

Resident Evil Jill Speed Guide

by Necrin

Updated to v1.6 on Jul 26, 2003

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Resident Evil Gamecube Version Jill Speed Guide

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This Guide should only appear on the following site

Neoseeker.com

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Version history

1st of January 2003

1st version

26/07/2003

Fixed the line breaks problem, corrected a few spelling mistakes.

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Introduction

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This guide is intended to help those who have played through Resident Evil a few times but are having trouble cracking it within three hours. It is not a guide of conjecture or excessive explanations. I am an avid Resident evil fan

and have been playing the series since it's Playstation incarnations. I managed to beat the original game for the Psx in under three hours and was happy with my accomplishment for it is no easy feat. You must know the mansion and enviorns inside out and be more that capable of dealing with all the monsters you find yourself battling. I was a bit skeptical when Capcom announced they were remaking Resident Evil for the Gamcube because I thought it would be impossible to give hardened Resident Evil players a challange. How wrong I was a lot of things have been changed and moved around and it generally feels different. Theirs also the inclusion of new areas and a new Boss character Lisa Trevor who reminds me of Nemesis from Resident Evil 3 for the Psx. This also proposes a challange to those wanting to reclaim the rocket launcher they may have gotten in the original game although that has changed too. Beat the game in under five hours and you can get your hands on an infinite ammo hangun which should come in handy for those wishing to cut their time down a little. although handy it's not necessary for this guide but if you have it feel free to improvize regarding item pickup. Put simply follow this guide to the letter and you should beat the game in around two hours 30 minutes. The good thing about the remake is that when you unlock an infinite ammo gun the other character gets to use it also. I have picked Jill because she has an all around easier time and can hold wads of stuff.

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Handy hints to save time

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SKIP THE Dialogue/CUTSCENES I am not exactly sure if they add to your game time but I'm sure they do.

Usually only ever have one gun and ammo for it it your inventory. It's understandable if you pick up a gun on the field though.

Try and blow Zombies heads off with the shotgun to prevent them turning into Crimson Zombies and I'm sure you dont want that. If you do kill a zombie with the handgun make sure it's dead theirs no point in wasting bullets for it to be there again when you re-enter the room.

The inclusion of defence items it a god send. I dont have to tell you to pick up as many as possible they dont use up inventory space either :). I mostly use the daggers for Zombies and the Tazer for everything else like dogs hunters etc.

Dont bother going with the Kerosene lighter route disposing of Zombies it's far too tedious and takes up inventory space.

Enemies can be avoided! Yes they can! The more ammo you conserve the better although sometimes it's necessary to kill an annoyance who roams a thin corridor.

If you find yourself backtracking to save rooms to pick up different guns or items you forgot them you have a problem.

Keep Autoaim on. I would be lost without it. I can barely hit the tiolet when I ----.

I take it you know to combine herbs never leave a vacent herb.

Forget about the tiger statue room and saving Chris. It's far too time wasting.

You could sacrifice getting the wind crest and not getting the Magnum. The only time I used that gun is when I was fighting Tyrant. I'm sure the grenade launcher would suffice.

Follow this guide to the letter and eat POT NOODLE!

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Your main objectives in the first part of the Mansion are to collect the four DEATH MASKS and place them in the tomb. You will then get the METAL EMBLEM so you can leave the Mansion to poceed to the Guardhouse. It's also handy to pick up the WIND CREST so you can get your hands on the MAGNUM. And of course to stay alive!

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Mansion Main Hall

After the formalities Barry and Jill will go into the dining room.

Dining Room

Run up the room and Barry will find some tomato ketshup and tell you to look for other clues. Take the door on the right.

Kenneth's Hallway

Go right and around the corner to see the Zombie eating Kenneth like a happy meal. Turn around and go through the door you came in.

Dining Room

Barry will kill the zombie and then you have to report to Wesker take the double doors to the Main Hall.

Main Hall

Wesker is gone. Run up the stairs go left around the foyer and back down the stairs. After the scene go into the dining room again.

Dining Room

Proceed to the Kenneth's hallway.

Keneth's hallway

Examine Kenneth if you want to get his video. Take the door on the left

Birdcage room

Take the HANDGUN MAGAZINE from the cage. Pick up and combine the Two GREEN HERBS beside the stairs. Go up the stairs and through the door.

Golden Arrow Corridor

Take the GREEN HERB ahead and combine it with the other two. Kill the Zombie with the HANDGUN. Continue through the corridor and pick up the flashing GOLD ARROW examine it to turn it into the ARROWHEAD. Kill the other Zombie with the HANDGUN and pick up the HANDGUN MAGAZINE on the ground by the mirror. Unlock and take the door on the right at the end of the corridor.

Dining Room Balcony

Take the DAGGER on the shelf to your right and proceed to the double doors at the end.

Main Hall

Go down the small steps to where the main steps intersect and go through the ornate door by the candlesticks.

Graveyard

Go down the steps. Aim at the Zombie slowly ascending the steps and kill him with the HANDGUN you may get a head shot. Go down the steps and to your left. Kill the Zombie in the small area and take the SHOTGUN SHELLS on the far left of the grass. Go back out turn left and place the ARROWHEAD in the tombstone. Descend the stairs and go to the end of the tomb and pick up the BOOK OF CURSE. Examine the book turn it around and remove the SWORD KEY. Go back up the steps and exit the Graveyard the way you came through.

Main Hall

Go down the main stairs and take the two brown double doors on the right.

Art Room

Unlock the white door here with the SWORD KEY and go through.

Checkered Hall

Thank god those dogs dont jump through the window here still or do they? Push the second shelf down and pick up the DAGGER. Go around the corner and push the last shelf by the door down and pick up the HANDGUN MAGAZINE. Exit though the door on the end.

Rustic Hallway

Nice view huh. Unlock the door to your left with the LOCKPICK and go through.

Dog Walkway

Take the CHEMICAL from the wheelbarrow. Ignore the herbs if you pick them up theirs a good chance a dog will attack. Take the door you came in through.

Rustic Hallway

Now continue down the Hallway theirs a DAGGER to be had in first room to your right but it's time wasting so I suggest you avoid it. Go around the corner and contine on until you see a brown door on your right go though.

Crusher Room

Go through the door on the right.

Shotgun Room

Take the DAGGER off the table. Get the SHOTGUN from the far wall and exit

Crusher Room

The ceeling will descend try opening thr two doors and Barry will rescue you.

Rustic Hallway

Barry mentions something about Jill being in a sandwich. Wouldnt mind one right about now! Jill asks Barry what his doing here you see you rescue a girl from a crusher room and all they say is what are your doing here are you cheating on me again. Take the double doors on the end.

Exit Corridor

Take the first door on the left.

East Stairwell

Equip the SHOTGUN and try and get a headshot on the Zombie who's skulking behind the stairs. Take the door on your right,

Save room

Go over to the storage chest. Ditch the KNIFE and Handgun and the HANDGUN MAGAZINE HERBS and the CHEMICAL. Take the INK RIBBON from the chest and use it to save your game then return it to the chest.

Ok you should have

SHOTGUN
SHOTGUN SHELLS
SWORD KEY

Leave.

