

Resident Evil Jill Walkthrough

by KG21

Updated to v3.0 on May 14, 2002

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Resident Evil
for Nintendo GameCube

Version 3.0
Written by: Stephen Townsend (GameFaqs username: KG21)
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This FAQ was created for the sole purpose of making a speed walkthrough in order for people to achieve different game modes and secret weapons. These are listed later in the FAQ. This FAQ covers Resident Evil US Version. This unofficial FAQ is also officially copyrighted by KG21.

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----- INTRODUCTION -----
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This FAQ covers various methods of the fastest possible way to complete Resident Evil. It takes a main course, and the game should be played as Jill. If this FAQ is successful, a later FAQ for Chris will be added. For the time being, take advantage of Jill's two extra item slots and the ability to use the GRENADE LAUNCHER (and it's secret, mentioned later) and choose her.

This FAQ is to only appear on gamefaqs.com unless a personal e-mail addressed by Stephen Townsend gives permission to use it.

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----- UPDATE INFORMATION -----
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VERSION ONE
MAY 09, 2002
Made FAQ today. It is rather slim, but I will beef it up if people would like me to.

VERSION TWO
MAY 11, 2002
Added Item Box support. Added full Game Controls list and Weapon Information. Made

small tweaks in the FAQ to make it more appealing and easier to read. Also, Thanks section added.

VERSION THREE

MAY 14, 2002

Many e-mails complaining about the failure to do the Grenade Trick have led me to revise how to do it.

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----- GAME CONTROLS -----
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JOYSTICK - Move forward to move forward, Move backward to move backward, Move left to turn left, and move right to turn right.

L TRIGGER - Change aim, Use a Defense Item (when Defensive Items are set to MANUAL)

R TRIGGER - Aim

Z TRIGGER - View map

Y BUTTON - View Status Screen

X BUTTON - Not used

A BUTTON - Fire weapon, Confirm, Check

B BUTTON - Hold to run, Cancel

C STICK - 180 degree turn

START - Options List

DOWN + B - 180 degree turn

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----- WEAPON INFORMATION -----
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****NOTE****

I use the HANDGUN in my Walkthrough, then switch to the GRENADE LAUNCHER (using the glitch, which is mentioned in the walkthrough). Therefore these strategies are for those of you who wish to beat the odds and earn the secrets the "right way". Good luck.

SURVIVAL KNIFE - This weapon performs a slash approximately every one second. It does not require ammunition, and should only be used in one part of the game (that part does not relate to this FAQ). Should you run out of ammo, this is what you'll use. However, dodging is actually better than using the SURVIVAL KNIFE. Using the SURVIVAL KNIFE on Yawn is effective.

HANDGUN - This Custom 9mm Beretta has 15 shots per magazine. It takes approximately 7 shots to kill a zombie, more to kill Crimson Heads and bosses. Use this weapon for backup until you have sufficient Shotgun ammunition.

SHOTGUN - The SHOTGUN will be your weapon of choice in Resident Evil. The SHOTGUN takes approximately 3 shots to kill a zombie, hunter, or crimson head. Bosses vary.

When facing a zombie, not a crimson head, aim up and wait until it is about to attack you. It's head will go flying off and you'll be eased knowing a crimson head won't appear there anymore.

ASSAULT SHOTGUN - This is Richard Aiken's weapon of choice. It holds four more shells than the SHOTGUN, for a total of ten shells. It also fires at a slightly faster rate. Use this as your primary weapon after you receive it.

****NOTE****

(Not regarding to my Walkthrough) If you are playing Jill's game then you can obtain the ASSAULT SHOTGUN by saving Richard and facing Yawn. In Chris' game, you must save Richard and you will receive it at the Shark Tank.

GRENADE LAUNCHER - This weapon, which is an exclusive to Jill, is definitely one of the better weapons in the game. However, unless you do the "Grenade Trick" mentioned in the walkthrough and the Secrets section, you will be left with little ammo. Therefore only use it against bosses. Use the ammo while you can, because the Magnum is actually preferred over this weapon. Don't be afraid to use it against early bosses (Crimson Head Elder, Yawn 1).

.357 MAGNUM - This is definitely one of THE BEST weapons in the game. The MAGNUM kills everything in one hit, except for bosses. Save all the ammo you find. Once you start encountering Hunters, go ahead and have some fun. I would save all your ammo for the last part of the game, though. You'll need it.

