector.		v111_07.wav
V111_08.WAV	Jill	Jill	Jill: Looks like a meeting room.	Laboratory B2: Visual Data Room / UNUSED / Barry and Jill meet. / Barry and Jill use the projector.		v111_08.wav
V111_09.WAV	Jill	Barry	Barry: Does it work?	Laboratory B2: Visual Data Room / UNUSED / Barry and Jill meet. / Barry and Jill use the projector.		v111_09.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V111_0A.WAV	Jill	Jill	Jill: I'm going to try it.	Laboratory B2: Visual Data Room / UNUSED / Barry and Jill meet. / Barry and Jill use the projector.		v111_0a.wav
V111_0B.WAV	Jill	Barry	Barry: Ooh.. What is this?	Laboratory B2: Visual Data Room / UNUSED / Barry and Jill meet. / Barry and Jill use the projector.		v111_0b.wav
V111_0C.WAV	Jill	Jill	Jill: Let's get going!	Laboratory B2: Visual Data Room / UNUSED / Barry and Jill meet. / Barry and Jill use the projector.		v111_0c.wav
V111_0D.WAV	Jill	Jill	Jill: You're quiet. What are you worrying about?	Laboratory B2: Visual Data Room / UNUSED / Barry and Jill meet. / Barry and Jill use the projector.		v111_0d.wav
V111_0E.WAV	Jill	Barry	Barry: Nothing. Don't worry.	Laboratory B2: Visual Data Room / UNUSED / Barry and Jill meet. / Barry and Jill use the projector.		v111_0e.wav
V112_10.WAV	Jill	Jill	Jill: *cries in pain*	Laboratory B3: Cell Entry / UNUSED / Jill finds Chris dead.		v112_10.wav
V112_11.WAV	Jill	Chris	Chris: Jill? Is that you, Jill?	Laboratory B3: Cell Entry / Jill finds Chris in a cell but the door is locked.		v112_11.wav
V112_12.WAV	Jill	Jill	Jill: Oh, Chris! You're alive!	Laboratory B3: Cell Entry / Jill finds Chris in a cell but the door is locked.		v112_12.wav
V112_13.WAV	Jill	Chris	Chris: Ofcourse. Damn it. We're in quite prediciment, Jill.	Laboratory B3: Cell Entry / Jill finds Chris in a cell but the door is locked.		v112_13.wav
V112_14.WAV	Jill	Jill	Jill: I know Chris. Anyway, I have to open this room.	Laboratory B3: Cell Entry / Jill finds Chris in a cell but the door is locked.		v112_14.wav
V112_15.WAV	Jill	Jill	Jill: Uh, it doesn't work! Well, Chris.. I'll be sure to come back and help you soon. Will you wait here?	Laboratory B3: Cell Entry / Jill finds Chris in a cell but the door is locked.		v112_15.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V112_16.WAV	Jill	Chris	Chris: Thanks! I'll be waiting here for you.	Laboratory B3: Cell Entry / Jill finds Chris in a cell but the door is locked.		v112_16.wav
V115_00.WAV	Jill	Jill	Jill: Wesker..	Laboratory B4: Main Lab Entry / Jill meets Albert. Laboratory B4: Main Lab Entry / Barry and Jill meet Albert.		v115_00.wav
V115_01.WAV	Jill	Albert	Albert: You did a fine job, Barry.	Laboratory B4: Main Lab Entry / Barry and Jill meet Albert.		v115_01.wav
V115_02.WAV	Jill	Jill	Jill: Just as I thought.	Laboratory B4: Main Lab Entry / Barry and Jill meet Albert.		v115_02.wav
V115_03.WAV	Jill	Albert	Albert: I think you should stay away from Barry, Jill. I hear that his wife and two daughters will be in danger if he doesn't do everything I tell him to.	Laboratory B4: Main Lab Entry / Barry and Jill meet Albert.		v115_03.wav
V115_04.WAV	Jill	Jill	Jill: You are so cruel!	Laboratory B4: Main Lab Entry / Barry and Jill meet Albert.		v115_04.wav
V115_05.WAV	Jill	Albert	Albert: Well, you don't have to worry about anything; because you'll be free from this world very soon, Jill.	Laboratory B4: Main Lab Entry / Barry and Jill meet Albert.		v115_05.wav
V115_06.WAV	Jill	Jill	Jill: Why do you have to destroy S.T.A.R.S.?	Laboratory B4: Main Lab Entry / Jill meets Albert. Laboratory B4: Main Lab Entry / Barry and Jill meet Albert.		v115_06.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V115_07.WAV	Jill	Albert	Albert: That's Umbrella's intention. This laboratory has been engaging in dangerous experiments, and recently an accident has occurred. Anyway, this disaster cannot be made public.	Laboratory B4: Main Lab Entry / Jill meets Albert. Laboratory B4: Main Lab Entry / Barry and Jill meet Albert.		v115_07.wav