East Stairwell

Ascend the stairs and try and get Headshots on the two zombie here. If you dont reset and try again because they may prove to be a pain later. Unlock the far door to the right and go through.

Armour Key Corridor

Avoid the initial Zombie and take the door on end to the right.

Study

Take the DOG WHISTLE by the lamp near the entrance door. Take the HANDGUN MAGAZINE by the chessboard and get the LIGHTER from the desk. Take the other door by the desk.

East Stairwell

Take the door to the armour key corridor.

Armour Key Corridor

This time go left avoiding the zombies past the two green double doors around the corner and use the SWORD KEY on the door on the end of the corridor.

Main Hall

Barry will give you some ACID SHELLS they should come in handy later. Note that Jill is not only a member of starrs can play piano and pick locks but she can also speak Italian.

Take the double doors to the the Dining Room balcony

Dining Room balcony

Avoid the zombie dont bother pushing the statue over the edge we wont be going that route. Take the second door on the end and use the SWORD KEY to unlock it and go through.

West Stairwell

Take the grey door incidently the first door you see.

West porch

Get Jill to blow your whistle and wait until the doggies come. Wait until they get close and blow them away with the SHOTGUN one good shot should knock them out cold. Take the Flashing DOG COLLAR examine it and press the switch. A coin will drop out turn it over and press and it will turn into an imitation key. Take the door you came through. You can unlock the door on the other end of the porch to gain access to the main hall but I never use this route. Discard the WHISTLE when prompted

West stairwell

Take the door to the Dining Room balcony

Dining room balcony

Take the door to the Golden Arrow corridor on the right

Golden Arrow Corridor

Go down the corridor until you arrive at the door you came through from the Birdcage room. Take the door opposite that by the collapsed Zombie. He will probably get up kill him with a shotgun blast.

Death Knights room

If you read the inscriptions on the knights shields you will recieve some inspirational messages. Continue up the steps and take the ARMOUR KEY off the podium this will cause the room to turn against you place the imitation key where the other one was sharpish. Exit the room using the door you came in.

Golden Arrow Corridor

Take the door to the Dining room balcony

Dining room balcony

Take the door to the West stairwell on your left.

West stariwell

Go around the corridor and down the steps. If A zombie is climbing the steps waste him with the SHOTGUN. Now go into the Save room or the Serum room on the left of the stairs.

Serum room Save Room

Ok dump the LIGHTER the ACID SHELLS You must be running low on SHOTGUN SHELLS take the HANDGUN and ammo instead.

Ok save your game and here's what you should have

HANDGUN FULLY LOADED

SWORD KEY
ARMOUR KEY
CHEMICAL

Exit

West stairwell

Go around the Corridor avoid the Zombie if he's still there.
Take the first door on the right

Broken shotgun room

Take the BATTERY PACK from the desk and exit.

West Stairwell

Use the SWORD KEY on the door on the end of the corridor
and go through.

Dark Corridor

Take the BATTERY PACK from the cabinet ahead. And continue
to run down that direction take the door on the end.

Greenhouse

Place the CHEMICAL in the machine to the right of the door
pump the water and press the RED LEVER this will kill the plant.
Go behind the plant and take the DEATH MASK. There's a bounty of
GREEN HERBS here obviously for recreational purposes anyway
combine them all into two lots and leave the room.

Dark Corridor

Make your way down the passage and Zombies will burst
through the windows obviously they smelled the HERBS.
Avoid them go left at the door where you initially
entered this corridor and take the last door to Kenneth's
Hallway.

Kenneth's Hallway

Kill the Zombie with the HANDGUN go past where he was lurking
and unlock the door on the left with the SWORD KEY and enter it.

Piano Room

Go around the PIANO and push the shelf here against the wall
and take the MUSICAL SCORE and exit the room.

Kenneth's Hallway

Go around the corner past the elevator and down the stairs.
Unlock the door with the SWORD KEY and discard it when prompted
and go through the door.

Kitchen

Take the DAGGER from the table and try and exit through the

door you came in. A zombie will enter go around the table to avoid him and exit.

Kenneth's Hallway

Take the door to the dining room

Dining room

Take the double doors to the main hall.

Main hall

Ascend the stairs. Go right and past the Armour Key Corridor Door and use the Armour Key on the next door you come across.

Forest's Porch

Go down the porch until you see Forest take his Grenade Launcher and get the DAGGER off the bench beside him and exit dont take the HERBS beyond as this will result in him attacking you.

Main Hall

Take the door to the Armour Key Corridor.

Armour Key Corridor

Unlock the first door to the right with the ARMOUR KEY but dont go through. Continue around the corridor avoid the zombie and unlock the two green double doors and enter.

Gassy Knights room.

This is a rather annoying puzzle

Ok first push in the UPPER RIGHT KNIGHT then push in the BOTTOM LEFT KNIGHT then finally push in the BOTTOM RIGHT KNIGHT.

Press the switch in the middle of the room the grate on the wall will open take the JEWELRY BOX from inside. Examine the JEWELRY BOX and press the two crests on the front and back of the box to open it. And you have another DEATH MASK. Exit the room.

Armour key Corridor

Avoid the Zombies and take the door to the East stairwell.

East Stairwell

If you didnt manage to blow the zombies heads off earlier they will have gone Crimson by now. I am assuming that there are no zombies in this room now though. Go around the corner past the stairs and unlock the door with the ARMOUR KEY dont go in but go down the stairs and into the save room.

Save Room

Barry will have left you some goodies namely a FIRST AID SPRAY

and some INCENDRY ROUNDS but first you need to empty your load!

Take with you

Grenade Launcher fully loaded with normal rounds

Two DEATH MASKS

Armour Key

Save if you didnt save earlier you should still have one
INK RIBBON after you save now. Exit the room.

East Stairwell

Go up the stairs again and through the door you unlocked a
while ago.

Deer Head Room

Take the door on the right.

Researchers Room

Inside Barry will be perusing though a Researchers will
looking for pretty pictures now why did he lock the door?
Jill will mention something about him getting excited comon
just looking at her is making me excited. When you regain
control take the FISHHOOK from the plaque by the desk. Turn
around and take the BEE SPECIMEN from the plaque to the left
of the door. Take the LURE OF A BEE from the plaque on the
right side of the door but dont press the switch. Combine the
LURE and the FISHHOOK and place it where you got the BEE SPECIMEN
then place the BEE SPECIMEN where you got the LURE and press
the switch. A bee will appear HOW UNUSUAL? Take the WIND CREST
and get outha there without being poisoned by the bee.

Deer Head Room

Take the RED HERB and take the other door oposite the door
you just came from.

Researchers Bedroom

Take the INK RIBBON from the desk and go behind the bed take
the GREEN HERB and combine it with the RED HERB you just
picked up. Go and pick up the green FIRST AID BOX examine it
and turn it so you can see the writhing press action and you
will get a FIRST AID SPRAY exit the room.

Deer Head Room

Exit to the east stairwell

East Stairwell

Go down the stairs and into the save room.