.44 MAGNUM - If you are playing as Jill and do not give Barry his MAGNUM back, you will receive it. It only has six rounds, and you cannot put more ammo in it or receive more. It is basically a .357, if not a little more powerful.

SELF-DEFENSE .22 MAGNUM DERRINGER - This is also another great specialty weapon. Use it when your desperate. I would use it against Neptune personally, but since Neptune is so easy to kill by electrocuting him, use it against Yawn 2 or Tyrant.

FLAMETHROWER - Exclusive to Chris, the FLAMETHROWER is only used for a short period of time. VERY short. It's fun while it lasts though. You will acquire it pretty much automatically when you need to. Have fun burning up some spiders.

ROCKET LAUNCHER - This Mark I is the most powerful weapon in the game. When do you get it? You will receive it pretty much automatically when the time comes. Have fun with it while you can...because you won't have it for long.

*SAMURAI EDGE - This M29F Custom Handgun has infinite bullets and fires in rounds of three quick bursts. Read the Secrets section for more information.

*ROCKET LAUNCHER - The Mark II (Anti-Tank) is one of the best weapons. Arguably, you can't blow anything up to pieces, but it's firepower and just the LOOK of it makes you drool. Read the Secrets section for more information.

*These weapons are secret weapons, and must be achieved by beating the game within a certain time limit (hence this FAQ). Please refer to the Secrets section for more information.

=====
----- WALKTHROUGH -----
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****NOTE****

READ THIS BEFORE YOU START!!

Please note this walkthrough is only for Jill Valentine. You may use the base of the walkthrough for Chris, but during this FAQ I mention little to no ammunition pickups (since I will be using the GRENADE LAUNCHER trick, which will be mentioned in the FAQ) or Health pickups. If you see a health pickup and in the FAQ I do not mention it, pick it up if you don't already have one. Also, sometimes when I mention a cardinal direction (North, South, East, West) it will mean the direction according to YOU, NOT the map OR Jill.

Also, this walkthrough is divided, fairly vague, and based on Normal difficulty mode. You'll will be required to read semi-fast, so good luck. If you see something you already know, disregard it and continue. DO NOT read parts of the FAQ you know how to do. This should be your second or third time playing through the game and you should have a strong grasp on how to complete SOME tasks. Do not treat this as a normal walkthrough and read it word by word. If you do, you will not get the three hour mark, but you MIGHT get the five hour mark. You will have to know a little about the mansion and your whereabouts to get along. It will not consist of bulky paragraphs, but rather of semi-quick listings. If you get stuck, save, and quit. Come to the boards, IM me, or e-mail me and ask me what to do.

DO NOT let the game run for more than 2-3 minutes. Bathroom breaks are OK, but you should really keep playing non-stop. Read as you are opening doors or running, but watch out for surprises. I will leave NOTES throughout the walkthrough. The walkthrough will eventually get less descriptive. I may change that in the future, but you will be notified when that time comes. Let's begin, and remember, skip all cutscenes and read as you play!!

THIS FAQ IS BASED ON THE NORMAL DIFFICULTY MODE. DO NOT PLAY ON EASY MODE IF YOU ARE TRYING TO GET THE SAMURAI EDGE OR ROCKET LAUNCHER!!!

After going into the Western Corridor, run back into the room with Barry. He will kill the zombie. This is my last reminder, if you think it'll be close to 5 hours by the time you finish, skip the cutscenes!! I watched a couple, and I had 14 minutes to spare.

Head back to the Main Hall, when asked to search for Wesker, run to the NE, down the steps, go through the cramped corridor, up the steps on the opposite side. Run towards Barry to quickly end the investigation. Run back to where the zombie was. Go through the door next to the disfigured body.

Run down the hall, grab the HANDGUN BULLETS on the first desk you come to, and grab the GREEN HERBS next to the steps. Combine the herbs and head up the steps and into the door leading to the Mirror Hallway.

Dodge the first zombie, and also dodge the second one. If you get injured (which you probably will) then use your herb mixture, it's OK. Do NOT waste any bullets on these guys. Grab the ARROW from the angelic figure after you dodge the first zombie. Also, grab the HANDGUN BULLETS next to the mirror. Run past the second zombie, and enter the door on the right.

Take the dagger to your right. Run through the double doors at the Eastern end of the room. From here, run down the steps, but don't go down the central steps. Open the door at the top of the central steps. It leads you to the graveyard.

