

Resident Evil Jill Hard Mode Walkthrough

by CVXFREAK

Updated to v1.15 on Sep 20, 2003

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RESIDENT EVIL: JILL VALENTINE HARD MODE FAQ

NINTENDO GAMECUBE

WRITTEN BY: CVXFREAK

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VERSION 1.15

AUGUST 25, 2003

NOTE: Play this game on the easier modes to gain enough experience to take on this hard mode challenge.

August 18, 2002

Changed my e-mail.

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1. INTRODUCTION
=====

"From now on, games aren't limited to graphics only -- a balance must be reached between fun gameplay and graphic enjoyment," he continued. "I feel if it isn't like this, the media itself will be endangered. Among game systems focused on graphics, we're aiming to show Nintendo's philosophy of 'fun games.'" - Shinji Mikami (Courtesy of IGNCube.com)

Resident Evil was created back in 1996 for the Sony PlayStation. That game virtually created the genre of survival horror, and put it

mainstream. In 1996, everyone knew about BioHazard, or Resident Evil in the west (America, Europe). Future installments continued the innovation that was Resident Evil, as well as the foundation for what a survival horror game should be like.

Resident Evil 2, Resident Evil 3: Nemesis and Resident Evil CODE: Veronica X were all sequels to the original, and improved upon the formula. Now, in 2002, Shinji Mikami plans to remake the first Resident Evil with new storyline additions, a MUCH better graphical engine and to feed the nostalgic Resident Evil fans.

This FAQ was designed to be the best FAQ style for a HARD MODE Resident Evil game. It will feature room-by-room walkthroughs to ensure the easiest and best way to play the game. Each room will feature its own walkthrough, with item lists, and important information for beating Resident Evil, and only one path will be used in the game (to make it easier).

This FAQ may be found at:

www.gamefaqs.com
www.neoseeker.com
www.gamespot.com
cubed.biohazardextreme.com

I feel that those 4 sites are extremely responsible enough to host my sites. Updates usually go to www.gamefaqs.com first, but NeoSeeker.com posts them on the same day. BioHazard Extreme and GameSpot need to be notified... which I will start doing. If you find this anywhere else, please let me know. If I let you use the FAQ and forgot to mention you (there are at least 2 or 3), then email me again to add you to this list.

Get ready. Get set. RESIDENT EVIL!

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2. VERSION INFORMATION
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MAY 21, 2002

UPDATE: Began the FAQ, made many modifications to the walkthrough, and finished it.

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3. HARD MODE BASICS
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Just so you know, HARD MODE is earned after beating the game once on either EASY or NORMAL, with Jill or Chris. It is in the ONCE AGAIN title screen option.

DODGE ENEMIES!

Yes, dodging a zombie is relatively simple so long as you're quick enough. Only shoot at a zombie (shoot it down, but not killing it unless you decapitate it) if you're in a narrow hallway. Unless you have the SHOTGUN to burn (which can decapitate), run away from Crimson Heads.

DEFENSE ITEMS ROCK!

There will be many more enemies in the game, and they will all be stronger. True, there will be less DEFENSE ITEMS (Dagger Knife, Battery

Pack), but the ones you find will be detrimental to your success.

SAVE RICHARD AND DON'T RUN AWAY FROM YAWN I!

If you save Richard, he'll interfere in your first fight with the Yawn I snake boss. If you stick around, you get an extra weapon.

PICK UP ALL WEAPONS!

If you pick up all weapons, especially the Shotgun, you have a better success rate at the game. You don't need to speed through the game at all, since this isn't a Speed FAQ. TAKE YOUR TIME.

PICK UP ALL HEALING ITEMS!

Even if you're packed, keep at least 2 Healing Items (Green Herbs, First Aid Spray) with you. Single zombie bits bring you down to YELLOW CAUTION, and double zombie bits bring you down to ORANGE CAUTION. That is dangerous already.

KEEP THAT SHOTGUN AND HANDGUN WITH YOU!

Keep the Handgun armed, and keep the Shotgun armed just in case a Crimson Head decides to fly by (unlikely, since you won't be killing very many enemies).

KEEP THAT FUEL CANTEEN WITH YOU!

Yes, logic tells you (the walkthrough won't, it'll slow you WAY down, even though I'm against time, the FUEL CANTEEN is an exception) to use the FUEL CANTEEN on things you actually kill. A Crimson Head is bad news, so you want to prevent it.

GET BARRY KILLED BY LISA!

If you do, you gain an extra weapon (BARRY'S .44 MAGNUM) and you avoid the final Tyrant battle, making things a lot easier (the Lisa battle will get harder... but she isn't that hard as long as you're quick).

DON'T DIRECTLY BATTLE PLANT 42!

Go through the entire process of making V-Jolt to save ammo. It takes longer, but you save valuable ammo for the foes in the mansion's return trip.

AVOID LISA TREVOR AT ALL COSTS!

The last thing you want is to get hit by Lisa. You see her 3 times, so try to avoid the living hell out of her.

SAVE OFTEN!

Yes, save every time you feel it is needed. These are all good save points.

1. After finding 2 or more DEATH MASKS
2. Yawn I fight
3. Super zombie fight
4. Before Lisa Trevor encounter
5. Before Neptune Shark Encounter
6. After Hunter encounter
7. After entering the tunnels
8. After reappearing in Lisa's cottage
9. Before fighting Lisa III
10. After changing discs
11. After the Chimera encounters
12. Before fighting Tyrant
13. Before escaping.