Save Room

Drop off these items

FIRST AID SPRAY
WIND CREST
INK RIBBON
COMBINED HERBS

So you should have

DEATH MASK X 2
GRENADE LAUNCHER
ARMOUR KEY

EXIT

East stairwell

Go around the corner and take the door to the exit corridor
dont worry about the doornob message if you go through twice
it falls off but we dont have to worry about that.

Exit Corridor

Go down to the door on the left wall avoid the Zombie. Use the
ARMOUR KEY on the door and discard it when prompted then go
through the door.

Gallery

Fight the temptation to shoot the crows and you have yet
another puzzle on your hands it's rather easy though.

See the first yellow picture make it orange by pressing the
button.

Go past the other pictures and around the corner to come to
the next set.

See the Red picture press the button to make it purple

Make the Yellow picture beside the purple one green by pressing
it's button.

Now go to the end of the coridor and press the switch on
Lisa Trevors picture what an uncanny resemblance.

This will raise the wall go through and pick up the
DEATH MASK on the ground then unlock the gate in front
of you which goes to the graveyard and leave. This route
is very handy to take if you want to avoid lots of nasty's
and provides easy passage from the Mansion main stairs to
the west side of the house.

Graveyard

Decend the stairs to the tomb and place the three DEATH MASKS
on the mounds to the right of the enterance. Now leave the
graveyard through the mansion side door.

Main hall

Go right up the steps and go into the armour key corridor.

Armour key corridor

Take the first door on the right the one I told you not to go in earlier.

Richards room

Inside Jill will meet Richard he will tell her about the Snake yada yada yada and demand SERUM lets go get it.

Armour key corridor

The map will show you were you need to go we will take the quickest route. Take the door to the main hall.

Main Hall

Go through the double doors to the dining room balcony.

Dining room balcony

Avoid the Zombie and take the last door on the right to the west stairwell.

West Stairwell

Descend the stairs and go into the serum room deal with any Crimsons.

Serum Room

Take the SERUM from the shelf to the left of the crate and take these items

GRENADE LAUNCHER hopefully fully loaded normal ammo

HANDGUN

HANDGUN MAGAZINE

MUSICAL SCORE

LIGHTER

SERUM MOST IMPORTANT

Exit

West Stairwell

Go up the stairs avoid any zombies and take the door to the west porch where you blew the DOG WHISTLE.

West porch

Use the handy HERBS here to heal yourself if need be go down the path and unlock the door to the main hall and go through.

Main hall

Take the door to the armour key room

Armour key room

Take the door to Richards room

Richards Room

Jill will give Richard a shot he's ok now should have worn better armour the fool. Take the two green herbs and combine them into one double then exit through the other door.

Attic corridor

Kill the Zombie to the right with the HANDGUN and take the door at the end of the corridor.

Attic Storeroom

Take the HANDGUN MAGAZINE off the table near the door theirs another in the press by the left wall. Light the candles on the table with the LIGHTER and push the shelf on the right to the right. Go in cautiously when you spot the Zombie turn around and go around and behind the table pick him off from there with the HANDGUN. When the Zombie's dead go back in to where he was hiding and take the MUSICAL SCORE from the CABINET combine it with the other MUSICAL SCORE and exit the room.

Attic corridor

Take the door to Richards room

Richards room

Take the door to the armour key corridor.

Armour key corridor

Take the door to the Main hall

Main hall

Go down the stairs and into the Dining room

Dining room

Go to the end of the Dining room and take the BRONZE EMBLEM from above the fireplace go through the door to Kenneth's corridor

Kenneth's corridor

Take the door to the Piano room

Piano room

Use the combined musical score on the piano to witness one of Jills many talents she didn't even miss a note. Go into the part of the room that opens up and take the GOLD EMBLEM below the statue. Replace it with the BRONZE EMBLEM to get out again. Exit the room.

Kenneth's corridor

Take the door to the dining room.

Dining room

Place the GOLD EMBLEM where the BRONZE one once was this will open the grandfather clock in the center of the dining room. Go over to the clock and we have another puzzle but it's easy simply move the large hand left or right twice and stop turning. The clock will slide away and reveal the SHIELD KEY. Get the INK RIBBON from the table and take the door to the main hall.

Main hall

Go up the stairs and take the door to the armour key corridor

Armour key corridor

Take the door to Richards room

Richards room

Take the door to the Attic Corridor

Attic corridor

Go up the steps and use the SHIELD KEY on the door discard it when prompted and go through the door.

Attic

A big snake will attack you. Richard will burst in an help ya out

The reason I chose this route there are others IE letting Ricards die of poisoning is because it takes no extra time and you get a cool new weapon the ASSAULT SHOTGUN which can hold 10 rounds.

Tactics

What you need to do is get the DEATH MASK at the end of the room first then plug away at the snake with GRENADE ROUNDS until it supposedly dies. It will then get up and eat Richard who will leave behind the lovely ASSAULT SHOTGUN pick it up and get outta dodge

Attic corridor

Descend the stairs

If you were bitten in the fight which you probably were you will need SERUM from the SERUM save room go there and get it. If not go straight to the Graveyard providing you have enough ammo to deal with the Crimson Zombie you will face in the tomb.

I will continue with the you were poisoned route though.

Take the door to Richards room.

Richards room

Avoid the Zombie that appeared here and take the door to the armour key corridor.

Armour key corridor

Take the door to the main hall.

Main hall

Take the door to the Dining room balcony.

Dining room balcony

Take the door to the west stairwell.

West Stairwell

Deal with any Crimson Zombies with your new ritzy titzy ASSAULT SHOTGUN and go down the stairs to the SERUM ROOM.

SERUM ROOM

Ok drop off the HANDGUN and HANDGUN MAGAZINE the LIGHTER then get the SERUM use it and heal yourself with a healing item. SAVE YOUR GAME and take these items.

ASSAULT SHOTGUN

DEATH MASK

HEALING ITEM

WIND CREST

Exit.

West stairwell

Ascend the stairs and take the door to the dining room balcony.

Dining room balcony

Avoid the Zombie and take the double doors to the main hall

Main hall

Take the ornate door to the graveyard

Graveyard

Go down to the tomb and place the last DEATH MASK the coffin will fall to the ground. Kill the Crimson zombie with the ASSAULT SHOTGUN when he gets near. Take the SHOTGUN SHELLS beside the coffin and unlock the gate take the STONE AND METAL OBJECT from the coffin. Get out of the tomb and take the gate to the Gallery.

Gallery

Take the door to the Exit corridor

Exit Corridor

Kill the Zombie with the SHOTGUN and take the door behind him.

Exit walkway

Run to the end and place the STONE AND METAL OBJECT into the indentation on the left wall and take the unlocked door.

Utility Room

Take the SHOTGUN SHELLS to the right of the door. Go to the steps on the left and get the BATTERY PACK. Go down the steps and get the FIRST AID SPRAY and take the door at the bottom.

Path of destruction

Hurrah your finally out of the Mansion but is that a good thing?

Go down the path to the red weather vane bird. Press action and press the switch when the arrow lands on WEST or W then continue down the path. After Barry describes one of his fantasy's to Jill on the radio go to the next blue bird. Press action when the arrow reaches North or N go through the unlocked gate.