You shouldn't have shot at anything by now. That's good. Kill the first zombie you encounter. Run past where the zombie was standing, and ignore the second zombie behind the fence, but watch out, it might come after you. Examine your ARROW and acquire the ARROWHEAD. Use the ARROWHEAD on the statue and descend to the Crypt of Fire. Quickly run to the south, acquiring a BOOK OF CURSE. Examine the back of this book to acquire a MANSION KEY. If you examine the MANSION KEY's backside, you

will acquire the SWORD KEY.

From the Graveyard, go back inside the mansion. When you arrive at the top of the central steps, go down them, and enter the room on the right. After you enter it, exit it. Barry will appear and give you ACID SHELLS. Go back up the central stairs and take a right and go up to the Eastern side of the mansion. Go through the door on the left and dispatch the two zombies in this corridor. I will refer to this as the "U-Shaped Corridor" from here on out, so keep this in mind.

After killing (or dodging) the zombies, run all the way around the corridor to a room at the end. Enter this room. Grab the DOG WHISTLE on the desk to your right. Run out of the U-Shaped Corridor the way you came. When you arrive back on the Eastern Balcony run straight across the hall and enter the double doors.

Run across the balcony above you, and enter the door on your left. From here, enter the door directly below you. When you enter this area, use the HERB Planter to heal your wounds, and blow the dog whistle. Use all your remaining HANDGUN BULLETS to kill the dogs. Use the HERB Planter afterwards and check on one of the dogs. One will have a COLLAR.

Examine the COLLAR and acquire a Jewel. Examine the back of the Jewel to receive IMITATION OF A KEY. Return to the hallway, discarding the Dog Whistle. Venture south, where you will meet some zombies. When you have a choice of going down the steps or to the south, go south, dodging the zombie if possible. Enter the door at the end.

You are now in the Mirror Corridor once again. QUICKLY run through the opening across from the door you just exited, as there is a zombie lurking near. As you pass over the dead zombie it transforms into a Crimson Head, run North, through the door, and QUICKLY.

Keep running around this area until you reach a case with a key inside. Grab the key, and replace it with the IMITATION OF KEY. Further examination reveals this to be the ARMOR KEY. Return to the Mirror Hallway. Go straight across, through the door, down the steps in the bird room, and through the door. Go through the Dining Room and up the central staircase.

****NOTE****

If you have no free item slots, follow these steps. Quickly head through the double doors on the 1F Main Hall. From there, head through the only door in the room. Through this corridor, keep running until you reach the end. Run through the next area, being watchful for anything out of the ordinary. Enter the first door on your left as you exit this area and then head into the Eastern Stairwell. Dodge these zombies for now, and run into the Eastern Stairwell Storage Room. Deposit the ACID SHELLS and SURVIVAL KNIFE and go up the stairs. From there, take a right, past the zombie, into the last door. Head south, all the way around to the Main Hall. Proceed.

Take a right, up to the Main Hall Eastern Balcony, and this time go in the room to the RIGHT. From here, walk around the Balcony, and examine the man slumped against the wall. Grab his GRENADE LAUNCHER, and don't venture further. You must dispose of this man if you do. Quickly return to the Main Hall.

Go down the central staircase, and go through the door you went through earlier before you received the ACID SHELLS. This door is on the right side. Go through the door on the right. Push the second chest forward to receive a dagger. Ignore the other chests and keep running. From here, keep running. If you have a slot to spare, enter the door on your left in this next hallway. Examine the wheelbarrow

and grab the CHEMICAL. If you don't have a slot to spare, waste your Bullets if you have any, you won't be needing them for long.

Return to the hallway, and keep running, ignoring the other doors. Zombies MAY crash through the windows here, just keep running. Enter the double doors at the end of this hallway. Quickly enter the first room to your left. Dodge the zombie in this stairwell and enter the Eastern Stairwell. Take out the Ink Ribbons and save. Doesn't that feel good?

Now, before you do anything else, grab the INCENDIARY SHELLS on the ground. Put EVERYTHING in your Item Box. Put the GRENADE LAUNCHER in the upper-left slot and INCENDIARY SHELLS in the upper-right slot. Close out of Item Box, open your Inventory. Equip the GRENADE LAUNCHER. Close out of Inventory and open your Item Box. Highlight the INCENDIARY SHELLS and click A Twice. Highlight the Acid Shells in your inventory and click A twice. You will multiply grenade shells and be left with a hefty amount of INCENDIARY SHELLS.