Good enough?

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4. JILL VALENTINE: HARD MODE WALKTHROUGH
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A. MANSION AREA

SECTIONS

ENTER THE MANSION
=====

- ITEMS: SHIELD
DAGGER KNIFE
INK RIBBON
BLUE GEMSTONE
BOOK OF CURSE
MANSION MAP
OIL CANTEEN

LOOKING AROUND
=====

- ITEMS: SWORD KEY
SHOTGUN
ACID ROUNDS
HANDGUN MAGAZINE
DOG COLLAR
DOG WHISTLE
FAKE KEY
ARMOR KEY
LIGHTER
ACID ROUNDS
MASK W/OUT ALL
BATTERY PACKS

DEATH MASK HUNT
=====

- ITEMS: DEATH MASK I
SHOTGUN II
SHEILD KEY
DEATH MASK II
DEATH MASK III
WIND CREST
HERBICIDE
LURE OF A BEE
GOLD
BEE SPECIMAN
JEWELRY BOX
WOODEN EMBLEM

GETTING OUT
=====

- ITEMS: MUSICAL SCORE
MUSICAL SCORE (2)
MOONLIGHT SONATA
GOLD EMBLEM
ARMOR KEY

STONE AND METAL OBJECT

ENTER THE MANSION

DINING ROOM

Learn the controls, and grab the INK RIBBON on the table. Then go to where Barry is. After the cut-scene, head through the nearby door.

KENNETH ROOM

Turn to Jill's left and then you'll see the very first zombie. Run back to the DINING ROOM.

DINING ROOM

After the cut-scene, head back to the MAIN HALL.

MAIN HALL

Search behind the staircase, and upstairs. Then go back and talk to Barry. After he leaves, go to the door to the DINING ROOM.

DINING ROOM

Head to where the statue fell? Run there and pick up the BLUE GEMSTONE
Return to the KENNETH ROOM.

KENNETH ROOM

Head left and watch for the zombie on the other side of the hall (avoid it). Head to the door left of where Kenneth was killed. Search him for an item called "KENNETH'S TAPE." Then take the door near Kenneth.

FAR LEFT STAIRS

Circle the hall, until you reach the stairs. Grab the GREEN HERB. Heal yourself if you must (unlikely). Up the stairs is a door you should go through.

Z HALL

If you check the map, the place looks like a Z. Head down the hall, and dodge any zombies you may see (there are 2 of them in this hallway, one near the item you need to get, shoot it down, but don't waste ammo killing it). Down the hall, you should see a shiny item. Grab the GOLDEN ARROW. Examine it so it becomes an ARROWHEAD." Under the big mirror near where you found the GOLDEN ARROW are HANDGUN MAGAZINES. Go to the door on the map that leads to the UPPER DINING HALL.

UPPER DINING HALL

Head back to the MAIN HALL via the double doors in this room.

MAIN HALL

Go to the door directly above the staircase. It leads to a GRAVEYARD.

GRAVEYARD

There are 2, easily avoidable zombies in this room. Head down the flight of stairs, avoiding the zombie, and then run left until you see a stone casket. Head to where you saw the ARROWHEAD indentation. Use the ARROWHEAD on the casket. Stairs will be revealed. Go down them.

MACHINERY ROOM

Wander through this room until you see a BOOK OF CURSE on a stone podium. Grab it. Examine the BOOK OF CURSE in your item list. You'll

notice by the entrance 4 faces above 4 tombs. Remember that for later.
Return to the GRAVEYARD.

GRAVEYARD

Return to the MAIN HALL.

MAIN HALL

Head to the STATUE ROOM, which is behind the double doors to the right of the MAIN HALL.

STATUE ROOM

Examine the BOOK, and turn it around. You'll see the SWORD KEY. Take it, and read the book. Take the SWORD KEY and use it on the door next to the chest drawer.

L HALL

Head through, and you'll hear a window crack. Run to the second display case you see on your left and push it toward the screen for the first DAGGER KNIFE. Head to the M HALL, which is through the door at the end of the hallway.

M HALL

Run to the nearest door and use your LOCKPICK. Enter.

DOG AREA

Run down and grab the GREEN HERBS. Grab the HERBICIDE from the wheelbarrow, too. Return to the M HALL.

M HALL

Run further down the hallway and enter the next door you see. Enter the BATHROOM.

BATHROOM

Look around, and drain the tub. Grab the DAGGER KNIFE from the tub. Return to the M HALL.

M HALL

Run toward the next door, to the left of Jill. Enter the CEILING ROOM.

CEILING ROOM

Run across to the other door leading to the SHOTGUN RACK ROOM.

SHOTGUN RACK ROOM

Take the INK RIBBON. Then take the SHOTGUN. After you take it, leave.

CEILING ROOM

The ceiling begins to drop, so wait for a cut-scene to happen.

M HALL

You are back in the M HALL. Head through the double doors across from you.

DOOR HALL

Head to the first door to Jill's right.

RIGHT STAIRS

Kill the zombie, and enter the RIGHT STAIRS SAVE ROOM, at the corner of the stairs.

RIGHT STAIRS SAVE ROOM

Grab the FUEL CANTEEN you find. Deposit both into the ITEM BOX. Near the TYPEWRITER is an oil container. Fill your FUEL CANTEEN with OIL so you can burn any zombies you kill. Make sure you have at least 2 item spaces. Save the game, and head out.