V115_08.WAV	Jill	Jill	Jill: Stats why having S.T.A.R.S. nosing about so inconvenient.	Laboratory B4: Main Lab Entry / Jill meets Albert. Laboratory B4: Main Lab Entry / Barry and Jill meet Albert.		v115_08.wav
V115_09.WAV	Jill	Jill	Jill: So, you're a slave of Umbrella now? Along with these virus monsters!	Laboratory B4: Main Lab Entry / Jill meets Albert. Laboratory B4: Main Lab Entry / Barry and Jill meet Albert.		v115_09.wav
V115_0A.WAV	Jill	Albert	Albert: I think you misunderstand me, Jill. To me, the monsters you mention mean nothing. I'm going to burn all of them together, with this entire laboratory. I must complete my mission, as ordered by Umbrella.	Laboratory B4: Main Lab Entry / Jill meets Albert. Laboratory B4: Main Lab Entry / Barry and Jill meet Albert.		v115_0a.wav
V115_0B.WAV	Jill	Albert	Albert: Barry, go up on the ground and wait there.	Laboratory B4: Main Lab Entry / Barry and Jill meet Albert.		v115_0b.wav
V115_0C.WAV	Jill	Jill	Jill: Barry?	Laboratory B4: Main Lab Entry / Barry and Jill meet Albert.		v115_0c.wav
V115_0D.WAV	Jill	Albert	Albert: Barry's such a fool. Hell be under the control of Umbrella forever.	Laboratory B4: Main Lab Entry / Barry and Jill meet Albert.		v115_0d.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V115_0E.WAV	Jill	Jill	Jill: How come both Umbrella and you can intimidate him, by taking his family as hostages?	Laboratory B4: Main Lab Entry / Barry and Jill meet Albert.		v115_0e.wav
V115_0F.WAV	Jill	Albert	Albert: Umbrella? Well, I intimidated him, but it had nothing to do with Umbrella. I just used him for my personal purposes. Though both you and Barry seemed to think I was following orders from Umbrella.	Laboratory B4: Main Lab Entry / Barry and Jill meet Albert.		v115_0f.wav
V115_10.WAV	Jill	Jill	Jill: So, you're planning something else?	Laboratory B4: Main Lab Entry / Jill meets Albert. Laboratory B4: Main Lab Entry / Barry and Jill meet Albert.		v115_10.wav
V115_11.WAV	Jill	Albert	Albert: If you succeeded in developing the world's most powerful biological weapon, what would you do? What if you were in charge?	Laboratory B4: Main Lab Entry / Jill meets Albert. Laboratory B4: Main Lab Entry / Barry and Jill meet Albert.		v115_11.wav
V115_12.WAV	Jill	Jill	Jill: You must stop this now.	Laboratory B4: Main Lab Entry / Jill meets Albert. Laboratory B4: Main Lab Entry / Barry and Jill meet Albert.		v115_12.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V115_13.WAV	Jill	Albert	Albert: You're a brave girl. But if I were you, I wouldn't give up such a big discovery. You guys are idiots. No one understands its real value.	Laboratory B4: Main Lab Entry / Jill meets Albert. Laboratory B4: Main Lab Entry / Barry and Jill meet Albert.		v115_13.wav
V115_14.WAV	Jill	Jill	Jill: So, you're going to steal all the research?	Laboratory B4: Main Lab Entry / Jill meets Albert. Laboratory B4: Main Lab Entry / Barry and Jill meet Albert.		v115_14.wav
V115_15.WAV	Jill	Albert	Albert: Better yet, I'm going to show you the Tyrant.	Laboratory B4: Main Lab Entry / Jill meets Albert. Laboratory B4: Main Lab Entry / Barry and Jill meet Albert.		v115_15.wav
V115_16.WAV	Jill	Albert	Albert: *cries in pain*	Laboratory B4: Main Lab Entry / Barry and Jill meet Albert. / Barry comes back for Jill.		v115_16.wav
V115_17.WAV	Jill	Jill	Jill: Barry!	Laboratory B4: Main Lab Entry / Barry and Jill meet Albert. / Barry comes back for Jill.		v115_17.wav
V115_18.WAV	Jill	Barry	Barry: Sorry, Jill.	Laboratory B4: Main Lab Entry / Barry and Jill meet Albert. / Barry comes back for Jill.		v115_18.wav
V115_19.WAV	Jill	Barry, Jill	Jill: How is your family? Barry: Uh, I was listening to what you and Wesker were talking about. I wish I'd realized it earlier. I thought it must have something to do with Umbrella, ya know..	Laboratory B4: Main Lab Entry / Barry and Jill meet Albert. / Barry comes back for Jill.		v115_19.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V115_1A.WAV	Jill	Barry	Barry: So it all been masterminded by him!	Laboratory B4: Main Lab Entry / Barry and Jill meet Albert. / Barry comes back for Jill.		v115_1a.wav