****NOTE****

If this method IS NOT WORKING for you, try making it so the first item that you see when you open your Item Box is the Acid Rounds. So say you open up your Item Box and the Survival Knife is selected in your Item Box. Switch this with the Acid Rounds INSIDE your Item Box and repeat.

From this point forward, I will not mention any zombies you may need to kill. You have INCENDIARY SHELLS which burn them, which eliminates Crimson Heads. You should have NO PROBLEM killing them now. If you choose NOT TO DO this secret, you will have to find your own ammo and weapons, which could mess you up. Let's proceed.

Grab your GRENADE LAUNCHER, SWORD KEY, ARMOR KEY, CHEMICAL, and take some Health.

Go up the stairs (remember, I'm not telling you to kill zombies now. They should be EXTREMELY easy to kill and you shouldn't need help killing them). And enter the door at the end of the hall to the right. This leads to the U-Shaped Corridor.

If you entered the wrong door, go back and enter the right one. If all else fails, press Z and see which door to open (You are looking for a Corridor shaped like a 'U'). Now, go south, and enter the two double doors with your ARMOR KEY. This is the Armory Room. Push the Far Right statue first (3 pushes is required) then the Close Left one, then the Close Right one. Now press the switch in the middle of the room to acquire the DEATH MASK.

Return to the Eastern Stairwell. From here, go east, the door will say the doorknob looks like it is about to fall off. From here, enter the door on the left. You are now in a picture puzzle room. Click the button closest to you as you enter, ignore the crows. Go around to the other side. Click the buttons in the middle and on the right. The colors should be Orange, Purple, and Green. Run to the picture at the end of this area and press the button. If you got the colors wrong, the crows will attack you. Leave and try again.

From here, grab the DEATH MASK and open the graveyard door. Go back to the main hall through the graveyard.

****NOTE****

If you haven't gotten the CHEMICAL, get it now. It is in the first room past the Dog Hall. Refer to an earlier section of the FAQ.

Go to the 2F Dining Room. Enter the door on the left. Going through the corridor.

This time, go down the steps. Aim down and torch the body by the door. Head into the door to the next save point.

Head out of the Save Room after saving, depositing any items so you have one slot free. Go south, then turn and go through the door at the end of the hall (NOT the door on the right). Now, grab the BATTERY PACK on the floor and run to the end of the hall. Enter the room here. Use the CHEMICAL on the water tap then switch the Pump to RED. This kills the plants. Grab the DEATH MASK and leave.

Return to the Save Room, discarding your DEATH MASKS. Go to the Main Hall Eastern Balcony and into the U-Shaped Corridor. Enter the first room on your right. You find Richard. If you try to enter the door past him, it won't work. Go ahead and get the Serum from the Western Stairwell Save Room. Return to Richard, skipping cutscenes as usual. This time, go in the room where you got the dog key, the last room in the U-Shaped Corridor. Retrieve the LIGHTER from the desk to the left.

Proceed through the door past Richard. Enter the room down the small hallway lighting the candles once inside. Move the Cabinet on the EAST wall SOUTH. Dispatch the zombie here, and grab the MUSICAL SCORE (you cannot retrieve this MUSICAL SCORE if you don't light the candles). Return to the 1F dining room and retrieve the WOODEN EMBLEM from the wall. From here, enter the door next to you and go right. Keep going until you stop. You will have gone down steps. This is the Kitchen. Use the SWORD KEY, discard it, and run back (do NOT enter the Kitchen). When returning through the hall, enter the first door on your left. This is the Piano Room.

Go to the Northeast corner and move the shelf. Retrieve the second SCORE. Combine the two scores to get the COMPLETE SCORE. Use this object in front of the piano. From here, enter the secret passageway, take the GOLDEN EMBLEM, use the WOODEN EMBLEM, and return to the 1F Dining Room. Use the Gold Shield where the WOODEN EMBLEM once was. From here, go to the clock (just turn around and run, you'll see it) and turn the LARGE GEAR twice EITHER left OR right. Grab the SHIELD KEY behind it when it moves.

Return to the corridor past where you saved Richard. Use the KEY you just received on the door here. You face Yawn. Simply retrieve the DEATH MASK in the Northeastern corner and leave. Richard dies if you leave or stay to fight, so it really doesn't matter. Go into the Eastern Stairwell from here, and retrieve the other DEATH MASKS and deposit your LIGHTER. Go through the Picture Puzzle Room and into the Crypt of Fire once again. Place all four DEATH MASKS in their appropriate places, and inspect the coffin that falls.