LOOKING AROUND

RIGHT STAIRS

Climb the stairs. Dodge the zombies, and head right (use the DAGGER KNIFE to down the one guarding the door, then use the SHOTGUN on it; go for a head shot). Turn left at the corner, and enter into the U HALL.

U HALL

Dodge all the zombies, and turn right into the door. This is the STUDY.

STUDY

Grab the DOG WHISTLE and the LIGHTER. Exit the way you came.

U HALL

Run all the way to the end, passing all doors until you get to the very last one. Dodge all zombies, and head into the MAIN HALL through the final door.

MAIN HALL

Barry will give you ACID ROUNDS (hopefully you have enough item space). Run across the room into the UPPER DINING ROOM.

UPPER DINING ROOM

Run to the right of Jill, to the second door on the end. She is in the LEFT STAIRS HALLWAY.

LEFT STAIRS HALLWAY

Head to the nearest door, without entering the stair area.

STAIN GLASS BALCONY

In front of that Stain Glass, equip the SHOTGUN and use the DOG WHISTLE. Dogs will attack you, so kill them quickly. Grab the shining item on the floor. It is a DOG COLLAR. Inspect it, and you pull out some sort of COIN. Inspect the COIN in all areas and you get an IMITATION KEY. Return to the LEFT STAIRS HALLWAY.

LEFT STAIRS HALLWAY

Return to the UPPER DINING ROOM.

UPPER DINING ROOM

Head to the Z HALL.

Z HALL

Run to the door you first entered this room from, and turn right, passed the corpse (the corpse will come alive, so run through the door or decapitate it with the SHOTGUN). Enter the door you see. It is the BLADE ROOM.