V115_1B.WAV	Jill	Jill	Jill: Well, it's good that you know that now. Anyway, let's get out this house first.	Laboratory B4: Main Lab Entry / Barry and Jill meet Albert. / Barry comes back for Jill.		v115_1b.wav
V115_1C.WAV	Jill	Barry	Barry: Jill!	Laboratory B4: Main Lab Entry / Barry and Jill meet Albert. / Barry comes back for Jill.		v115_1c.wav
V115_1D.WAV	Jill	Barry, Jill	Jill: Yes, what? Barry: Do you have any idea what Wesker was going to show you, at the back of this place?	Laboratory B4: Main Lab Entry / Barry and Jill meet Albert. / Barry comes back for Jill.		v115_1d.wav
V115_1E.WAV	Jill	Jill	Jill: Well, he was talking about the world's most powerful biological weapon, called Tyrant, or something, I-I think.	Laboratory B4: Main Lab Entry / Barry and Jill meet Albert. / Barry comes back for Jill.		v115_1e.wav
V115_1F.WAV	Jill	Barry	Barry: Do you think we could see Tyrant now?	Laboratory B4: Main Lab Entry / Barry and Jill meet Albert. / Barry comes back for Jill.		v115_1f.wav
V115_20.WAV	Jill	Jill	Jill: Barry, you're so optimistic.	Laboratory B4: Main Lab Entry / Barry and Jill meet Albert. / Barry comes back for Jill.		v115_20.wav
V115_21.WAV	Jill	Barry	Barry: It would look bad for S.T.A.R.S. if we let such a dangerous creature run loose.	Laboratory B4: Main Lab Entry / Barry and Jill meet Albert. / Barry comes back for Jill.		v115_21.wav
V115_22.WAV	Jill	Jill	Jill: Maybe you're right. Let's go then.	Laboratory B4: Main Lab Entry / Barry and Jill meet Albert. / Barry comes back for Jill.		v115_22.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V116_00.WAV	Jill	Albert	Albert: Tyrant virus is a super virus; which creates a monster which is much stronger than human beings. Tyrant is the most powerful biological weapon in the world.	Laboratory B4: Main Lab / Albert shows Jill the Tyrant.		v116_00.wav
V116_01.WAV	Jill	Jill	Jill: You don't mean you're experimenting on real people!?	Laboratory B4: Main Lab / Albert shows Jill the Tyrant.		v116_01.wav
V116_02.WAV	Jill	Albert	Albert: This is really beautiful. All this power will be mine.	Laboratory B4: Main Lab / Albert shows Jill the Tyrant.		v116_02.wav
V116_03.WAV	Jill	Albert	Albert: For the sake of an awful creature?	Laboratory B4: Main Lab / Albert shows Jill the Tyrant.		v116_03.wav
V116_04.WAV	Jill	Albert	Albert: Don't be upset. All weak people exist to be eaten.	Laboratory B4: Main Lab / Albert shows Jill the Tyrant.		v116_04.wav
V116_05.WAV	Jill	Jill	Jill: It can't control what it does.	Laboratory B4: Main Lab / Albert shows Jill the Tyrant. Laboratory B4: Main Lab / Barry and Jill go see the Tyrant.		v116_05.wav
V116_06.WAV	Jill	Albert	Albert: *screams in agony*	Laboratory B4: Main Lab / UNUSED / Albert shows Jill the Tyrant.		v116_06.wav
V116_10.WAV	Jill	Albert	Albert: Don't come this way! No! *screams in agony*	Laboratory B4: Main Lab / UNUSED / Albert shows Jill the Tyrant.		v116_10.wav
V117_00.WAV	Jill	Jill	Jill: Could a creature like this really be the ultimate biological weapon?	Laboratory B4: Main Lab / Barry and Jill go see the Tyrant.		v117_00.wav
V117_01.WAV	Jill	Barry	Barry: Really. Wesker is a crazy man!	Laboratory B4: Main Lab / Barry and Jill go see the Tyrant.		v117_01.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V117_02.WAV	Jill	Jill	Jill: Tyrant is not completely developed.	Laboratory B4: Main Lab / Barry and Jill go see the Tyrant.		v117_02.wav
V117_03.WAV	Jill	Barry	Barry: But we can't let it live!	Laboratory B4: Main Lab / Barry and Jill go see the Tyrant.		v117_03.wav
V117_04.WAV	Jill	Barry	Barry: That must be computer for monitoring this creature.	Laboratory B4: Main Lab / Barry and Jill go see the Tyrant.		v117_04.wav