The Crimson Head Elder appears!! Kill him with your INCENDIARY ROUNDS easily, and examine the coffin's innards. Grab the STONE&METAL OBJECT. Return through the Picture Puzzle Room. Once you exit it, run directly across to the small alcove. Enter the door here. As you run through this area, a dog gives chase. Ignore it, or blow it to pieces.

Place the STONE&METAL OBJECT in the placeholder. Go through the door here. Go down the small steps to your left (grab a BATTERY PACK on your way down) and enter the door here. You will spot a Red Weathervane. Stop it when it points WEST. Shortly thereafter you will spot a Blue Weathervane Stop it when it points NORTH. Enter the gate that unlocks.

Run straight and enter the gate on the other side of this area, ignore the other pathway. Run through the twists and turns until you reach a Cabin area. Enter the cabin, and run through it to reach a typewriter and Item Box. Save, and then insert your ARMOR KEY into the box, as well as any other unnecessary items (any assorted ammo besides your SINGLE GRENADE LAUNCHER. The GRENADE LAUNCHER does not require separate ammo to be carried, but repeat the trick if it's running low.

Jump down the small wooden platform and grab the Crank at the end. As you exit, you get knocked out cold by Lisa. When you re-awaken, RUN!! Do not look back, keep running. Head all the way back to the shed where you received the BATTERY PACK. Enter the double doors this time.

As you enter the Garden, shoot everything in your way. Run up the steps on the opposite side.

****NOTE****

I will not attempt not to be so "in-depth" with things. You'll still get the general idea, but just not as much. This will also require less reading. Also, the rest of the game will not have you be picking up many items, so keep everything you have. Many of the items will be discarded shortly (such as keys). This I will not be providing Item Box support. If you do however need to make a short stop, do so, but do it quickly.

Use the crank to drain the water. Run through the tank and up the other side. Run around the twisting pathways and reach the next garden area. Run to the elevator on the left, go up, and enter the shed shortly thereafter.

Head into the shed. Run past ROOM 001 and enter the double doors. Kill the spider, and run into the fenced in area. Grab the RED BOOK off the bar. Return to the main hall. Push the box over a hole. Climb over it. Enter the door. Run to the last room. Enter it. Grab the ROOM 001 KEY inside ROOM 002's bathroom. Enter ROOM 001, and grab the CONTROL ROOM KEY from the bathroom (disregard the Self Defense Gun, it's wasted space). Return to ROOM 002. Move the cabinets in the back to reveal a ladder, go down.

Move these boxes to create a bridge. Cross over it. Head into the water, around the shark tank, and into the CONTROL ROOM. Turn around, and examine the whiteboard. See which pump it says to press, remember this pump. There consists of three consoles here. One is by the exit of this room, one is in the middle, in front of the right glass window, and one is behind the ladder. Hit the middle console. Switch the Right Console. Switch the Left Console. Exit the room and press the correct Oil Pressure Switch from the tanks (Item is nearby, ignore it for now, pick it up later). Switch the Right Console. Switch the Left Console. Switch the Middle console. There you go, dead sharks galore!!

Kill the shark that's hopping around if you haven't killed it already. Keep running, and run around Neptune (the big *** great white). Push the green box in the water after examining the station. Neptune attacks! After pushing in the green box, flip the switch on the right, say good night, Neptune. Grab the Gallery KEY from behind him, and return to the Shed.

Enter the Gallery Room (it's right by ROOM 002) from Room 002. Run past the bees, and inspect the man lying in the corner. Get the INSECTICIDE SPRAY. Return to the Hallway. Go to the end of the hallway, PAST Room 002. Take the map. Use the INSECTICIDE SPRAY, killing the bees. Return to the Gallery Room. Grab the ROOM 003 KEY from the Bees Hive (past the man in the corner). Use it to enter the door adjacent to where the man is lying.

Run to the bookshelf to the North. Replace the white book with the Red one you have. Replace book 1 with 4. Book 2 with 6. and Book 3 with 7. Enter the door revealed. Use your grenades and keep running. Plant 42 should be no match for your INCENDIARY SHELLS!! After it's dead, grab the key from the fireplace. On your way out, save your game and return to the mansion. Return to the Western Stairwell. Enter the room at the top of the steps to your left. Push the chest to the RED GEMSTONE, NOT YELLOW, THE RED!! and make the owl follow you until it locks on to the yellow gemstone. RUN quickly to the red one, taking it before the owl looks at you.