BLADE ROOM

Run to the ARMOR KEY you eventually see down the hall. Grab it. Now the first puzzle occurs.

```
| !!! BLADE PUZZLE !!! |
|
|Take the IMITATION KEY and USE it in the opening where you took |
|the ARMOR KEY. The blade that's going after you should stop. |
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Take the ARMOR KEY. Leave for the Z HALL.

Z HALL

Avoiding every zombie in here, run toward the UPPER DINING HALL (if you want, you can take the FAR LEFT STAIRS all the way to the MAIN HALL and to the UPPER DINING ROOM from there if there are too many zombies).

UPPER DINING HALL

Take the door next to the one you just came through, into the LEFT STAIRS.

LEFT STAIRS

Head down the stairs you see after dispatching/avoiding the zombies. A super-zombie might go after you, so be very careful. At the bottom, head into the door nearest you.

LEFT STAIRS SAVE ROOM

Prepare any of your items if necessary. Then leave.

LEFT STAIRS HALLWAY

Run across the hallway, and head back up the staircase. Return to the UPPER DINING HALL.

UPPER DINING HALL

Head over to the MAIN HALL.

MAIN HALL

Head down the stairs, and to the DINING HALL.

DINING HALL

Head to the KENNETH ROOM.

KENNETH ROOM

From this hall, head all the way right, and turn left at the corner. (avoid the zombie, it shouldn't be too hard; you can shoot it down if you have the HANDGUN ammo) Head down the stairs, and unlock the door. Head back up the staircase, and to the door you just passed. Unlock it with the ARMOR KEY. But do not go through yet. Head to the DINING ROOM.

DINING ROOM

From here, head to the MAIN HALL.

MAIN HALL

Head upstairs to the UPPER DINING HALL.

UPPER DINING HALL

From here, go to the LEFT STAIRS.

LEFT STAIRS

From here, take the stairs down, and run down passed the LEFT STAIRS SAVE ROOM. Head to the door nearby, using the SWORD KEY. When the options YES and NO come up, select YES so you can discard the SWORD KEY. Head inside.

STORAGE ROOM

Do not grab the BROKEN SHOTGUN (you don't need it). Just grab the BATTERY PACK. Leave.

LEFT STAIRS HALLWAY

Head to the door to the right of Jill, unlocking it with the ARMOR KEY.

F HALL

Notice on the map that this hall looks like an F? Head further down, turn the corner and enter the VINE ROOM.

VINE ROOM

Run over to the machine pumping the water and use the HERBICIDE. Once it is submerged into the water, examine the machine again and select YES. Then select the first option you see (RED). The vines will then die from the HERBICIDE. Grab the MASK W/OUT ALL you see on the wall.

DEATH MASK HUNT

NOTE: There are many GREEN HERBS here. Due to the overwhelming difficulty of this game, it is suggested you only take them when you run out of healing supplies. They will still be here when you return from the GUARDHOUSE, and by then, this place will be a Hunter festival. Pick these GREEN HERBS up when you return from the GUARDHOUSE, or when you really, really need them.

Head back to the F HALL.

F HALL

Run back to the door you used to get to this hall for the first time, and turn left. Run down, and zombies will bust in from the windows! IGNORE THEM and run. Turn the next left you see, and head through the nearest door. Head to the TIGER STATUE ROOM nearby.

TIGER STATUE ROOM

Head to the TIGER STATUE and use the BLUE GEMSTONE. You will get SHOTGUN SHELLS. Head back to the F HALL.

F HALL

The zombies that popped through the window are on the left. Let them bite you, and use DAGGER KNIFE or BATTERY PACK against one of them to save ammo. Head into the door nearby.

BEDROOM

Head to the desk across the room, passed the bed. On the bed is a HANDGUN MAGAZINE. On the desk is a diary. After reading it, a zombie attacks you. Avoid it (you will probably need a DAGGER KNIFE). Exit.

F HALL

Head to the door to the right, and kill the zombies you haven't killed. Head through the door on the right. It leads to the KENNETH ROOM.

KENNETH ROOM

Head to the DINING HALL.

DINING HALL

Head to the MAIN HALL.

MAIN HALL

Head upstairs. Head to the door to the right of the one leading to the U HALL. Unlock it with the ARMOR KEY, but do not go through yet. Head to the U HALL.

U HALL

Unlock the single door nearby using the ARMOR KEY. Before entering it, unlock the double doors you see nearby with the ARMOR KEY. Head to the RIGHT STAIRS.

RIGHT STAIRS

Here, go to the door passed the staircase leading down and unlock it with the door. Do not enter it yet. Head down into the DOOR HALL.

DOOR HALL

Unlock the door down the hall, near the open space, using the ARMOR KEY. When the YES or NO option comes up, select YES so you can discard the ARMOR KEY. Do not go through, yet. Return to the RIGHT STAIRS.

RIGHT STAIRS

Return to the U HALL.

U HALL

Return to the single door you unlocked a few minutes ago.

RICHARD ROOM

You'll see Richard Aiken here. You'll have to get him SERUM. Head outside to the U HALL.

U HALL

Head to the MAIN HALL.

MAIN HALL

Head into the door you just unlocked. It leads to the FOREST BALCONY.

FOREST BALCONY