V117_05.WAV	Jill	Barry	Barry: Damn you!	Laboratory B4: Main Lab / Barry and Jill go see the Tyrant.		v117_05.wav
V117_10.WAV	Jill	Jill	Jill: Barry? Barry!	Laboratory B4: Main Lab / Barry and Jill go see the Tyrant. / Jill wakes up Barry.		v117_10.wav
V117_11.WAV	Jill	Jill	Jill: You're alive!	Laboratory B4: Main Lab / Barry and Jill go see the Tyrant. / Jill wakes up Barry.		v117_11.wav
V117_12.WAV	Jill	Barry	Barry: Uh.. I'm really embarassed. I was clumsy.	Laboratory B4: Main Lab / Barry and Jill go see the Tyrant. / Jill wakes up Barry.		v117_12.wav
V117_13.WAV	Jill	Barry	Barry: *groans in pain*	Laboratory B4: Main Lab / Barry and Jill go see the Tyrant.		v117_13.wav
V118_00.WAV	Jill	Jill	Jill: What happened to Wesker?	Laboratory B4: Main Lab Entry / Barry and Jill find Albert missing.		v118_00.wav
V118_01.WAV	Jill	Barry	Barry: Wesker must have set it off. There's not much time left for us.	Laboratory B4: Main Lab Entry / Barry and Jill find Albert missing.		v118_01.wav
V119_00.WAV	Jill	Chris, Jill	Chris: Oh, Jill! Jill: Sorry for keeping you waiting! Chris: So, everything is done? Jill: Well, almost, yes. Now let's go!	Laboratory B3: Cell / Jill comes back to release Chris.		v119_00.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V119_01.WAV	Jill	Chris, Jill	Chris: Oh Jill! Jill: Oh Chris! So you're okay! Chris: Yeah! You too! What happened to Wesker? Jill: Let's talk about it later. Let's get out of here!	Laboratory B3: Cell / Jill releases Chris from jail.		v119_01.wav
V11A_00.WAV	Jill	Chris	Chris: Jill!	Laboratory B2: Ladder Room / Chris and Jill find mortally wounded Barry.		v11a_00.wav
V11A_01.WAV	Jill	Barry	Barry: I, Jill.. It's you..	Laboratory B2: Ladder Room / Chris and Jill find mortally wounded Barry. Laboratory B2: Ladder Room / Jill finds mortally wounded Barry.		v11a_01.wav
V11A_02.WAV	Jill	Barry, Jill	Jill: Barry? Barry: I'm really embarrassed to see you now. Just, just leave. Go quickly.. Jill: It's over Barry. Wesker's dead.	Laboratory B2: Ladder Room / Chris and Jill find mortally wounded Barry. Laboratory B2: Ladder Room / Jill finds mortally wounded Barry.		v11a_02.wav
V11A_03.WAV	Jill	Barry, Jill	Barry: Is that so? Jill, will you do me a favour? This is my last wish. P-please give this photo to my f-family, will you? Jill: Sure. Barry: Forgive me, Jill. *dying breath*	Laboratory B2: Ladder Room / Chris and Jill find mortally wounded Barry. Laboratory B2: Ladder Room / Jill finds mortally wounded Barry.		v11a_03.wav
V11A_04.WAV	Jill	Chris	Chris: My god!	Laboratory B2: Ladder Room / Chris and Jill find mortally wounded Barry.		v11a_04.wav
V11A_05.WAV	Jill	Jill	Jill: Let's get going Chris. We can't stop!	Laboratory B2: Ladder Room / Chris and Jill find mortally wounded Barry.		v11a_05.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
V11A_06.WAV	Jill	Barry	Barry: Hurry!	Laboratory B2: Ladder Room / UNUSED / Jill caught up with Barry.		v11a_06.wav
V11B_00.WAV	Jill	Brad	Brad: This is Brad. I'm running out of fuel. If there is anyone alive, contact me now, ok!? This is your last..	Laboratory B1: Emergency Tunnel / Brad tries to contact S.T.A.R.S.		v11b_00.wav
V11B_01.WAV	Jill	Chris, Jill	Jill: Oh no! You must be kidding! After we've come all the way here! Chris: Ladies first. Go first Jill! Jill: But Chris! Chris: Give me a chance to play nice guy. Jill: Ok, I leave it up to you. See you again at the heliport.	Laboratory B1: Emergency Tunnel / Chris tells Jill to use the emergency elevator first.		v11b_01.wav
V11B_02.WAV	Jill	Barry, Jill	Barry: Damn it! We have only one more step to go. Ok, I'll go. Jill, you try to contact Brad! Jill: Ok!	Laboratory B1: Emergency Tunnel / Barry tells Jill to use the emergency elevator first.		v11b_02.wav
V11B_03.WAV	Jill	Brad	Brad: It's coming! Jill, kill that monster! You're our amazon, Jill!	Courtyard: Heliport / Brad drops a Rocket Launcher for Jill.		v11b_03.wav
V11B_04.WAV	Jill	Barry	Barry: Hurry!	Courtyard: Heliport / UNUSED		v11b_04.wav