Wind Crest Graveyard

Run past the crows and go right through the small opening until you reach the tombstones. Use the WIND CREST on the right tomb and take the CRESTS examine them all. Turn them around and press the buttons to make the lines protrude. Use the CRESTS on the left tombstone to get the MAGNUM. Run back to the intersection and go right through the gate.

Lodge trail

After Lisa's moan run to the top of the trail and enter the Lodge.

Lodge

Go left past the fire and up the steps take the map if you want. Go further inside and take Lisa's family picture go past the bed and left to the chest take an INK RIBBON and save your game. Return to the chest and just take

ASSAULT SHOTGUN

SHOTGUN SHELLS

HEALING ITEM

Turn around and drop down take the CRANK from the crate and try and exit the Lodge. Lisa will come in. Go to the window by the bed for a peak. Dosen't she look like a Hillbilly in that getup. Try and exit again and you will be clobbered. Jill will wake up probably after dreaming of some SPANISH HUNK and Lisa will walk in obviously wearing other peoples face's is a new fashion craze in the Spenser estate. when you regain control get the hell outha the Lodge without being hit you can always reload if you do.

Lodge trail

Run down the trail and avoid the Zombie on the way down and take the gate to the Wind crest graveyard.

Wind crest graveyard

Run to avoid the crows AGAIN and take the gate to the Path of destruction.

Path of destruction

Go back to the Mansion aawwww no respite outside huh.

Utility room

Take the Metal double doors

Courtyard

After the Radio Message waste the dogs with the ASSAULT SHOTGUN all of them they will just be a nuisance later. Take the GREEN HERB to the right of the columns and go thought the gate at the top of the steps.

Drainage path

Go right past the sunken ladder and go over to the white obtuce stone and use the CRANK on it to drain the water. Return to the ladder go down it and across the bridge. Climb the other ladder up and run along the walkkway take the elevator at the end of the passage.

Lower Courtyard

Run straight ahead past the waterfall and go through the gate.

Path to Guardhouse

Take the RED HERB and combine it with the GREEN HERB you picked up earlier. Run to the end of the path but avoid the snakes their poisonous. Go through the door on the end.

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The Guardhouse is without a doubt the easiest segment of Resident Evil. It has little opposition in terms of enemies I know their spiders Sharks and a few Zombies but they can all be avoided. your main objective in the Guardhouse is to get the Helmet key so you can unlock some other rooms in the Mansion but you have to kill Plant 42 to get it. There are two ways to do this the V Jolt route which is far too tedious so were taking the other route mindless violence. It only takes three to four GRENADE INCENDRY ROUNDS to kill Plant 42 so it isint really a threat.
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Guardhouse Entrance Hall

Take a BLUE HERB and use it if you have been poisoned if not continue down the corridor and go behind the crate. Push it forward and over the hole on the right you can now use it to get over the other crates like a bridge so that vine cant attack you. Turn around and go back near the entrance take the door on the right.

Save room

Ok take the BATTERY PACK and INK RIBBON from the shelves and use the typewriter to save your game. Go over to the chest and take only these items.

HANDGUN FULLY LOADED
MAGUNM FULLY LOADED OR
GRENADE LAUNCHER LOADED WITH INCEDIARY SHELLS
INK RIBBON

EXIT

Guardhouse Entrance Hall

Take the double doors at the end off the hall

Recreation room

If you an arachnophobic proceed to sweat and convulse. Otherwise avoid the spider and run around to the left and pick up the GREEN HERB. Run back and by the Doors and take the other GREEN HERB and combine the two HERBS. Go left and down the steps take the RED BOOK from the counter and the SHOTGUN SHELLS from the left table then exit the room.

Guardhouse Entrance Hall

Climb the stack of boxes and take the door behind them.

Buzzing Bee Corridor

Run to the end of the corridor and take the Map of the Residence. Resist the urge to look in the hole and take the door with 002 above it.

You will then hear Barry talking to someone who sounds like they have something in their mouth maybe something of Barry's anyway go inside.

Dormitory 002

Jill will ask Barry what his playing at and he will cover it up pretty well. After the scene run around past the bed push the left bookshelf into the wall. Push to other bookshelf to the right this will reveal a ladder but dont go down. Take the door to the right of where you entered.

Bathroom 002

Take the key from the shelf by the tiolet. Run out quick before the Zombie comes in.

Dormitory 002

Waste the Zombie now here with the HANDGUN make sure he's dead then exit to the Buzzing bee corridor.

Buzzing bee corridor

take the door to the Guardhouse entrance hall.

Entrance hall

climb the boxes and use the RESIDENCE KEY on the door dead ahead. Do I have to tell you to discard KEYS anymore well I wont!

Dormitory 001

Take the door to the right instantly dont bother picking up the items further on you dont need them.

Bathroom 001

Drain the water from the bath and take the CONTROL ROOM KEY run out before the Zombie on the ground wakes up.

Dormitory 001

Exit before the Zombie attacks you.

Entrance corridor

Climb the boxes to the Buzzing bee corridor.

Buzzing bee corridor

Take the door to Dormitory 002 where you met Barry earlier

Dormitory 002

Decend the Ladder by the bookshelves.

Aqua ring entrance corridor

Push the boxes here to get across the water and pick up the GREEN HERB at the end. Take the double doors by the water.

Aqua ring

Run to your right and some Skarks or Neptunes will attack. My advice to to run by the railing and take the bridge you meet across to the inside. Run alone and go left up the steps. Use the GREEN HERB if you get bitten otherwise combine it with your others. Use the CONTROL ROOM KEY on the door and go through.

Neptune research center

Go down the ladder to the left. On the bottom read the message about emergency's on the table the valve you have to pull is various. Now another Puzzle

First press the switch by the big center window. Release the safety using the console on the right then press the lever on the left console this will lower the shutters but they will loose presure. Restore it by going behind the steps around the corner and press the valve you were to pull in case of emergency. Go back and release the safety using the right console again then pull the lever of the left console again this will finally lower the shutters. Press the switch on the main center console to lower the water. Go back to the valve hall ignore the FIRST AID BOX and go the other way take the door on the end.

Dripping corridor

Go left and examine the rubbish near the double doors to find some SHOTGUN SHELLS take the double doors ahead.

Aqua Ring lower

Run along the Aqua ring until you come to the big shark. Go in the water and jump up onto the platform try and get the KEY on the corner and the shark will try and attack you. Push that control box in front of you into the water and pull the lever to the left to fry that sucker. He wont be auditioning for Jaws 3 now. Get all wet again in the water and take the GALLERY KEY by the shark the exit the aqua ring.

Dripping corridor

This time take the double grey gate.

V Hall

Take the MAGNUM ROUNDS on the boxes dead ahead. Go left and up the ladder go though the door on top.

Aqua ring entrance corridor

Take the ladder to dormitory 002

Dormitory 002

Take the door to the buzzing bee corridor.

Buzzing bee corridor

Run around and unlock the door on the right wall with the
GALLERY KEY DISCARD

Gallery

RUN RUN RUN go left at the table and go down the corridor
pick up the INSECTICIDE SPRAY from the corpse and exit to
the Buzzing bee corridor now we know why it was buzzing huh.