Run across. Run down and you'll see a familiar person: Forest Speyer. (Barry will be here if you used the BROKEN SHOTGUN in the SHOTGUN RACK ROOM, and give you the GRENADE LAUNCHER). Grab the GRENADE LAUNCHER from him if you didn't see Barry here, and run down. Grab the GREEN HERBS. Forest will then attack you, so run back to the MAIN HALL immediately. Exit back into the MAIN HALL.

MAIN HALL

Head into the first floor, and into the DINING ROOM.

DINING ROOM

Head into the KENNETH ROOM.

KENNETH ROOM

Head into the F HALL.

F HALL

Head into the LEFT STAIRS HALLWAY.

LEFT STAIRS HALLWAY

Head into the LEFT STAIRS SAVE ROOM.

LEFT STAIRS SAVE ROOM

Grab the SERUM from the shelf and rearrange your items. Make sure you

have the HANDGUN, SHOTGUN/GRENADE LAUNCHER, LIGHTER, GREEN HERB, SERUM, MASK W/OUT ALL and the ARMOR KEY. Return to the LEFT STAIRS HALLWAY.

LEFT STAIRS HALLWAY
Return to the F HALL.

F HALL
Head to the KENNETH ROOM.

KENNETH ROOM
Return to the DINING ROOM.

DINING ROOM
Return to the MAIN HALL.

MAIN HALL
Return to the U HALL.

U HALL
Head into the RICHARD ROOM.

RICHARD ROOM
Heal Richard. After you heal him (he doesn't die from poison this time, like in the original version), head to the door to the left of Richard. Grab the 2 GREEN HERBS, too (if you have the space).

SMALL L HALL
This is a smaller L HALL. Kill the zombie you see, and run to the door passed it (to the left of the door you used to enter this hall).

SMALL DINING ROOM
This is a SMALL DINING ROOM. Then go to the candles you see on the table and light them with the LIGHTER (I told you to go get the LIGHTER back in the LEFT STAIRS SAVE ROOM). See the display shelf? Push it to the right to reveal a secret annex room. There is a zombie, so kill it or use a DAGGER KNIFE to put it down)! Examine the display shelf in this annex for a MUSICAL SCORE. Return to the SMALL L HALL.

SMALL L HALL
Return to the RICHARD ROOM.

RICHARD ROOM
Return to the U HALL.

U HALL
Head into the double doors into the KNIGHT ROOM.

KNIGHT ROOM
The knight statues move, but do not worry. Nothing in this room can kill you.

| !!! KNIGHT PUZZLE !!! |
| Your objective is to push all the statues back into their normal |
| position. |
| |
| -Have Jill push the FAR RIGHT first. |
| -Have Jill push the CLOSER LEFT STATUE next. |
| -Have Jill push the CLOSER RIGHT STATUE next. |

|
| Voila! Examine the center podium, and press the button. |
| A painting slides. |
| |
| Grab it, and it is a JEWELRY BOX. |
| |

We will solve it later. For now, insert it in the ITEM BOX. To do that, head to the RIGHT STAIRS SAVE ROOM.

U HALL

Head to the RIGHT STAIRS.

RIGHT STAIRS

Return to the RIGHT STAIRS SAVE ROOM.

RIGHT STAIRS SAVE ROOM

Save, and deposit the GRENADE LAUNCHER and JEWELRY BOX. Barry has also left some items here for you, like FIRST AID SPRAY, and HANDGUN MAGAZINES. Deposit them. Head back out.

RIGHT STAIRS

Apparently, we can't get back into the DOOR HALL anymore, so head up the stairs, and to the door you had unlocked earlier.

DEER HEAD ROOM

Head to the door to the right first. Grab the RED HERB and GREEN HERB, and mix them together.

BEDROOM 2

Another bedroom, another nightmare. Grab the FIRST AID BOX. CHECK it (the top of it) to find FIRST AID SPRAY. Return to the DEER HEAD ROOM.

DEER HEAD ROOM

Take the door to the right.

WASP ROOM

Grab the file on the desk, and read it (if you can). Near the desk is a display of bugs. Grab the FISHHOOK. Run to the display to the right of the door and grab the LURE OF A BEE. Combine it with the FISHHOOK you found. Head to the display to the left of the door and grab the BEE SPECIMAN. After grabbing it, use the GOLD BEE SPECIMAN and attach it to the bug display. Head back to the bug display on the right of the door and use the BEE SPECIMAN. Then press the button.

..suddenly, the BEE SPECIMAN comes to life! Kill it!

Grab the WIND CREST you see. Return to the RIGHT STAIRS.

RIGHT STAIRS

Head to the U HALL.

U HALL

Head to the MAIN HALL.

MAIN HALL

Head to the GRAVEYARD.

GRAVEYARD

Head down the stairs to the MACHINERY ROOM.

MACHINERY ROOM

Remember the 4 tombstones I told you to remember? Well, use the MASK W/OUT ALL from the VINE ROOM on the first tombstone. You'll see a really, really disturbing cut-scene. Afterwards, return to the GRAVEYARD.

GRAVEYARD

Head to the MAIN HALL.

MAIN HALL

Head into the DINING ROOM.

DINING ROOM

Head for the fireplace and grab the WOODEN EMBLEM. If you have 2 spaces available in your inventory, then grab it (make sure one of your 6 or less items is the MUSICAL SCORE). Head into the KENNETH ROOM.

GETTING OUT

KENNETH ROOM

Head into the single door you unlocked (NOT the one you unlocked at the bottom of the stairs).

PIANO ROOM

Head to the area passed the piano. There is a shelf. Push it to the left to reveal MUSICAL SCORE (2). Combine that with the MUSICAL SCORE to make MOONLIGHT SONATA. Use the MOONLIGHT SONATA on the piano. After a wall rises, head into the annex and grab the GOLD EMBLEM. Replace it with the WOODEN EMBLEM. If you didn't get the WOODEN EMBLEM, replace the GOLD EMBLEM and go get it. Return to the KENNETH HALL.

KENNETH HALL

Head to the DINING ROOM.

DINING ROOM

Place the GOLD EMBLEM above the fireplace where the WOODEN EMBLEM used to be.

| !!! CLOCK PUZZLE !!! |
| The clock's internal parts will be revealed. Head to them. When |