V11B_07.WAV	Jill	Chris	Chris: Let's go.	Courtyard: Heliport / UNUSED		v11b_07.wav
V11B_08.WAV	Jill	Jill	Jill: Let's get going.	Courtyard: Heliport / UNUSED		v11b_08.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
VA00_00.WAV	Chris	Rebecca	Rebecca: *screams*	Mansion 1F: Mansion Save Room / Chris saw Rebecca getting attacked by a Hunter in West Stairway 1F and ran. Mansion 2F: 'C' Passage / Chris saw Rebecca getting attacked by a hunter in Small Library and ran.		va00_00.wav
VA00_01.WAV	Jill	Barry, Jill	Barry: That was too close. Let's go together. Jill: Okay, let's go! Barry: Okay, then I'm gonna cover you. Let's hurry!	Underground: Generator Room / Barry and Jill get attacked by a Hunter.		va00_01.wav
VA00_02.WAV	Chris	Rebecca	Rebecca: Chris!	Underground: Generator Room / UNUSED		va00_02.wav
VA00_03.WAV	Jill	Barry	Barry: Hurry!	Laboratory B1: Laboratory Entry / Jill caught up with Barry.		va00_03.wav
VA00_04.WAV	Jill	Chris	Chris: Let's go!	Laboratory B3: Private Corridor / Chris runs ahead of Jill. Laboratory B2: Ladder Room / Jill caught up with Chris. Laboratory B2: Ladder Room / Jill left and came back to Ladder Room.		va00_04.wav
VA00_05.WAV	Chris	Jill	Jill: Let's get going!	Laboratory B3: Private Corridor / Jill runs ahead of Chris. Laboratory B2: Ladder Room / Chris caught up with Jill.		va00_05.wav
VA01_00.WAV	Jill	Jill	Jill: Richard! What happened?	Mansion 2F: Pillar Passage / Jill finds wounded Richard.		va01_00.wav
VA01_01.WAV	Jill	Richard	Richard: Oh, Jill. This house is dangerous. There are terrible demons.. Ouch!	Mansion 2F: Pillar Passage / Jill finds wounded Richard.		va01_01.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
VA01_02.WAV	Jill	Jill	Jill: You're wounded! What kind of demon attacked you?	Mansion 2F: Pillar Passage / Jill finds wounded Richard.		va01_02.wav
VA01_03.WAV	Jill	Richard	Richard: It was a huge snake, and also poisonous.	Mansion 2F: Pillar Passage / Jill finds wounded Richard.		va01_03.wav
VA01_04.WAV	Jill	Jill	Jill: Poisonous? Oh no. Richard, hold on!	Mansion 2F: Pillar Passage / Jill finds wounded Richard.		va01_04.wav
VA01_05.WAV	Jill	Richard	Richard: There is serum..	Mansion 2F: Pillar Passage / Jill finds wounded Richard.		va01_05.wav
VA01_06.WAV	Jill	Richard	Richard: Oh no. I should've brought some with me.	Mansion 2F: Pillar Passage / Jill finds wounded Richard.		va01_06.wav
VA01_07.WAV	Jill	Jill	Jill: No problem. I'll go and get it!	Mansion 2F: Pillar Passage / Jill finds wounded Richard.		va01_07.wav
VA01_08.WAV	Jill	Richard	Richard: Thanks!	Mansion 2F: Pillar Passage / Jill finds wounded Richard.		va01_08.wav
VA01_09.WAV	Jill	Jill	Jill: Here's the serum! Richard, hold on! I'll give you a shot now.	Mansion 2F: Pillar Passage / Jill finds wounded Richard. / Jill returns with the serum in time.		va01_09.wav
VA01_0A.WAV	Jill	Richard	Richard: Jill, here's my radio. You should keep it. I'm..	Mansion 2F: Pillar Passage / Jill finds wounded Richard. / Jill returns with the serum in time.		va01_0a.wav
VA01_0B.WAV	Jill	Jill	Jill: No! Richard!	Mansion 2F: Pillar Passage / Jill finds wounded Richard. / Jill returns with the serum in time.		va01_0b.wav
VA01_0C.WAV	Jill	Richard	Richard: Jill, be careful! U-uh..	Mansion 2F: Pillar Passage / Jill finds wounded Richard. / Jill returns with the serum in time.		va01_0c.wav
VA01_0D.WAV	Jill	Richard	Richard: Be careful.	Mansion 2F: Pillar Passage / Jill finds wounded Richard. / Jill returns without the serum and talks to Richard.		va01_0d.wav
VA02_00.WAV	Chris	Chris	Chris: Wesker!	Guardhouse 1F: Central Corridor / Chris runs into Albert.		va02_00.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
VA02_01.WAV	Chris	Albert	Albert: Chris! You're alive.	Guardhouse 1F: Central Corridor / Chris runs into Albert.		va02_01.wav
VA02_02.WAV	Chris	Chris	Chris: My words exactly.	Guardhouse 1F: Central Corridor / Chris runs into Albert.		va02_02.wav
