

# Resident Evil Jill Scenario in 50 Steps Walkthrough

by Azrael Blade

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Jill Walkthrough (50 Steps)  
For the Sony Playstation  
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-= 1. Introduction -=  
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My second FAQ => Nearly identical to my Chris Walkthrough but this time I'm trying to help you complete the game with the lovely Jill Valentine!

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-= 2. Items -=  
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There are quite a few items you will pick up in the world of Survival Horror. This section will give you a brief location of each item incase you get stuck and don't know where to find something. You will also find a brief description of each item so you know it's purpose.

002 Key  
Near the bees in the guardhouse. Room 003 opened w/ this key

#### 003 Key

On a shelf in the basement of the guardhouse-armstore. Opens Room 003 in the guardhouse

#### Armor Key

In the greenhouse behind the plant. Opens keyholes w/ the armor seal on them

#### C. Room Key

Look in the tub in the guardhouse Room 001. Opens the Control Room

#### Broken Shotgun

West side of mansion, armor door Use this to replace shotgun and plug ceiling

#### Battery

Next to elevator. Gives elevator power to get you to the helipad.

#### Doom Book 1

Inside first Helmet Key door out of courtyard. Eagle Medal Inside

#### Doom Book 2

After second boulder underground. Wold Medal Inside

#### 1st Floor Map

Blue room w/ statue. Map of F1

#### 2nd Floor Map

2F light fire, and the map drops. Map of 2F

#### Garden Map

By elevator w/ battery in courtyard. Map of Garden

#### Flare

Crate on Helipad. Signal as to where Brad should land the helicopter

#### Helmet Key

Inside the Plant 42 room, only rewarded upon you beating Plant 42. Opens keyholes that have a helmet seal on them

#### Pass Number

Barry gives this to Jill. Opens Pass Number Door

#### Lockpick

given to Jill, equipped throughout game. Opens a few doors

#### MO Disks

Use MO disks to get pass codes (3) Lab B3, Library Fl. 2, underground 2nd boulder Blue Jewel In the F2 Dining Room. Push the statue down to get it, then find the tiger statue to put the jewel in

#### Lab Key

In the lab on level B2. Use this key to get into the power room

#### Special Key

Change uniforms

#### Red Jewel

F2 Moosehead. Get Colt Python from tiger statue, same statue as blue jewel

#### Orders

Helmet Key Room. From Umbrella goons to Wesker, to carry out the mission of destroying the mansion

Empty Bottle

Chemical Med Room. Ingredients for V-Jolt

Botany Book

Second Floor Library. Explains the uses of all the herbs you'll encounter

Small Keys

Only Chris finds these keys, the common little ones that are kinda useful. Opens desks, small things with it

Plant 42 Report

Guardhouse Room 003. Gives info on Plant 42's strengths and weaknesses

Red Book

Guardhouse Room 001. Empty pages, opens door to Plant 42

Eagle Medal

Found in First Doom Book. Get this one plus Wolf Medal to drain fountain

Wolf Medal

Found in Second Doom Book. Get this one plus Eagle Medal to drain fountain

Keeper's Diary

On desk in room w/ closet and zombie. The keeper of the dogs chronicles his daily life until he mutates.

Slides

In Lab Office B2. Look at Wesker, and enemies such as hunters and cerberus

Shield Key

Trade in w/ gold emblem. Open keyholes w/ shield seal

Hex Crank

Found after Enrico dies. Used to move various things

Researcher's Will

Room w/ water tank F2. In his last living moments, a researcher writes a letter to his wife

Researcher's Letter

In the only unlocked room in the lab. From John to Ada, Ada Wong of RE2

Sword Key

Fl. 1 Med. Room, only Chris's. Opens keyholes with a sword seal on them

Pass Codes

Located in Lab B3 (refer to walkthrough). Insert into machine in lab to get your imprisoned partner

Gold Emblem

Bar Room. Trade in to get Shield Key

Serum

1st floor Medicine Room. Treats your snake bites

Moon Crest

Found in attic w/ giant snake. One of Four Crests used to open door to courtyard

Wood Emblem

In dining room, above fireplace. One of Four Crests used to open door to courtyard