Go to the Main Hall. Enter the door in the Northeast Corner, next to the door that leads to the room which leads to the Dog Hall. Run south, then enter the door at the end. Kill the zombie, and grab the Jewelry Box here. Also, pick up the Dagger lying on the ground. Combine the Red Gem with the Jewelry Box and solve the puzzle, if you don't know how, quickly located a Save Room (Eastern Stairwell, preferably) and Save. Then mess around with it until you know how to solve it. Once you figure it out, reset, load your game, and solve it without wasted time.

You receive the Broach from the Box. This turns into a EMBLEM KEY. Enter the U-Shaped Corridor from the 2F Main Hall Eastern Balcony. Now run around and go through the door leading back to the Eastern Stairwell Storage Room. Act like your going there, but instead of running down the steps, enter the door at the end of the hallway. From here, enter the door IN this room via the HELMET KEY you received in the shed.

Push the Statue as far as it will go, do not worry about the advancing walls, they can't hurt you if your behind the statue. Once it reaches the end, turn around, and go BEHIND the Eastern wall. Flip the switch, quickly turn around (DOWN+B) and run back to the Statue. Place it on the floor panel to the left, to unlock the next area. Go down the hole, and snag the book on the ground. Disregard any documents you find. Examine the book sideways and retrieve the EAGLE MEDAL. Examine the grave at the end and go down.

From here, continue down the hallway. MAKE SURE YOU HAVE ONE ITEM SLOT LEFT!! Kill the spiders located here, but watch out for their poison acid they spit after they die. Enter the door on the left of this hall, dispatch some zombies, and enter through the gate to the north. Run south, activate the power, and run back. Go to the left, and enter the door to the kitchen. Avoid the zombies here, and go up the elevator located at the other end of the room. After riding it up, kill the zombies here. Go through the door to your right, grab the BATTERY and exit. Go through the door to the far north. You are back in the Mirror Room.

From here, return to where you got the ARMOR KEY. Go past the pedestal where the IMITATION OF A KEY is located, and enter the room. Here, you will be in a library. You will have to face Yawn again. Grab the herbs if you need them, and defeat Yawn (it is relatively easy). When it dies, it shakes the bookcase, revealing a WOLF MEDAL. Grab this.

Run to the Eastern Stairwell. Go into the room that connects the Garden/Picture Puzzle Room/and Eastern Stairwell. Enter the door with a Lion on it with the EMBLEM KEY. Turn on the lamp, and grab the MEDAL OBJECT.. Keep this and the EAGLE MEDAL in your inventory, for now.

Go through the door to your right as you exit the door with the Lion on it (it's the door in the alcove that leads to the garden). Go through the door, through the shed, and into the garden. If you haven't killed the dogs here do so, and then run through the tank, up the other side, and back into the area with the two elevators. Dispatch the dogs here if you haven't.

This time, go south, and place the BATTERY in the small space next to the elevator. Go UP the elevator, back to the tank, and use the crank to fill up the tank. Go BACK DOWN the Elevator, and this time when you run north you will see a newly created passageway.

Enter this area and go down the ladder. Enter the first door on your right as you enter. It is DIRECTLY by the ladder. Run past the elevator, and enter the door at the far end. Keep running north and you will enter a room with Enrico. Skip this cutscene, examine Enrico, and get the HEXAGONAL CRANK. Return the way you came, dispatching all the Hunters that pop out at you.

This time, when you reach the ladder you came down from, go south. You will reach a typewriter and Item Box. Save your game, deposit the old CRANK and take the CRANK Enrico gave you. Use the CRANK on the small hole next to the tunnel. Now you may proceed. Go into the next room. Run towards the boulder, then run back, into the alcove you originally came through. It barely misses you!!

Run through the passageway the boulder created. You will face a Giant Spider here. Your GRENADE LAUNCHER will make short work of it AND the two other spiders here. Avoid picking up the knife, to save space. Use your grenades to get rid of the webbing by the door. Once you have done this, enter the door. Use the CRANK three times on this next hole, and as you finish a boulder comes loose. Run quickly into the passageway to your left.