VA02_03.WAV	Chris	Chris	Chris: Where's Jill? Aren't you with Jill?	Guardhouse 1F: Central Corridor / Chris runs into Albert.		va02_03.wav
VA02_04.WAV	Chris	Albert	Albert: I'm sorry. We were attacked by a strange monster. I lost track of her when were scouting around. I hope she's ok.	Guardhouse 1F: Central Corridor / Chris runs into Albert.		va02_04.wav
VA02_05.WAV	Chris	Chris	Chris: I see. Well, it's not your fault. This place is crazy! If we stay here, all of us will end up dead! What should we do, Wesker?	Guardhouse 1F: Central Corridor / Chris runs into Albert.		va02_05.wav
VA02_06.WAV	Chris	Albert	Albert: We have to complete this mission. Whether we escape or stay and look for Jill, we don't have many bullets left, and we can't even protect ourselves. We're still in trouble.	Guardhouse 1F: Central Corridor / Chris runs into Albert.		va02_06.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
VA02_07.WAV	Chris	Albert	Albert: Chris, there are a lot of locked rooms in that house. Check them out one more time. There must be a place to hide safely. I'll look around the house a little more.	Guardhouse 1F: Central Corridor / Chris runs into Albert.		va02_07.wav
VA02_08.WAV	Chris	Chris	Chris: Ok.	Guardhouse 1F: Central Corridor / Chris runs into Albert.		va02_08.wav
VA02_09.WAV	Chris	Albert	Albert: Let's get going.	Guardhouse 1F: Central Corridor / Chris runs into Albert.		va02_09.wav
VA03_00.WAV	Jill	Jill	Jill: Wesker..	Laboratory B4: Main Lab Entry / UNUSED / Jill meets Albert.		va03_00.wav
VA03_01.WAV	Jill	Albert	Albert: Barry is no longer useful.	Laboratory B4: Main Lab Entry / Jill meets Albert.		va03_01.wav
VA03_02.WAV	Jill	Jill	Jill: Just as I thought. You were the man behind all of this.	Laboratory B4: Main Lab Entry / Jill meets Albert.		va03_02.wav
VA03_03.WAV	Jill	Albert	Albert: *laughs*	Laboratory B4: Main Lab Entry / Jill meets Albert.		va03_03.wav
VA03_04.WAV	Jill	Jill	Jill: Why do you have to destroy S.T.A.R.S.?	Laboratory B4: Main Lab Entry / UNUSED / Jill meets Albert.		va03_04.wav
VA03_05.WAV	Jill	Albert	Albert: That's Umbrella's intention. This laboratory has been conducting dangerous experiments, and recently an accident occurred. Anyway, this disaster can't be made public.	Laboratory B4: Main Lab Entry / UNUSED / Jill meets Albert.		va03_05.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
VA03_06.WAV	Jill	Jill	Jill: Ah, that's why having S.T.A.R.S. nosing about is so inconvenient.	Laboratory B4: Main Lab Entry / UNUSED / Jill meets Albert.		va03_06.wav
VA03_07.WAV	Jill	Jill	Jill: So you're slave of Umbrella now? Along with these virus monsters!	Laboratory B4: Main Lab Entry / UNUSED / Jill meets Albert.		va03_07.wav
VA03_08.WAV	Jill	Albert	Albert: I think you misunderstand me, Jill. To me, the monsters you mention mean nothing. I'm going to burn and destroy them all along with everything in this entire laboratory. I must complete my mission, as ordered by Umbrella.	Laboratory B4: Main Lab Entry / UNUSED / Jill meets Albert.		va03_08.wav
VA03_09.WAV	Jill	Jill	Jill: Ah, so you're planning something else?	Laboratory B4: Main Lab Entry / UNUSED / Jill meets Albert.		va03_09.wav
VA03_0A.WAV	Jill	Albert	Albert: If you succeeded in developing the world's most powerful biological weapon, what would you do? What if you were in charge?	Laboratory B4: Main Lab Entry / UNUSED / Jill meets Albert.		va03_0a.wav
VA03_0B.WAV	Jill	Jill	Jill: You must stop this now.	Laboratory B4: Main Lab Entry / UNUSED / Jill meets Albert.		va03_0b.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
VA03_0C.WAV	Jill	Albert	Albert: You're a brave girl. I wouldn't give up such a discovery. You guys are idiots. No one understand it's real value.	Laboratory B4: Main Lab Entry / UNUSED / Jill meets Albert.		va03_0c.wav
VA03_0D.WAV	Jill	Jill	Jill: So, you're going to steal all the research?	Laboratory B4: Main Lab Entry / UNUSED / Jill meets Albert.		va03_0d.wav