Star Crest

In the hall w/ paintings from young to old. One of Four Crests used to open door to courtyard

Wind Crest

Tiger statue gives you the wind crest. One of Four Crests used to open door to courtyard

Sun Crest

Armor Room F2. One of Four Crests used to open door to courtyard

V-Jolt

Made in chemical storeroom, you must know the formula. Kill Plant 42 with the V-Jolt

V-Jolt Report

In room w/ door to Plant 42. How V-Jolt works and the formulas for it

Com Radio

Given to you by Richard or Becky. Listen to incoming radio reports, you can't use it yourself though

Scrap Book

F1, in room near the elevator. Articles gathered about attacks in the Raccoon Mountains

Square Crank

Courtyard Shed. Opens gates and drains water

Music Notes

Bar Room. Let Jill or Rebecca play Moonlight Sonata

Herbicide-Chemical

Storeroom F1. Used to kill nice little weed in greenhouse

Empty Bottle

Chemical Storeroom. Put all the chemicals of V-Jolt Formula here

Master Key

Get it from Dead Wesker (sometimes). Opens all of the Lab doors

Fax

Get it in the lab by the first pass code machine. Fax to Wesker

Ink Ribbons

Everywhere. Save your game

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-= 3. Weapons -=  
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How else would you survive? You can't run around all of the zombies and dogs. I suppose you could call this the Armory of Raccoon City. There is more than one way to kill a zombie. Let me count the ways...

Knife

Ahhh... combat knife. Nothing puts the soul to ease more than listening to the quiet call of a knife slowly cutting through the skin, hot blood covering your arm as your

opponent gasps his last breath. Not a powerful weapon, unless used correctly. Try and hack a zombie's knees, if you get the right timing, two slices will knock it down, sparing you enough time to run or find another weapon. Also good for removing spider webs

#### Beretta

A standard hand gun. You will use this weapon for most of the game. Once you start fighting hunters, it would be more wise (wiser?) to use a weapon like a shotgun or grenade launcher.

#### Shotgun

Your workhorse for the later part of the game. You will use the shotgun for hunters and dogs. Ammunition isn't that rare, but you should still save it!

#### Bazooka/Grenade Launcher

The Bazooka or Grenade Launcher is a weapon that I believe is only available to Jill. (Sorry Chris). It comes with three types of ammunition: Grenade Rounds, Flame Rounds, and Acid Rounds. You will see this weapon in other Resident Evil games as well.

#### Colt Python/Magnum

The Magnum is the most powerful weapon right next to the Rocket Launcher. With the exception of Tyrant, you will be able to kill any monster in only one shot. This is another weapon that you should save your ammunition for, but if you are low on health it makes for a fun way of blasting your way out of a situation ^\_^

#### Flamethrower

Ughh... although really cool sounding, this weapon is not very impressive. The power is lacking as is range. Ammunition is measured as a percent, which seems to drain very rapidly. You only have the option to use this weapon for a very limited part of the game, so... enjoy (yeah right) it while you can

#### Rocket Launcher

The most powerful weapon in the game. Unfortunately you don't get this item until the VERY end of the game. That, and you only have 4 shots to play around with, which is more than enough. If you get a good enough score on the game, you will get a rocket launcher with infinite ammo for the next time you play the game ^\_^

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- 4. Walkthrough -  
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Here is the Jill walkthrough in fifty steps...

1- Start the Jill storyline and with Barry run into the dining room. Get the emblem and go into the next room. Kill the zombie and get ammo.

2- Return to Barry and then to the main hall. Get lock-pick and head off to the right room. Don't bother with map and ink ribbon.

3- Enter hell hound room (where 2 hell hounds leap out of the window at you.) Either a-)kill them or b-)run past them and quickly grab the clip by moving the second cabinet.

4- Go through the door at the end of the hound room and pick up the plant. Go into the

shotgun room and take it. Leave and the ceiling should come down on you. Barry will come and save you in the nick of time.