Buzzing bee corridor

Remember where you got the Residence map and where the hole
I told you not to look into was. Use the INSECTICIDE SPRAY
on that hole to kill the bees then return to the gallery.

Gallery

Go left where the corpse was and pick up the KEY the bees
were guarding use it on the door labeled 003 and go in.

Dormitory 003

Go right and through the door

Bathroom 003

Drain the tub of water I think this saps some of plant 42's
stamina. Exit.

Dormitory 003

Continue down the dorm and save your game using the
INK RIBBON you should have in your inventory. Examine
the prominent bookshelf and take the white book now
use the RED BOOK on the bookshelf and we have another
puzzle.

Ok I don't think you need help with this you should know
what a nude girl looks like. I will give you a hint if
your hopeless with girls start at the feet and work your
way up.

Ok did you enjoy that! This will make the closet to the
left (probably filled with nudie magazines) slide over
now go through the door it leaves behind.

Point 42

BOSS PLANT 42

Ok this thing need serious pruning dont Umbrella have any landscape gardeners. It's to kill though simply have your Magnum or GRENADE LAUNCHER at the ready run up the stairs turn right and face the plant the fire preferbly when it's petals are open. It's easier to kill with GRENADE INCENDIARY ROUNDS though but a MAGNUM will be as effictive.

After it's dead run down the stairs and get the HELMET KEY from below the fire place then exit through the brown double doors.

Gallery

Pick up either the RED HERB or the HANDGUN MAGAZINE off the table and exit to the buzzing bee corridor.

Buzzing bee corridor

Try and exit to the Guardhouse entrance hall and you will notice Wesker. He will act cool but if I had a super virus in my pocket that made me practically immortal then I would act cool too.

Exit to the Guardhouse entrance hall swish the bees on your way out though.

Guardhouse entrance hall

Go into the save room

Save your game if you want although it's not really necessary and take only these items.

ASSAULT SHOTGUN
SHOTGUN SHELLS
HELMET KEY
HEALING ITEM

Exit

Guardhouse entrance hall

Leave the guardhouse

Path to Guardhouse

Run back to the gate after the message from Brad exit.

Lower courtyard

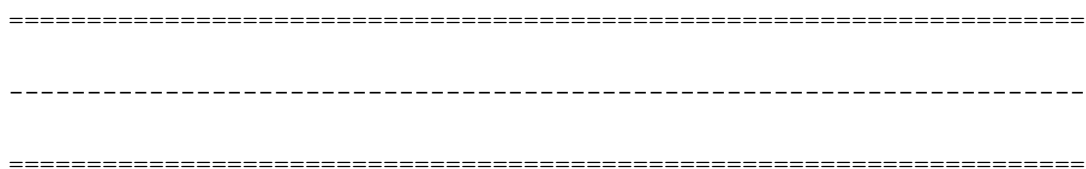
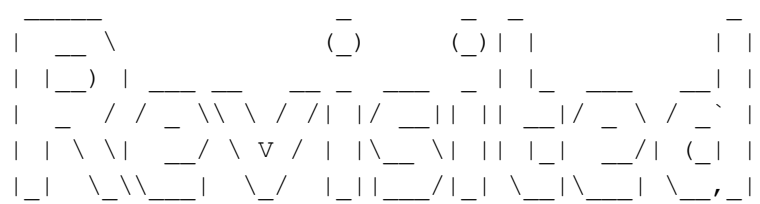
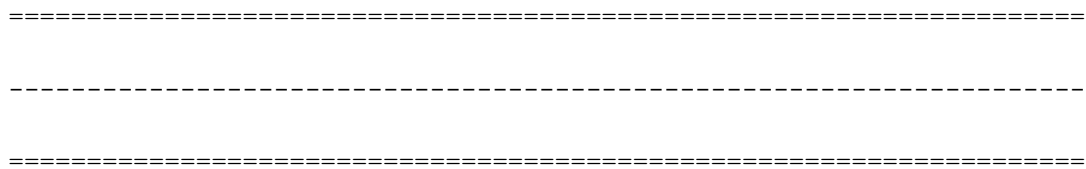
Now that your in a better position killl the two dogs with the ASSAULT SHOTGUN again they would have proved to be a nusiance later. Go up the elevator to the Drainage path.

Drainage path

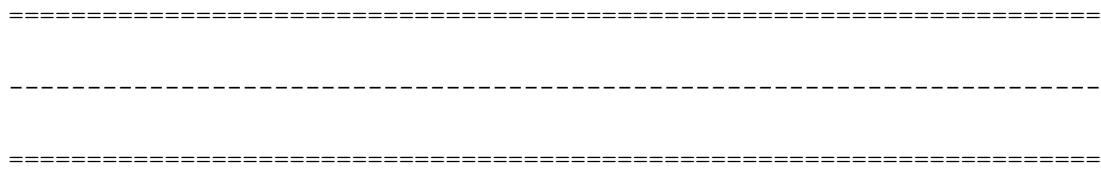
Exit to the courtyard MIND THE SNAKES.

Courtyard

Use the BLUE HERB here by the columns if you got poisoned
then take the door to the Utility room.



Now that you have the HELMET KEY you will be able to unlock some important rooms that were previously inaccessible. Your main objective now is to locate the two LAST BOOKS so you can get the MEDALS you will need later although you could do this later it's best to do it now and get the Mansion out of the way. You also need the BATTERY so you can power that other elevator in the Courtyard. That should be taken care of first. You also have to get another STONE AND METAL object so you can access the last part of the game. There's another fight with the Snake but it's too easy to worry about.



Utility room

Barry will have kindly have left you some things. Take the FIRST AID SPRAY the BATTERY PACK and THE GRENADE ROUNDS use the FIRST AID SPRAY if you have to then take the door to the exit walkway.

Exit walkway

Take the door to the Exit corridor.

Exit corridor

Try and exit to the East stairwell a new type of enemy the Hunter

will attack three ASSAULT SHOTGUN blasts should finish him off.
Take the door to the east stairwell the door should be fixed now.

East stairwell

Ok kill the hunter lurking behind the corner with the ASSAULT SHOTGUN and enter the save room

Save room

Ok save your game and take with you these items

ASSAULT SHOTGUN
SHOTGUN SHELLS
GRENADE LAUNCHER LOADED WITH ACID ROUNDS
HELMET KEY

Exit

East stairwell

Climb the stairs Kill the Hunter with the ASSAULT SHOTGUN and go to the end of the corridor and take the door on the end.

Drawing room

Take the GREEN HERB off the ground and use the HELMET KEY on the door go through.

Crusher room 2

This is another annoying puzzle. First push the statue ahead down through that opening. The walls will start to move in. Ignore that and keep pushing the statue until you reach the end. Turn around and run back out and to the left of the painting on the wall press the switch to the right of the statue here. This will make the walls retract again. Run back to where you pushed the statue earlier and push it left over that square marking on the ground.

Go through the new opening and take the DAGGER off the chest. Turn around and go down the hole.

Trevors Tomb

Take the LAST BOOK from the ground. Examine it turn it so you can see the pages and press action now you have the EAGLE MEDAL. Go ahead and take Trevors diary to learn the perils of interior design then press the switch on his tomb and go down the ladder.