Use the CRANK on the hole on the wall after you have pushed the statue over the extruding wall portion. You must push the statue twice onto the middle part that rotates it. Then push it back like the other one is. Grab the CYLINDER SPROCKET. Return all the way back to where you started, and enter the door next to the ladder again. This time, take your first left. Combine the CYLINDER SPROCKET with the SHAFT and insure this. Enter the code by pressing 4,2,3,1. This activates the elevator. Enter it.

Once you get to this next area, expect to take some damage. If you do not have any healing items, then simply run and if you see Lisa coming at you turn around and take the other route, this room circles around so it isn't hard to avoid her. Run down the Southern Path first, flipping the Switch on your way. The switch is in the middle of the Southern Path. Once you get to what seems like the end, check your map. Enter the room to your left. Push the box here to the left, then up. Push it on to the device and press the button, sending it to where you started.

Return to where you started, quickly, and go down the ladder next to your Item Box (run south). Push the crate into the pit and press the button activating the Garbage Disposal. After this is done, grab the Broken Flame-thrower and return to the corridors where Lisa is. Go to the Northwest. If you haven't flipped the switch in the Southern corridor yet, do so now. In the Northwest you will find you can place the Flame-thrower onto the protruding hooks to unlock the door.

Run through the water-filled corridor. Enter Lisa's inner chamber. Grab the box to your immediate right and examine it. Take the Stone Circle there and combine it with your current Medal piece. Go up the ladder located in this room and back through the woods to the Stone Shed. Exit the shed to the North, and grab your other Stone&Medal object. You now have two, good job.

Go back to the main hall, and go underneath the central staircase. You will find a door with two slots. Insert your two Stone&Medal pieces. Grab your two medals and save your game. Enter this next area. If Barry is still alive, I would suggest not giving him his gun back. This way you can quickly dispatch the Tyrant later on, and you won't have to face it a second time (Thanks to usagent76 for this information). If you DO give it back to him, proceed as normal, I'll mention killing the Tyrant a second time later. Push all the stones in the four corners of the edge to make Lisa jump off the edge at the sight of her mother. Now, enter the newly opened room. Here you must enter the WOLF MEDAL in the northern slot of the fountain and EAGLE MEDAL in the southern slot of the fountain. Enter the secret lab.

You're almost there!! Save your game. Kill all the zombies in your way. Go down the steps. Kill the two zombies in this area and go into the Northeastern room. Go to the computer in the corner and enter Log-in name as JOHN and password as ADA. The password for unlocking B2 rooms is Cell. The other doors don't need a password. Go back up the stairs you just came down, and go through the door across the hall. Go to the small console to your immediate right as you enter. Enter the numbers

8462 and enter the small room. Grab the Lab KEY. Go down the steps and enter the Southeastern door of this area. This leads to a corridor with a Storage Room. Kill the zombies in this corridor. Head south. Enter this room.

From here, take the northern passage, killing all the Chimera on the way. Take the FUEL SUPPLY CAPSULE at the end. DO NOT go down the south passage yet. Exit the way you came. If you haven't killed all the zombies in the B2 area yet, DO SO NOW!!! Act like you are going BACK UP the stairs but this time enter the door to the left of them. Grab the First Aid and enter the room on your right further down the hall. Kill any zombies in here, and examine the strange looking display in the corner. Fill up the FUEL SUPPLY CAPSULE with Nitrogen.

WALK!! DO NOT RUN!! Back to where you received the container. Place the container in it's place to restore power. Now act like you are going to exit this room and take the southern passage. From here, kill the Chimera if you want (I dodge them) and run into the nearby door. Go south, ignoring the MO Disc Reader to the east. Keep running through the doors, ignoring the Chimera or blowing their brains out (just keep running, don't bother with them, it saves time). Once you reach the end you will find the elevator terminal.

Press the switch here, activating the elevator. Return to the Save Room. Save your game and take ALL THE HEALTH YOU HAVE!! If you have Barry's magnum, take this as well. Also, make sure you have ATLEAST 20 grenade rounds left (you should have well over 100, however). Now, go north from the save room, down the elevator. You meet up with Barry if he is alive. Go down it, and skip all these cut scenes that are about to take place. You find yourself alone with the Tyrant walking towards you!!