5- Go into the next hallway (door across the shotgun door) and run into the picture room (the room with the crows/ravens and paintings.) Flip the switches in order from new born baby, infant, young boy, young man, middle aged man to bold old looking man. Flip the last switch to get the medallion.

6- Leave room and run to the storage room. Pick up plant chemicals. Exchange items--take only shotgun, beretta, and clips (herbs if you think you'll need them).

7- Leave storage area and go up stairs. Kill the right zombie. Run down the hall and through door. Run down hall into the main hall-upstairs. Barry will be there to give you acid rounds for the bazooka. Run over to the patio room to see dead Forest. Get bazooka.

8- Return to main hall upstairs. Go across to next room and enter upstairs dining room. Kill left zombie and push statue down. Exit through back door.

9- Kill zombies and go down stairs and go into second storage room. Feel free to save your game with the ink ribbon on the bed. Exchange items--take chemicals, wooden emblem and weapons you feel good with.

10- Run to nursery and poison the plant. Get key. While there, pick up red and green chemicals. Mix them to save room and have good healing items. SAVE at least three spaces in inventory.

11- Go down hall into the caretaker's room. Pick up clip and go to desk. Kill zombie from closet (one good quick shotgun blast to head) and pick up ammo (don't need to pick up diary. Waste of time...) for the shotgun. MAKE SURE you still have at least two spaces still.

12- Exit room and turn right, down to the door. Unlock door and you should be in the hallway where Kenneth's body is. Turn left into the Bar/Piano room. Get sheet music and play piano. Go in the secret room and exchange emblems.

13- Return to dining room. Place gold emblem over fireplace and get armor key. Run around table and pick up blue gem. (Inventory should be about full)

14- Return to hall (where Kenneth's body is) and turn right and take first door on left. This will take you back to the hall with the nursery and tiger statue. Go to tiger statue room and exchange blue gem for the medallion.

15- Go to the back door (the hall with the ammo room and storage) and enter the ammo room. (The room with the broken shotgun.) Pick up clip and shotgun ammo. Should be able to carry these because hopefully you already have these in inventory.

16- Return to storage room down the hall. Exchange items--take armor key, ammunition for beretta and shotgun. Run back to dining room (lower-level. NOT UPPER level.) Run into the main hall way (LOWER LEVEL).

17- Go across into the second door (the locked one that requires the armor key. Unlock and go in. Get clip on the desk and kill zombie. Get shotgun ammo in locked desk. Leave into main hall. Go up the main hall stairs and go right into the hallway. Run to the suit of armor room and get medallion. (Don't forget to move the statues over the poison gas holes.)

18- Leave and run to the attic door. Unlock and enter and see Richard (if you have space, pick up the green plants). Talk to him and run back to storage room and get serum. May want to save game here just in case. Exchange items--stock up on healing products, shotgun and ammo (hopefully, your shotgun and ammo will be enough. If you're not that good at

killing the snake, then take bazooka too.) TAKE SHIELD KEY also (the one behind the clock) with you. Don't need the armor key anymore. Run back to Richard.

19- Get the radio (who cares...) and enter the attic. If you want to, you can run next door to the candle room and get a clip. You won't be able to the shotgun shells because you don't have your lighter yet.

20- Kill the snake. Remember to heal yourself occasionally. Pick up medallion and shotgun shells.

21- Leave and assuming you've been poisoned, Barry will save you. If not, go to the next step (22). Wake up in bed, and run to storage box. Exchange items--take all four medallions and weapons. Run across to the dining room, out into the main hall.

22- Exit out the back door and go to the mantle/medallion placement door. (The place where you put the medallions.)

23- Place medallions and enter the garden room. Push the stairway and climb. Get the crank. Leave into courtyard. Pick up plants and mix red and green together. Kill hounds FIRST. Pick up blue ones on other side and mix also. Run across to opposite gate and use crank to open flood gate/dam. Go down ladder and up to other side. Run to the elevator. Here the radio will go off. Just ignore it because it takes up time and is not necessary for the story. Every minute counts....

24- Either kill or run past hounds below. Cross over to the opposite gate. Pick up and mix plants. Kill hounds. (Not necessarily in that order.)