Basement corridor

Avoid the spiders go right at the intersection and around the corner. Pick up the SHOTGUN SHELLS from the boxes run back and go the other way avoid the last spider and go through the door

Basement corridor 2

Take the RED HERB ahead and combine it with the GREEN HERB

you got earlier. Continue on Kill these Zombies with the ASSAULT SHOTGUN take the DAGGER from the floor. Go through the grate opening and around the corner and flip the lever. Make your way back to where the DAGGER was and go the other way unlock the door on the end and go through.

Kitchen

Remember this place. Avoid the Zombie and go down past the table around the corner and activate the elevator go up.

Flaming Torch corridor

If you used all your HERBS earlier kill the Zombie in the alcove beside the elevator and get some more. Go the other way and aim at the corner and kill the Zombie there with the ASSAULT SHOTGUN. Go into the storeroom to the left of the statue.

Storeroom

Take the SHOTGUN SHELLS the BATTERY PACK the ACID ROUNDS combine them with the others in the GRENADE LAUNCHER then take the BATTERY and exit.

Flaming torch corridor

Take the door beyond the Statue.

Golden Arrow Corridor.

Remember this place. Deal with any Crimsons with the ASSAULT SHOTGUN. Take the door to the Death Knights room where you got the ARMOUR KEY.

Death Knights room

Go beyond the podium where you got the ARMOUR KEY and continue on use the ARMOUR KEY on the door on the end and go through.

Library

Ok ignore the HERBS if you only have 1 inventory space left and continue on through the corridor that stupid snake will attack again.

Boss Snake

Ok immediately aim and take a shot at the Snake's head with an ACID ROUND. Run to the ladder and go down. Follow the Snake around the bookshelves and take another shot run after him and run into the middle of the snake so he can't bite you. He will descend to the ground finish him off with a flurry of Acid Rounds.

It will crash into a bookshelf and drop another LAST BOOK pick it up and examine it like you did the last to turn it into the WOLF MEDAL. You can't get out those double doors so go up the ladder you came down earlier. Proceed to the

door take the GREEN HERBS and combine them if you used some earlier. Exit.

Death Knights room

Exit to the golden Arrow room.

Golden arrow room

Take the door to the Dining room balcony or the shortcut door to the West stairwell.

Dining room balcony

take the door to the west stairwell

West stairwell

Go down the stairs to the Serum/Save room

Serum room

Ok save you game and take only these items

ASSAULT SHOTGUN

SHOTGUN SHELLS

BATTERY

HELMET KEY

Exit.

West Stairwell

Go up the stairs and go down unlock the door on the left wall with the HELMET KEY and enter.

Take the GRENADE SHELLS under the deer head and push the desk nearby under it so you can reach it. Turn off the light by the door you came in. Go over to the bull's head and take the DAGGER beside it. Make that bird follow you around and make it gaze at the bull then run over to the deer climb up the desk and take the RED JEWEL from its eye socket. Exit.

West stairwell

Take the door to the Golden arrow corridor.

Golden arrow corridor

Take the door to the dining room balcony

Dining room balcony

Run along past the Hunters and take the door to the Main hall.

Main hall

Go down the stairs and unlock the door to the left of the

Art room.

Alchemy room

Go into the passage beyond and take the door on the end.

Larder

Waste the Zombie pick up and use the GREEN HERB if you need to take the DAGGER from the ground. Take the JEWELRY BOX from the shelf to the right and combine it with the RED GEMSTONE for another puzzle.

I am assuming you can complete this yourself as I would be crap at explaining it. When you get the BROACH examine it and it will turn into the EMBLEM KEY. Exit.

Alchemy room

Exit to the main hall.

Main hall

Take the door to the graveyard.

Graveyard

Take the gate to the Gallery.

Gallery

Take the door to the Exit corridor.

Exit Corridor

Use the EMBLEM KEY on the artistic door here and enter.

Spencer room

Turn on the lamp by the Desk. Take the SHOTGUN SHELLS turn around and take the METAL EMBLEM and BATTERY PACK from the shelf behind. Exit.

Exit corridor

If you have the BATTERY and CRANK in your inventory which you should take the door to the exit walkway.

Exit walkway

Take the door to the Utility room

Utility room

Take the double doors to the courtyard.

Courtyard

Take the gate to the Drainage path.

Drainage path

Take the elevator down to the Lower courtyard.

Lower courtyard

Go down from the waterfall and past the columns and use the BATTERY on the hole beside the elevatory. Use it to go up.

Courtyard

Take the gate to the drainage path again uuugh.

Drainage path

Use the Crank to raise the water again and exit to the Courtyard.

Courtyard

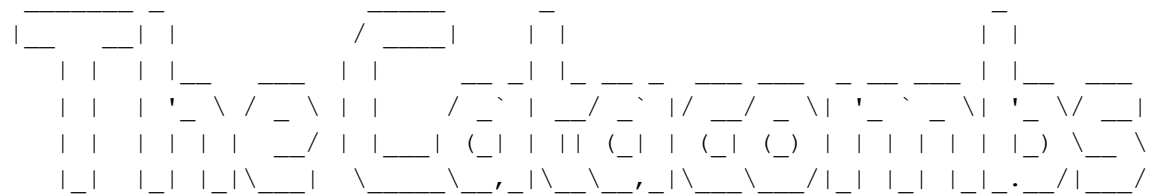
Take the elevator down to the Lower courtyard.

Lower courtyard

Go to where the waterfall was and down the passageway. Go down the ladder on the end and you will end up in the Catacombs.

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The Catacombs have changed a bit in the Gamecube Remake but is's still as Challenging maybe even more so. You will have to contend with Lisa Trevor again she a little hard to avoid this time too. The Catocombs are fairly straightforward you main objective is to get the metal rim needed for that METAL OBJECT you picked up in Sir Spencers room so you can gain access to the final area in Resident evil.

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Catacomb entrance corridor

Proceed through the trenches until you come to the typewriter take the INK RIBBON and use it to save your game open the chest nearby and take only these items.

GRENAGE LAUNCHER LOADED WITH AS MUCH AMMO AS POSSIBLE ANY TYPE
OR MAGNUM FULLY LOADED
ASSAULT SHOTGUN
SHOTGUN SHELLS

Go back to to the ladder you just came down and take the door on the left.

Catacomb pasageway 1

Take the only door you can a boulder blocks the other route.

Elevator room

Go left at the broken elevator and take the SHAFT (WHATS THE ITEM YOU NEED TO POWER THE ELEVATOR WITH SHAFT CAN YA DIG IT.) from the control panel go back to the broken elevator and go the other way and through the door. Their are HANDGUN MAGAZINES here but do you really need them?

Enrico's room

Go around the corner to find Enrico after the oscar winning performance examine Enrico. Strangely he's holding a Crank instead of his. Exit dart past the hunter on the way out.

Elevator room

Exit to Catacomb passageway 1.

Catacomb passageway 1

Kill the Hunters here with the ASSAULT SHOTGUN they shouldn't be a problem. Take the door to the Catacomb entrance corridor.

Catacomb entrance corridor

Drop off the ASSAULT SHOTGUN. Take a full healing item then Use the crank on the hole at the end of the passageway to make a path across. Take the door on the end.