VA03_0E.WAV	Jill	Albert	Albert: Better yet, I'm going to show you the Tyrant.	Laboratory B4: Main Lab Entry / UNUSED / Jill meets Albert.		va03_0e.wav
VA04_00.WAV	Jill	Jill	Jill: What?	Mansion 1F: Roofed Passage / UNUSED / Jill finds Richard's radio.		va04_00.wav
VA04_01.WAV	Jill	Jill	Jill: It must be a S.T.A.R.S. radio. It's slightly broken, but it's still usable. I'll take it with me.	Mansion 1F: Roofed Passage / UNUSED / Jill finds Richard's radio.		va04_01.wav
VA05_01.WAV	Jill	Jill	Jill: Brad! This is Jill!	Courtyard: Courtyard Garden / Brad tries to contact S.T.A.R.S. via radio.		va05_01.wav
VA05_03.WAV	Jill	Jill	Jill: Brad? Brad!	Courtyard: Courtyard Garden / Brad tries to contact S.T.A.R.S. via radio.		va05_03.wav
VA05_05.WAV	Jill	Jill	Jill: This is Jill. Brad? It broken!	Courtyard: Guardhouse Gate / Brad tries to contact S.T.A.R.S. via radio again.		va05_05.wav
VA06_00.WAV	Chris	Chris	Chris: Am I poisoned? Damn it! Give me serum!	Mansion 2F: Attic Entry / Chris has been poisoned by yawn.		va06_00.wav
VA07_00.WAV	Jill	Jill	Jill: Am I poisoned? Give me the serum..	Mansion 2F: Attic Entry / Jill has been is poisoned by yawn.		va07_00.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
VA08_00.WAV	Chris	Rebecca	Rebecca: This room full equipped with medical supplies. I can treat you, except for your major injury. Would you like me to?	Guardhouse 1F: Drug Storeroom / Chris talks to Rebecca and she offers to treat Chris's wounds.		va08_00.wav
VA08_01.WAV	Chris	Chris	Chris: Yes, please do something for me temporarily.	Guardhouse 1F: Drug Storeroom / Chris talks to Rebecca and she offers to treat Chris's wounds. / Chris says yes.		va08_01.wav
VA08_02.WAV	Chris	Rebecca	Rebecca: Most of these medicines are from Umbrella.	Guardhouse 1F: Drug Storeroom / Chris talks to Rebecca and she offers to treat Chris's wounds. / Chris says no.		va08_02.wav
VA08_03.WAV	Chris	Chris	Chris: What's Umbrella?	Guardhouse 1F: Drug Storeroom / Chris talks to Rebecca and she offers to treat Chris's wounds. / Chris says no.		va08_03.wav
VA08_04.WAV	Chris	Rebecca	Rebecca: Don't you know? It's a large-scale pharmaceutical company based in Raccoon City.	Guardhouse 1F: Drug Storeroom / Chris talks to Rebecca and she offers to treat Chris's wounds. / Chris says no.		va08_04.wav
VA08_05.WAV	Chris	Chris	Chris: Oh, I see.	Guardhouse 1F: Drug Storeroom / Chris talks to Rebecca and she offers to treat Chris's wounds. / Chris says no.		va08_05.wav
VA08_06.WAV	Chris	Rebecca	Rebecca: Well, probably there is enough for two doses.	Guardhouse 1F: Drug Storeroom / UNUSED	Rebecca can heal Chris unlimited times in this room.	va08_06.wav
VA08_07.WAV	Chris	Rebecca	Rebecca: Are you alright? Want me to treat it?	Guardhouse 1F: Drug Storeroom / Chris talks to Rebecca and she offers to treat Chris's wounds. / Chris returns to the room and talks to Rebecca.		va08_07.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
VA08_08.WAV	Chris	Rebecca	Rebecca: Chris, be careful!	Guardhouse 1F: Drug Storeroom / Chris talks to Rebecca and she offers to treat Chris's wounds. / Chris returns to the room and talks to Rebecca. / Chris says yes. / Chris talks to Rebecca after she treats her.		va08_08.wav
VA08_09.WAV	Chris	Chris	Chris: I'm ok. But if something happens to me, please take care of me.	Guardhouse 1F: Drug Storeroom / Chris talks to Rebecca and she offers to treat Chris's wounds. / Chris says no.		va08_09.wav
VA08_0A.WAV	Chris	Rebecca	Rebecca: Chris, take care!	Guardhouse 1F: Drug Storeroom / Chris talks to Rebecca and she offers to treat Chris's wounds. / Chris talks to Rebecca after he said yes or no to her.		va08_0a.wav
VA09_00.WAV	Chris	Rebecca	Rebecca: Chris!	Laboratory B3: Elevator Entry / Rebecca caught up with Chris.		va09_00.wav
VA09_01.WAV	Chris	Chris, Rebecca	Chris: Rebecca, you're safe! Rebecca: I saw you in the garden. I've caught up with you at last!	Laboratory B3: Elevator Entry / Rebecca caught up with Chris.		va09_01.wav