25- Enter dormitory. Push statue over the hole (the one where the plant grabs you.) Enter storage area. Pick up ammo and health spray. Save game. \*NOTE: If you feel like saving the game more often, that's fine too. Just do it whenever you make a trip to the storage room.

26- Exchange items--Just take weapons and ammo.

27- Cross over to next dormitory room (001). Kill zombies and get Red book. Enter bathroom. Drain tub and get C-Room Key.

28- Cross over to the other hallway (past the statue over the plant hole) and enter the room with the key pad and wasp/hornet nest. Run past nest and get dorm key (002). Return into the previous hall and run to the end room using the dorm key. Discard key. Go into room and push bookcases away to reveal ladder down. (Don't pick up item on bed, just waste of time. Plus, if you feel like you need ammo, run into the bathroom, kill zombie and pick up clip in sink.)

29- Go down ladder and push crates over the water space. Run down into the water and enter the shark room. Run directly to the Control Room and use the key. Discard key and enter room (before the shark has a chance to get to you.) Push lever and remove water from lower level. Push button to open next door.

30- Enter next door. Pick up two clips and two boxes of shotgun ammo. Pick up dorm room key (003) also. Run out and back up ladder to dorm room 002. If you have space along the way, pick up plants and fill inventory.

31- Run back to storage and stock up on weapons and healing medicines, take dorm key (003) and red book with you. Save game would be advised.

32- Run to dorm room 003 (the room next to the wasp nests and key pad.) Enter the room and go into the bathroom, killing zombie and picking up the flame rounds. Exchange books with the red book, revealing secret door.

33- Enter secret door and kill big plant. It will wither, but not be dead. It will then

pick you up and then Barry will come and save you. Run to the fireplace and get key. Go to step

34- If you feel that you can't kill the plant the first time you'll need to return to step 31 and now follow along these ideas.

31a- If you don't think you can take on the plant, you'll need to make v-jolt. Exchange items--make sure you have four empty spaces! Take the red book and dorm room key 003. Pick up the flame rounds in the bathroom and exchange books. Walk through the door and exit the other door before you have to seriously fight the plant. Run to the chemical room and on the key pad punch in 3-4-5. This will unlock the door. Pick up empty bottles and mix together v-jolt.

32a- Run down to dorm room 002 and return into the shark room. Enter the room with the roots and put v-jolt on the roots. Return up to the storage room and stock up on weapons and medicine.

33a- Return to the plant via the double doors (not dorm room 003) and kill plant. Get key in fireplace.

34- Return to mansion. Kill the hunter that follows you after entering the mansion. Go into the room on the left and get doom book 1. (No need to get ammo for the Colt Python.)

35- Go next door into the storage room and stock up on new ammo and items. Exchange items--take weapons and healing and helmet key. Going to fight the snake next, so may be wise to save your game.

36- Go upstairs and left to the fireplace room (the room where you used the lighter to get the map.) Go through the door to the right and go to the piano. Click on it and the snake will come out. Kill snake and look at hole while it's dying. Barry will come in and help you. Fall in and push switch on grave. Wait for Barry to return before going down. Get pass code then go back down hole. MAKE SURE YOU'LL HAVE ROOM FOR THE ELEVATOR BATTERY AND EXPLOSIVE ROUNDS. IF NOT, RETURN TO THE STORAGE ROOM BEFORE GOING DOWN. Go down the ladder under the grave.

37- Kill zombies and get shotgun ammo to the left. Run down hall to the door. Go down next hall and skip the zombies eating the person. They'll leave you pretty much alone.

38- Enter kitchen and go right to the elevator. Kill the zombie on the ground. Hopefully, you have two spaces still. Go up the elevator and kill zombie. Go into the closet and get the battery for the elevator and some explosive rounds.

39- Back track exactly the way you came from and return to the ladder and hole (the place where you killed the snake). Return to the storage room downstairs and exchange items--take battery, crank, and weapons, especially the bazooka (healing also would be nice since the spider's next. Have about two empty slots). And if you have an ink ribbon with one slot, go ahead and take it. Make sure there's one slot so it'll disappear when you use it.