Boulder Room 1

Run up to the right side of the boulder and try and walk away. It will start to come after you Indiana Jones style avoid it. Go to where the boulder was and around the corner to pick up some SHOTGUN SHELLS. Go back down the passage way and go through the hole the boulder made. Take the door on the end.

Spiders Lair

Ok if your an arachnophobic proceed to sweat and convulse with fear.

Boss Black Widow

Run around it is the best tactic so it cant shoot you with poison then a few MAGNUM or GRENADE blasts should knock it dead. Watch out for the others spiders who may join the fight though.

Once the spiders dead take the knife nearby and use it to cut the webs from the metal door and go through.

Catacomb passageway 2

Take the BLUE HERBS by the door and use them if you were poisoned earlier. Go down the passageway and take the single door.

Boulder Room 2

Ok go ahead and use the crank on the hole here three times. Another boulder will come at you quickly run into the area that has just opened to avoid it. Go down where the boulder was and take the FIRST AID BOX theirs a FIRST AID SPRAY inside. Go back to the area you opened up earlier and go through the door.

Goddess Statue room

Ok you see that statue ahead push it along the wall until you come to the brown section. Use the crank on the hole in the wall to push the statue out. Use the crank again the push the statue onto the turntable. Use the turntable to turn it the oposite way and slot it into the alcove beside the other statue. This will open the plaque on the wall take the CYLINDER and combine it with the SHAFT then leave.

Boulder room 2

Exit to Catacomb passageway 2

Catacomb passageway 2

Take the door to the Spiders lair well previously the spiders lair heh heh.

Spiders lair

Exit to Boulder room 1.

Boulder room 1

Take the door to the Catacomb entrance corridor.

Catacomb entrance corridor

Take the GREEN HERB by the door. Save your game on the typewriter and take these items.

ASSAULT SHOTGUN
SHOTGUN SHELLS
FULL HEALING ITEM
CYLINDER SHAFT

Exit to the catacomb passageway 1.

Catacomb passageway 1

Take the door to the Elevator room.

Elevator room

Place the CYLINDER SHAFT in the control panel and press these numbers in order 4 2 3 1

Go down the elevator and Bary will show up. Notice the way Jill constantly tilts her body forward.

Grabage disposal room

When you arrive you will hear Lisa moan again (probably in pleasure) Theirs not much else you can do here now so take the white metal door.

Lisa'a corridor

Now Lisa guards this corridor so watch out.

Make your way around. When you get to the intertection go right. Avoid Lisa continue along the corridor and go down the steps you see. Take the HERBS and combine them. Go back up the steps and go left and go though the metal door.

Material transport room

First push the box on the elevator and press the switch. Turn around and climb the stack of boxes. Take the MAGNUM ROUNDS and the BATTERY PACK you dont really need the HANDGUN MAGAZINE then exit.

Lisa's' corridor

Go back to the garbage disposal room the same way you came.

Grabage disposal area

Barry the trator will feck off. Make your way around the room along the wodden and use the chest nearby and take only these items.

ASSAULT SHOTGUN
SHOTGUN SHELLS
FULL HEALING ITEM
METAL OBJECT

Go down the ladder to your right push the box you

transported earlier straight ahead then down into the garbage compactor. Press the switch then jump down and take the BROKEN FLAMETHROWER. Exit to Lisa's corridor.

Lisa's Corridor

Go along the corridor and go right again at the intersection. Notice the lever on the wall lower it this will make some prongs jet from the wall by a nearby door. Go down the steps where you got the HERBS earlier and go left continue on until you see the door. Place the BROKEN FLAMETHROWER on the prongs to unlock the door go through it.

Lisa's room

Ignore the first part of the room there's nothing here. Go past the candle lit table and into the water avoid the snakes here and make your way to the other side. When you arrive in the next room take the JEWELRY BOX from the table on the right. Examine it to get the METAL RING combine that with the METAL OBJECT to get the STONE AND METAL OBJECT. Go up the ladder nearby there's some HERBS on the right path take them if you want then go the other way and go up the ladder on the end.

Lodge

Ok we're back in the lodge. Save if you wish and take these items

ASSAULT SHOTGUN
SHOTGUN SHELLS
FULL HEALING ITEM
STONE AND METAL OBJECT

Exit.

Lodge trail

Exit to the Wind crest graveyard mind the Zombie on the way down. I suppose you could put him out of his misery now though.

Wind crest graveyard

The crows are gone take out the Zombie blocking your way and take the gate to the path of destruction.

Path of destruction

Take the door to the Utility room

Utility room

Take the door to the Exit walkway

Exit walkway

Take the STONE AND METAL OBJECT from the left wall you no longer need to go back to the Guardhouse and that object has another purpose. Take the door to the exit corridor.

Exit corridor

Take the door to the gallery.

Gallery

Take the gate to the graveyard.

Graveyard

Take the door to the Main hall.

Main hall

Go down the stairs and around them down the steps until you reach the gate. Place both STONE AND METAL OBJECTS in the indentations and go through the gate.

Save corridor

Save your game on the typewriter on the right wall take these items from the chest below.

ASSAULT SHOTGUN
SHOTGUN SHELLS
WOLF MEDAL
EAGLE MEDAL
FULL HEALING ITEM

Continue down the corridor and through the door on the end.

Tomb

Walk down the candle lit corridor and take the ladder on the end down. You will find Barry inspecting a casket I knew he was a necrophiliac. After his deception is revealed Lisa Trevor will walk in a bit miffed.

Boss Lisa Trevor

I suggest you give Barry back his gun. He will be handy to have around in this fight and in the later battle with the Tyrant. You cant kill Lisa no matter how many bullets you pump into her. What you need to do is push those four boulders off the edges so the cover on the casket will fly off revealing Lisa's mother. Lisa will then jump off the edge with her mothers skull awww together at last.

Talk to Barry he will say his sorry (like we care) then proceed the other way take the elevator up.

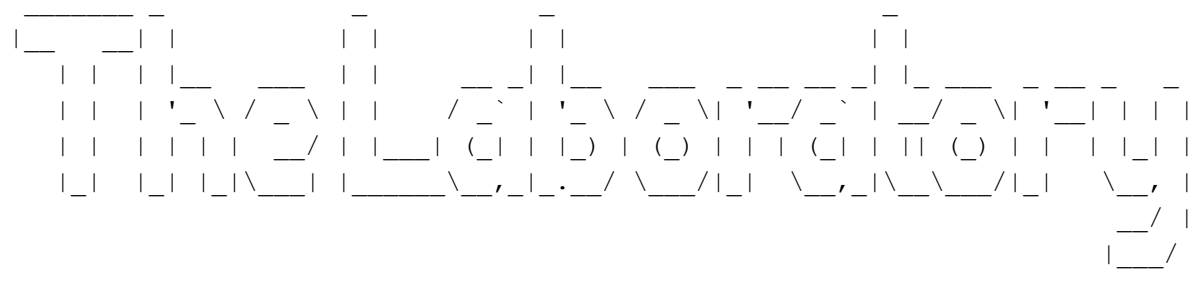
Fountain

Place the WOLF and EAGLE MEDALS in the indentations in

the fountain to drain the water. Go inside and take the elevator down. Your now in the last part of Resident Evil the Laboratory whoo hah hah hah hah ha hah hahh ahem sorry.