VA09_02.WAV	Chris	Chris, Rebecca	Chris: Rebecca, you're safe! Rebecca: I'm sorry.	Laboratory B3: Elevator Entry / UNUSED / Rebecca caught up with Chris.		va09_02.wav
VA09_03.WAV	Chris	Chris, Rebecca	Chris: Well, I'm glad you're alright. Don't go out alone. Rebecca: Yes sir!	Laboratory B3: Elevator Entry / Rebecca caught up with Chris.		va09_03.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
VA09_04.WAV	Jill	Barry	Barry: Jill!	Laboratory B3: Elevator Entry / Barry caught up with Jill (Jill didn't follow Barry in the Underground). Laboratory B3: Elevator Entry / Barry caught up with Jill (Jill didn't wait for Barry to get another rope). Laboratory B4: Main Lab / Barry and Jill go see the Tyrant. / Jill wakes up Barry.		va09_04.wav
VA09_05.WAV	Jill	Barry	Barry: I was looking for you.	Laboratory B3: Elevator Entry / Barry caught up with Jill (Jill didn't wait for Barry to get another rope).		va09_05.wav
VA09_06.WAV	Jill	Jill	Jill: Barry..	Laboratory B3: Elevator Entry / Barry caught up with Jill (Jill didn't wait for Barry to get another rope).		va09_06.wav
VA09_07.WAV	Jill	Barry	Barry: Jill, don't be angry. I wanted you to wait for me.	Laboratory B3: Elevator Entry / Barry caught up with Jill (Jill didn't wait for Barry to get another rope).		va09_07.wav
VA09_08.WAV	Jill	Jill	Jill: Barry, don't screw up again, like you did when you dropped that rope.	Laboratory B3: Elevator Entry / Barry caught up with Jill (Jill didn't wait for Barry to get another rope).		va09_08.wav
VA09_09.WAV	Jill	Barry, Jill	Barry: Jill! You're here too! Jill: Yes, you're here too?	Laboratory B3: Elevator Entry / Barry caught up with Jill (Jill didn't follow Barry in the Underground).		va09_09.wav
VA09_0A.WAV	Jill	Barry	Barry: Look, uh.. I lost my way.	Laboratory B3: Elevator Entry / Barry caught up with Jill (Jill didn't follow Barry in the Underground).		va09_0a.wav
VA09_0B.WAV	Jill	Jill	Jill: Let's get going!	Laboratory B3: Elevator Entry / Barry caught up with Jill (Jill didn't follow Barry in the Underground). Laboratory B4: Main Lab / Barry and Jill go see the Tyrant. / Jill wakes up Barry.		va09_0b.wav

File name	Route	Speaker(s)	Dialogue	Used in	Notes	Listen
VB00_00.WAV	Jill	SFX		Mansion 2F: Lesson room / Barry sets up a rope for Jill to climb.		vb00_00.wav
VB00_01.WAV	Jill	SFX		Mansion 1F: Isolated Passage / Barry drops the rope.		vb00_01.wav
VB00_02.WAV	Chris/Jill	SFX		Mansion 1F / Isolated Passage / Tombstone moves.		vb00_02.wav
VB00_10.WAV	Chris/Jill	SFX		Laboratory B4: Main Lab / Tyrant bursts trough the glass tank.		vb00_10.wav
VB00_11.WAV	Chris/Jill	SFX		Laboratory B4: Main Lab / Tyrant's tank is draining.		vb00_11.wav
VB00_20.WAV	Chris/Jill	SFX		Underground Laboratory: Small lab / Computer turns on.		vb00_20.wav
VB00_21.WAV	Chris	Chris	Chris: Damn!	Underground Laboratory: Small lab / Computer doesn't accept Chris's input.		vb00_21.wav
VB00_22.WAV	Jill	Jill	Jill: Ugh!	Underground Laboratory: Small lab / Computer doesn't accept Jill's input.		vb00_22.wav
VB00_30.WAV	Chris/Jill	SFX		Courtyard: Heliport / Firing the Flare.		vb00_30.wav
VB00_31.WAV	Chris/Jill	SFX		Courtyard: Heliport / UNUSED / Tyrant burst trough the floor.		vb00_31.wav
VB00_31A.WAV	Chris/Jill	SFX		Courtyard: Heliport / Tyrant burst trough the floor.		vb00_31a.wav
VB00_31B.WAV	Chris/Jill	SFX		Courtyard: Heliport / UNUSED / Tyrant burst trough the floor.		vb00_31b.wav
VB00_31C.WAV	Chris/Jill	SFX		Courtyard: Heliport / UNUSED / Tyrant burst trough the floor.		vb00_31c.wav
VB00_31D.WAV	Chris/Jill	SFX		Courtyard: Heliport / UNUSED / Tyrant burst trough the floor.		vb00_31d.wav
VB00_40.WAV	Chris	SFX		Laboratory B3: Elevator Entry / Chris and Rebecca exit the elevator. / Rebecca enters Power Maze 1.		vb00_40.wav

From:
<https://classicmodification.com/> - **Classic RE Modification**

Permanent link:
https://classicmodification.com/doku.php?id=re1_voice_index&rev=1697707086

Last update: **2023/10/19 02:18**