40- Go out into the garden and cross over to the elevator on the other side of the pond. Go down elevator. Go to other elevator, install battery. Go up and over to the flood gate/dam. Use crank closing the gate and return to the newly powered elevator. Go down and enter the ladder down (the one behind the waterfall.)

41- Go into the door on the right and see Barry. When he asks to go with you, say yes, but have him lead. Follow him and enter. He'll kill a hunter guy and then follow you. Run into the back room and pick up ammo and health spray. MAKE SURE YOU HAVE ATLEAST ONE SPACE FOR THE HEXAGONAL CRANK. Go into the room where Enrico is and follow storyline. If you have room for a clip, pick up clip on Enrico's body, but MAKE SURE YOU HAVE ONE SPACE FOR THE HEXAGONAL CRANK. Run and pick up crank and run out. Just run past the new hunters, or kill them, but running past would be advised to save time and ammo.



42- Go to first hall way and run over to typewriter. Save game if you have a ribbon. Use crank on hole and turn hallway. Go down hall and past door. Turn right and run to the boulder. Then start running back. The boulder will follow, run to safety. Then run and get flame rounds. If you've been killing the hunters, then one won't open the door and follow you. But there will be one next to the crashed boulder. If you ran past them, one will open the door as you get to the flame round and attack you. Kill him or run past him to the door beyond the smashed wall boulder. There won't be a hunter in there.

43- Go beyond the door and kill the spider. It is possible to kill it with two blasts of the flame round as long as they hit it's body and not the legs. Pick up knife if you don't have one in inventory and swipe open the door. Hopefully you'll have a space for the knife in inventory (you probably used an herb fighting the spider.) If you don't have room for the knife, just get bitten a few times by the baby spiders that pour out and then use an herb. Go to the left and enter storage. Pick up healing products and save game or don't. Exchange items--take doom book 1 (eagle medallion if you already opened it), weapons and hexagonal crank. Run down hall and enter the second boulder stretch. You don't need to run from the boulder, just use the crank three times and enter the room where the second doom book is.

44- Get second doom book and open. Get medallion. Go up the elevator into the garden where the fountain is. Place medallions accordingly and pick up herbs. Go down fountain and enter elevator. Go further down the ladder and enter the room with the storage box. Exchange items, or don't. Run across into the room. Kill zombies and go downstairs. Go to the left into the computer room and login. Use JOHN for login and ADA for password. Unlock door on B2 with password MOLE. Return upstairs to the now unlocked room.

45- Run over to the panel and open it. Push the button and then get the Lab key. Run back down into the lab and go to the door to use the lab key on. Run across to the storage room and stock up on healing and save the game. Exchange items--weapons and healing. Run out door and down to the left to give power to the elevator.

46- Enter room. You don't have to kill the ceiling creatures. Just run to the right and use the terminal there to give power to the elevator. Run to the back of the boiler room and open door. Go down the corridor to the right and enter the room with the triggering computer and the circuit computer. Activate the elevator and run out of the boiler room.

47- Run over to the now operational elevator. Barry will join you and follow story line. Kill Tyrant. It's easy if you just shoot and run. Shoot and run. You'll probably never get hit, but try to kill him quick.

48- Barry and you will escape. After the elevator ride run to the emergency elevator, All you should have to kill along the way are two ceiling monsters and three zombies. Feel free to use bazooka and whatnot to kill them quickly. Run out the emergency door. Barry will be waiting for you. On your way you'll cross the storage box. Exchange items-- all you need now is healing. MAKE SURE YOU HAVE ONE SPACE EMPTY FOR THE SECOND ELEVATOR BATTERY.

49- Run over the battery (the radio will go off automatically and you'll have to listen to it.) Pick up battery and place in elevator. Go up elevator. Leave elevator and pick up flare. Use flare. (You don't have to walk out a ways or anything. Just use it right away if you want.) Tyrant will come out, just avoid him and run around till the helicopter drops the rocket launcher. Kill Tyrant.

50- The End. Hopefully, this will take you less than three hours.

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-= 5. Credits -=

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Capcom for making this great game!

Neoseeker for hosting this FAQ!

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-= 6. Legal Information -=

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