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The Laboratory is over before it even begins. I think it's the smallest portion of Resident Evil but Capcom made up for it by it's challanging nature. If you were to save Chris it would take far longer to complete as you would have to go through that tedious MO DISC process but I have avoided that. You dont need to get the good ending to get the ROCKET LAUNCHER. So onwards to the finale.

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Laboratory Entrance corridor

Theirs not much you can do here now the Emergency door is locked so take the ladder down.

Save room

Take the INK RIBBON off the ground and save your game use the chest and take only these items

- ASSAULT SHOTGUN
- SHOTGUN SHELLS
- GRENADE LAUNCHER LOADED WITH AS MUCH AMMO AS POSSIBLE

Exit though the door.

Laboratory stairwell

Try and get headshots on the Zombies here they will turn Crimson rather rapidly. Take the GREEN HERBS and combine them then go down the steps and through the door.

Laboratory main corridor

Run ahead from where you entered and try and get a headshot on the Zombie that approaches. Go around the corner and take the DAGGER from the shelf. Go around the next corner where the double door jet out down the passageway and through the door on the end.

Computer room

Ok take the MAGNUM ROUNDS from the obscure shelf on the left wall. Go over to the computer you can take the document regarding V-ACT's and how they came to be know Crimson heads. Activate the computer.

Computer puzzle

Type in JOHN as the LOGIN CODE
Type in ADA as the PASSWORD

Press the B-2F button

Type CELL as the PASSWORD

Press the B-3F button to unlock it

Quit using the computer. Go through the nearby opening and take the BATTERY PACK from the shelf inside. Exit the room.

Laboratory main corridor

Go back to the door you entered initially and go through it.

Laboratory stairwell

Go up the stairs and go left take the two double doors near the end of the corridor.

Evidence room

Take the FIRST AID SPRAY off the table. Use the Keypad on your right punch in the code 8482 this will raise some press nearby go over to the new opening. Take the SHOTGUN SHELLS from the desk before you go in. Take the POWER KEY from the metallic table and exit the room.

Laboratory stairwell

Go back down the stairs and through the door.

Laboratory main corridor

Run ahead and around the corner again use the POWER KEY on the double doors you come across but dont go in since were not taking the MO DISK route. Unlock the singular door ahead. Discard the key and go through.

Laboratory back corridor 2

Run past the double doors and kill the Zombies here take Jill's right at the intersection. Go through the double doors at the end.

Power room 1

Go right and around the corner YOU MUST KILL THIS CHIMERA he might be a nuisance later. Go down the passageway and turn right take the FUEL SUPPLY CAPSULE from the console at the end then exit.

Laboratory back corridor 2

Take the door to the Laboratory main corridor.

Laboratory main corridor

Go back to the door that leads to the Stairwell and take the door on it's left.

Laboratory back corridor

Dont bother with the FIRST AID BOX and take the door near the end of the corridor.

Fefueling room

Kill the Nude Zombie that attacks you. Take the INCENDIARY SHELLS from the sink then go around the corner. See the glass circle in the wall press action to set the capsule into place. NOW DONT RUN and exit.

Laboratory back corridor

DONT RUN and take the door to the Laboratory main corridor

Laboratory main corridor

S--L--O--W--L--Y take the door to the Laboratory back corridor 2.

Laboratory back corridor 2

Try and run to the Power room 1 heh heh.

Power room 1

Slot the FUEL SUPPLY CAPSULE in where you found it. You will now get a chance to get all that running you wanted to do out of your system. Now that the elevator has power we need to turn it on and I dont me rubbing against it. Go back to where you entered the power room and go the other way go around the corner and take the grey door in the corner.

Power room 2

Quickly run ahead and go left a the grating go around the metal walkway and take the double doors on the end.

Power room 3

Go left and around the corner beam see that blue light use that panel to start up the elevator then get the hell outta there.

Power room 2

Again run like mad and exit to power room 1.

Power room 1

Exit to the Back corridor.

Laboratory back corridor 2

Go to the intersection and take the obscure door on the right.

Save room

Take the INK RIBBON behind the table and save your game. Take the GRENADE ROUNDS and the FIRST AID SPRAY. Use the chest and take these items.

MAGNUM

MAGNUM ROUNDS

GRENADE LAUNCHER LOADED WITH AS MUCH OF ANY AMMO TYPE

FIRST AID SPRAY

FIRST AID SPRAY

Exit.

Laboratory back corridor 2

Take Jill's right and go around the corner press the switch to activate the elevator. Barry will arrive on late as usual and say you should have waited up for me MEN! Take the elevator down.

BIOHAZZARD Corridor

Forget the SHOTGUN SHELLS to your right. Go around the corner and through the so high tech door.

Tyrant's room

After Wesker's betrayal is revealed he hits Jill a belt "MONSTER" He lowers the brine Tyrant is encased in then Barry finally does good and shoots the swine. Wesker gets up releases Tyrant and now you in trouble. Well Maybe not!

Boss Tyrant

The ultimate lifeform! I think not. Simply turn around run away a bit and start firing MAGNUM ROUNDS about 5 should knock him out.

After the battle go over to Wesker to get an interesting file concerning the G-Virus that is featured in RESIDENT EVIL 2 ooh

I cant wait but than again I have already played it on the PSX.

Go over to Barry he will be alright unfortunately go around the corner oposite the door you entered via. Press the switch to unlock the door and exit.

BIOHAZZARD corridor

The self destruct sequence will have been activated but by who? Take the elevator down. Well you have no choice really.

Laboratory back corridior 2

Barry will run off again. Take the door to the Laboratory Main corridor.

Laboratory main corridior

Avoid the Chimera's and take the double doors to the Laboratory stairwell.

Laboratory stairwell

Deal with any Crimsons and exit to the save room.

Save room

Take these items with you

MAGNUM

MAGNUM ROUNDS

GRENADE LAUNCHER LOADED WITH AS MUCH AMMO ANY TYPE

FULL HEALING ITEM

FULL HEALING ITEM

FULL HELAING ITEM

FULL HEALING ITEM

Go up the stairs.

LABORATORY ENTRANCE CORRIDOR

You can now go through the Emergency door that was locked earlier.

Last Corridor

Proceed along the corridor after the message from Brad continue along. Pick up the FUSE UNIT off the ground at the end and place it in the hole thats right of the elevator. After the fraka with Barry take the elevator up.

Helipad

Take the SIGNAL ROCKETS from the ground and use them on the Helipad Barry will arrive up and Tyrant will burst through the floor.

Boss Tyrant

Ok now his a bit miffed this time. At the getgo start plugging

him with MAGNUM ROUNDS until he hit's you away heal and run to a safe place. Keep firing until Brad drops a ROCKET LAUNCHER get it and fire. Tyrant can deflect rockets in this version which is cool. You will eventually get him though. Umbrella should have made him Rocket proof har har har.

Well thats it!

MY TIME 2:30.36

See can you beat it!