| examining the clock, opt to move the HOUR HAND twice. When the |
clock is at 6:00, press B and you will get a SHIELD KEY.

Return to the MAIN HALL.

MAIN HALL

Head to the STATUE ROOM.

STATUE ROOM

Head to the DOG HALL.

DOG HALL

Head to the M HALL.

M HALL

Head to the DOOR HALL.

DOOR HALL

Head to the single door you unlocked. It is the CROW HALL.

CROW HALL

There is a puzzle abound.

| !!! PICTURE PUZZLE !!! |
| The painting with the sword must be colored orange/red on both |
| sides (because the paintings appear on both sides). The middle |
| painting must be colored purple. The last painting must be colored |
| GREEN. Adjust the painting from both sides to make the above |
colors correspond. Then press the woman painting.

The wall rises, leading to the area behind the locked gate in the GRAVEYARD. Grab the DEATH MASK I. Unlock the door leading to the GRAVEYARD.

GRAVEYARD

Head down the stairs into the MACHINERY ROOM.

MACHINERY ROOM

Attach DEATH MASK I into the 4th tomb. Again, another disturbing cut-scene. Head back to the CROW HALL.

CROW HALL

Head to the DOOR HALL.

DOOR HALL

Head to the RIGHT STAIRS.

RIGHT STAIRS

Kill the CRIMSON HEAD. Head to the RIGHT STAIRS SAVE ROOM.

RIGHT STAIRS SAVE ROOM

Make sure you have the GRENADE LAUNCHER. Leave.

RIGHT STAIRS

Head upstairs into the U HALL.

U HALL

Head into the RICHARD ROOM.

RICHARD ROOM

Head into the SMALL L HALL.

SMALL L HALL

Climb the small stairs and use the SHIELD KEY to unlock the door. Dispose of the SHIELD KEY.

ATTIC

A boss awaits...

=====
BOSS # 1: YAWN

DIFFICULTY: VERY HARD

Spend a few seconds avoiding the thing. Half way through the battle, Richard will interfere. Avoid the Snake some more, and Richard will leave the battle. When you run out of ammo, grab the ASSAULT SHOTGUN that is on the floor, and then run to the back area of the room. Grab the DEATH MASK II you see. Then exit the room!

During the fight, the Yawn attacks with its mouth, so keep moving. If you get hit by the Yawn, you will get POISONED.

=====

[NOTE: With Yawn gone, there will be a wave of "Crimson Head" zombies around the mansion. They are resurrected zombies of ones you've killed. Watch out, and keep the Shotgun equipped. They are as fast as Hunters, and even slash you like Hunters.]

RICHARD ROOM

Head over to the RIGHT STAIRS.

RIGHT STAIRS

Head to the RIGHT STAIRS SAVE ROOM.

RIGHT STAIRS SAVE ROOM

Withdraw the JEWELRY BOX. Go to the item screen and the CHECK option.

| !!! JEWELRY BOX PUZZLE !!! |
| | |
| Press both buttons which resemble half of a heart shape. The box |
will open. Inside is the DEATH MASK III.

With DEATH MASK III, our next destination is that MACHINERY ROOM. Head to the RIGHT STAIRS.

RIGHT STAIRS

Head to the U HALL.

U HALL

Head to the MAIN HALL.

MAIN HALL

Head to the GRAVEYARD.

GRAVEYARD

Head to the MACHINERY ROOM.

MACHINERY ROOM

Insert DEATH MASK II into tomb 3 and DEATH MASK III into tomb 2. The big casket above will fall, and a SUPER CRIMSON HEAD will fight you. Use the GRENADE LAUNCHER to quickly kill it, because this is a tough zombie. At least 3 GRENADE SHELLS are needed to put this guy down.

[NOTE: I think that zombie is the late George Trevor. Eerie.]

Check the casket for a STONE AND METAL OBJECT. There are also SHOTGUN SHELLS. Return to the GRAVEYARD.

GRAVEYARD

Head through the gate to the CROW HALL.

CROW HALL

Head to the DOOR HALL.

DOOR HALL

Head to the small hall across from the door you are at. Head through the door you see, into the EXIT HALL.

EXIT HALL

Run down this outside hallway until you see a door. A zombie dog will also show up, so kill it. Near the door is an engraving. Put the STONE AND METAL OBJECT in it. Head through the door.

Well, we've finished PART 1 of Jill's mission in this evil mansion. The guardhouse is coming up, with a vengeance, and it will definitely be harder than the first part of the mission. Make sure you've gotten many supplies from the Mansion before leaving, as immortals, sharks, plants and green bastards are going to show up.

B. GUARDHOUSE AREA

LISA TREVOR

=====

- ITEMS: BATTERY PACK
- FIRST AID SPRAY
- SUN CREST
- STAR CREST
- MOON CREST
- MAGNUM

GUARDHOUSE

=====

- ITEMS: KEY FOR ROOM 001
- RED BOOK
- CONTROL ROOM KEY
- KEY FOR ROOM 003
- INSECTICIDE SPRAY
- SELF DEFENSE GUN
- MAGNUM BULLETS
- SHOTGUN SHELLS
- GALLERY KEY

LISA TREVOR

SHED

Head down to the shining items, and grab both the BATTERY PACK and the FIRST AID SPRAY. You will need both. Head through the door down the small stairs. It is the OUTSIDE PATHWAY.

OUTSIDE PATHWAY

Run down this pathway until you see spinning arrows. Brad or Barry will contact you through the radio. On the red arrow, move it to the WEST POSITION. When you get to the blue arrow, turn it NORTH. The gate will unlock. Keep your weapons handy.

CROW GRAVEYARD

Another graveyard? And it has crows! Run down and turn right when there is a space between the tombstones. You'll run into 2 large tombstones. Insert the WIND CREST into the right tombstone. 3 new CRESTS are revealed. Grab them. If you cannot grab all 3, grab as many as you can and take them to the left tombstone.

Check the back of each crest before inserting them into the left tombstone. Your reward is the MAGNUM! This is needed for PART 3.