Shoot it with Barry's magnum if you have it, if you don't, waste it with some grenades, and keep running, don't let it corner you. Once you've killed it check on Barry if you gave him his gun back. If you didn't give him his gun back, check for a Master Key near Wesker. Flip the switch in the Northeast, and leave through the Northwest. Run back to where you started this level, QUICKLY. Chimera jump out all over the place!! After you reach the save point area, save and bring all your health. Go up the ladder, and enter the door to your immediate left. Keep walking through the walkways and grab the FUSE UNIT on the floor. If anyone is alive they will hold of an immediate threat while you go on ahead. Put the FUSE UNIT in the outlet around the corner, skip the cut scene, and ride up. Get the SIGNAL ROCKETS, shoot them off, and face the Tyrant once more.

NOTE

If you DID NOT give Barry his gun back, you will NOT have to face the Tyrant (assuming you didn't save Chris, either). In this case, pray you got it. Now if you DID give Barry his gun back... (Thanks to usagent76 for this information).

Hopefully you have enough healing items to withstand it's attacks. If not, then watch out for it's charge attack. After you get the MARK I ROCKET LAUNCHER run behind it and blast it to pieces. And pray that you did it all in time.

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----- WALKTHROUGH SUMMARY -----
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OK, so you got 6-7 hours. I bet your cussing me out because it's my fault I wrote so much and screwed you over, right? Well, I spend my time on this FAQ, so don't blame me for it. However, if you don't happen to make it, use this checklist next time. It's a lot shorter, but incredibly vague. You must know the whereabouts of every item and room, but after playing the game, you should know where they are.

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----- WALKTHROUGH CHECKLIST -----
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- ___ Acquire SWORD KEY.
- ___ Acquire DOG WHISTLE
- ___ Acquire IMITATION OF A KEY.
- ___ Acquire ARMOR KEY.
- ___ Acquire GRENADE LAUNCHER.
- ___ Acquire four DEATH MASKS.
- ___ Acquire first STONE&MEDAL OBJECT.
- ___ Acquire CRANK.
- ___ Acquire HELMET KEY from Plant 42 encounter.
- ___ Acquire WOLF MEDAL, EAGLE MEDAL, and Medal Object.
- ___ Acquire HEXAGONAL CRANK.
- ___ Acquire STONE RING to make complete STONE&MEDAL OBJECT.
- ___ Acquire other STONE&MEDAL OBJECTS and defeat Lisa Trevor.
- ___ Complete the laboratory part of the game (I know, this one is vague, but it's the easiest part, and doesn't take hardly any time to beat...good luck!!)

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----- SECRETS -----
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INFINITE GRENADE TRICK - Place the GRENADE LAUNCHER in the upper-left slot and INCENDIARY SHELLS in the upper-right slot. Close out of Item Box, open your Inventory. Equip the GRENADE LAUNCHER. Close out of Inventory and open your Item Box. Highlight the INCENDIARY SHELLS and click A Twice. Highlight the Acid Shells in your inventory and click A twice. You will multiply grenade shells and be left with 200+ INCENDIARY SHELLS, the best type (they burn on impact).

****NOTE****

If this does not work, make sure the first item that is selected in the Item Box when you open it is your Acid Shells. This should solve the problem.

ONCE AGAIN MODE - Beat the game once with any character on any difficulty. This serves as a CLEAR GAME file which you save over to carry over any secrets or costumes you've unlocked.

HARD MODE - Acquire Once Again Mode to be able to play the game on Hard difficulty.

REAL SURVIVOR MODE - Beat the game once on Normal Mode.

INVISIBLE ENEMY MODE - Complete the game on Normal or Hard with Chris and Jill,

or beat Real Survival Mode.

COSTUME CHANGES - Each time you complete the game regardless of difficulty you unlock a new costume for that person. Jill and Chris each have 3 costumes, that includes their original one. If you are wearing your second or third outfit as Chris, Rebecca will automatically wear her alternate outfit.

SAMURAI EDGE - Beat the game within five hours on Normal or Hard. The weapon is then available in "Once Again" mode.

ROCKET LAUNCHER (Anti-Tank) - Beat the game within three hours on Normal or Hard. The weapon is then available in "Once Again" mode.

ONE TOUGH ZOMBIE - Complete the game with Jill and Chris on either Normal or Hard modes.

SECRET FILES - Complete the game on Invisible Enemy Mode, but be wary, you cannot view these files after you've beaten the game and have saved it, so keep a file just before the last boss if you want to view these at your leisure.

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----- THANKS -----
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Thanks to usagent76 for pointing out that you can cut your time by not giving Barry his gun back.

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----- COPYRIGHT INFORMATION -----
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