Return to the main part of the graveyard and turn right through the gate.

OUTSIDE PATHWAY 2

Run down this pathway after a weird cut-scene. You'll see a COTTAGE. Go through. Use the map to guide you if you cannot find the COTTAGE.

COTTAGE

[WARNING: An unbeatable monster is about to arrive.]

Enter, and run up the stairs. Grab the COURTYARD MAP and run passed the bed. There is an ITEM BOX nearby. SAVE at the TYPEWRITER!!!!!!!!!!!!!! Grab the SQUARE CRANK.

Now attempt to leave and you will see a cut-scene. After the cut-scene, a boss fight hits.

=====

BOSS # 2: LISA TREVOR

DIFFICULTY: IMPOSSIBLE

Your goal: Get the hell out of there. 2 hits from this immortal boss will kill you, and it will not be good at all. Head out, and be quick. Don't even try to shoot this thing, because she just won't die!!!

..I THOUGHT I TOLD YOU TO RUN AWAY! RUN! RUN! RUN! RUN! RUN!

[NOTE: The girl in Wesker's Report II is Lisa Trevor. And she is now after us. Not good at all.]

=====

OUTSIDE PATHWAY 2

Run back to the CROW GRAVEYARD.

CROW GRAVEYARD

Run back to the OUTSIDE PATHWAY.

OUTSIDE PATHWAY

Run back to the SHED.

SHED

Head through the DOUBLE DOORS.

GARDEN

Brad will try to contact you. Afterwards, kill all the zombie dogs you see. Grab all the GREEN HERBS and head through the gate.

POND ROOM

Turn left until you see a SQUARE ENGRAVING. Use the SQUARE CRANK there. The pond will drain. Head down the ladder, across the pond, and up to the lift.

GUARDHOUSE GARDEN

There are crows here. Avoid them. You'll notice that since you drained the pond, the water is flowing in front of a secret passage. Looks like we have to find a way to get there without having to drain the pond. (Why couldn't Jill just go swimming?) There is a non-functioning lift that will take you back to the GARDEN, so our goal for the rest of this and next mission is to find a battery which will work that elevator. ~_~

Head into the gate.

GUARDHOUSE

GUARDHOUSE ENTRANCE

Snakes will pour in on Jill, so watch out. Grab any HERBS you see. Head through the door at the end.

GUARDHOUSE HALLWAY

Eerie... Turn right and enter the first door to the right.

GUARDHOUSE SAVE ROOM

Grab the INK RIBBON, BATTERY PACK and FIRST AID SPRAY. You will want to rearrange your items so you have the SHOTGUN/SHELLS, GRENADE LAUNCHER/AMMO, and a couple of HERBS. The HANDGUN might be useful, but it won't provide SHOTGUN power. Deposit the SQUARE CRANK, too. Refill your FUEL CANTEEN, too. Now that we are set, head outside.

GUARDHOUSE HALLWAY

Head to the double doors to the very right of the hall.

SPIDER POOL ROOM

Ahhh! Spiders! Avoid the thing before it is too late. If they poison you, use one of the BLUE HERBS that can be found back in the GUARDHOUSE GARDEN, or the GUARDHOUSE HALLWAY. Head up the stairs to the pool table and shoot down the next spider.

EXAMINE THE POOL! Remember the COLORS of the corresponding POOL BALLS.

- 2: BLUE
- 3: RED
- 4: PURPLE
- 5: ORANGE
- 6: GREEN

If you remember that solution, then a door code will be insanely easy to remember.

Head down the stairs to the table area and grab the RED BOOK, and other misc. items such as a FIRST AID BOX. Inside the FIRST AID BOX is a BLUE-GREEN HERB. There are also SHOTGUN SHELLS.

GUARDHOUSE HALLWAY

Return to the GUARDHOUSE SAVE ROOM.

GUARDHOUSE SAVE ROOM

Deposit everything you found in the other room except for the RED BOOK. Leave.

GUARDHOUSE HALLWAY

Push the crate near the higher crate. This will create a stairway that can be used to avoid those evil vines in that hole. Once on the other side of the tall barrel stack, head through the next door.

GUARDHOUSE HALLWAY 2

Run down and head into the 002 ROOM. You should here a mysterious cut-scene involving Barry.

002 ROOM

After the Barry cut-scene, grab the file on the desk. Go to the bookshelves you see and push the left one forward. Push the right bookshelf to the right to reveal a ladder. Go down.

SECRET WATER TUNNEL

Run until you see all the crates. Push them into the small water storage you see. When a bridge forms, head down and soak Jill's feet into the water and go through the double doors. Grab the GREEN HERB, too.

SHARK TANK

In here is a shark called NEPTUNE. Run back out through the way you came.

SECRET WATER TUNNEL

Return to the 002 ROOM.

002 ROOM

Head into the 002 BATHROOM.

002 BATHROOM

On the shelf is an KEY FOR ROOM 001. Grab it and leave.

002 ROOM

Head out into the GUARDHOUSE HALLWAY 2.

GUARDHOUSE HALLWAY 2

Head to the GUARDHOUSE HALLWAY.

GUARDHOUSE HALLWAY

Head into the only door you haven't gone through yet. Unlock it with the KEY FOR ROOM 001.

001 ROOM

Inside here is some weird little SELF DEFENSE GUN. Head into the bathroom.

001 BATHROOM

Drain the tub and grab the CONTROL ROOM KEY. Head out.

001 ROOM

Head out.

GUARDHOUSE HALLWAY

Return to the GUARDHOUSE HALLWAY 2.

GUARDHOUSE HALLWAY 2

Return to the 002 ROOM.

002 ROOM

Head down the ladder to the SECRET WATER TUNNEL.

SECRET WATER TUNNEL

Head to the SHARK TANK.

SHARK TANK

Run to the door that is red on the map of this room. Unlock it with the CONTROL ROOM KEY. Head inside.

CONTROL ROOM

In here, there will be a difficult puzzle.

```
-----  
| !!!CONTROL ROOM PUZZLE!!! |  
| | |  
| Go down the ladder. Then go to the white board on the table and |  
| find the number on it, either being 1, 2 or 3. Now go to the giant |  
| window. Once the shark breaks it and the countdown starts. Press |  
| the computer switch that is near the window. Then turn around |  
| (using the C-Stick) and make a diagonal run ( \ this direction) |  
| and press the computer switch there. From that console, you'll |  
| then want to head directly left to where a lever is and hit that |  
| one. Then head into the adjacent hallway and turn left so you see |  
| some sort of a tank that has the colors red and green |  
| (which are really lights). When it asks you to press either |  
| BUTTONS 1, 2 or 3, press the number which was on the board. |  
| Return to the second computer console you pressed and press it |  
| again. Then return to the lever and then switch it again. Then go |  
| back to where the shark is banging and press that switch. The |  
| SHARK TANK will be drained. |  
-----
```

Go back to the adjacent hallway and take the door directly to the right. Then run to the previously water-blocked door.

WATER ROOM

Here, run through and head through the gate to the SHARK TANK.

SHARK TANK

With the water drained, run over to the platform and then attempt to grab the GALLERY KEY. But then the shark comes to life.

=====

BOSS # 3: NEPTUNE SHARK

DIFFICULTY: Easy

Your goal: See that green box in front of Jill? Push it into the Aqua Ring, toward the shark. See the lever to the left? Switch it and then the Neptune Shark gets electrocuted. Thanks to the billions of people who sent it in.

=====

Run over and grab where the GALLERY KEY fell to. Then run to the door you previously went to.

WATER ROOM

Run through here. Head for the next door you didn't go through.

WATER HALLWAY 2

Grab the Magnum Rounds. Head for the door at the end up the ladder.

SECRET WATER TUNNEL

We end up back here, thankfully. Run back up the ladder to the 002 ROOM.

002 ROOM

Run to the GUARDHOUSE HALLWAY 2.

GUARDHOUSE HALLWAY 2

Head to the GALLERY through the next door, via the GALLERY KEY.

GALLERY

AKA WASP ROOM. Turn the next left corner to the corpse, and grab the INSECTICIDE SPRAY. Run back out to GUARDHOUSE HALLWAY 2.

GUARDHOUSE HALLWAY 2

Here, turn right and grab the GUARDHOUSE MAP. Then you'll see a hole. Use the INSECTICIDE SPRAY through the hole to kill those bastards. Return to the GALLERY.

GALLERY

Run to where the wasps were and grab the KEY FOR ROOM 003 from the desk. Then head to the 003 in the same room and open it up.

003 ROOM

Inside, go to the bookshelf with the red books. Grab the UMB BOOK and then place the RED BOOK inside.

| !!!RED BOOK PUZZLE!!! |
| | |
| The goal of this perverted puzzle is to align all the books for |
| form a nude woman. To do this, select a book and when you do, |
| select the book to swap places with it. Eventually you will form |
a nude woman.

Once the puzzle is solved, head through the door to your next boss fight.

PLANT 42 ROOM

You're next boss fight awaits...

=====
BOSS # 4: PLANT 42
DIFFICULTY: Easy
Your goal: To avoid having to fight Plant 42 at all, simply follow these steps.

1. Once you're ready to enter the mean green's domain, instead pickup the lighter and clear up three item spaces.
2. Enter the Employee Lounge where the two spiders previously resided and locate a red lamp in a corner to the left of the entrance. Light the lamp and note the lamp's color and the symbol presented. Since the symbols are random, it is impossible to dictate here exactly which one it will be. Repeat this process with the green lamp on the left table by the bar, and the orange lamp by the pool table. Study the pool balls and note their colors and numbers. Red is 3, Orange is 5, and Green is 6.

3. Travel to the Gallery where the hive (hopefully) previously stalked. Examine the key pad next to the first door on the left, it's on the same side as the entrance. Punch in your code and enter.

4. Follow this closely because a misstep could produce a very toxic gas! First, grab three of the empty bottles lying around and fill one with water at the sink. Fill the second bottle with UMB No. 3, located in the yellow jar and mix the two to obtain NP-004. Collect some Yellow-6 and mix the two again for UMB No. 10. Now, collect more water and more Yellow-6 and mix those for UMB No. 7, when UMB No. 7 and UMB. No. 10 combined you'll have VP-017. Lastly, pickup on last batch of UMB No. 3 and mix for the coveted V-Jolt chemical.

5. Travel down the basement with the V-Jolt and make your way to the control room where the shark tried to break into (remember, you don't have boxes to jump across anymore). [CVXFREAK adds: Use the WATER ROOMS to get to the Control Room]. Up the ladder and out the door eliminate the beach shark with one handgun shot if you wish, he'll pretty much only bother you if you TRY to get him to eat you. Enter the Guard Room by the shark and walk into the vile plant's roots. Don't worry about being damaged, the roots won't hurt you. Now, give the not so Jolly Green Giant a shot of the herbicide and discard the bottles.

6. Now, when you enter Plant 42's domain, Barry will show up and finish off the plant without you having to pull a trigger. This detour saves you even more ammo and health and despite how it may sound, it should take only five to ten minutes. Good luck.

=====

After that boss is dead, head down the stairs and grab the HELMET KEY from the fire place. Return to the GALLERY via the double doors.

GALLERY

Run to the GUARDHOUSE HALLWAY 2.

GUARDHOUSE HALLWAY 2

Run back toward the GUARDHOUSE HALLWAY and you'll see Wesker. After he leaves, return to the GUARDHOUSE HALLWAY.

GUARDHOUSE HALLWAY

Here, run back to the GUARDHOUSE SAVE ROOM.

GUARDHOUSE SAVE ROOM

Restock on GRENADE LAUNCHER ammo. The next section is tough. Make sure you have your HELMET KEY. Save, too.

GUARDHOUSE HALLWAY

Exit to the outside.

GUARDHOUSE ENTRANCE

Run back down to the GUARDHOUSE GARDEN.

GUARDHOUSE GARDEN

Run to the lift and ride it the POND ROOM.

POND ROOM

Run across the pond and dodge the snakes. Head back to the GARDEN.

GARDEN

Head to the SHED.

SHED

There are many items here thanks to Barry. Grab them all, especially the DAGGER KNIFE, because a new monster is going to show up. Head into the EXIT HALL.

Well, with Lisa running around, Plants to kill, and sharks to feed, I'm amazed we've made it so far! We are back in the mansion of hell and we must explore the remainder of the mansion for more clues, perhaps clues that can get us behind the waterfall in front of the GUARDHOUSE. The return to the mansion isn't too long, and can range from 5 minutes to 15 minutes, depending on what ending you want to get.

C. RETURN TO MANSION

RETURN TO MANSION

- =====
- ITEMS: RED GEMSTONE
YELLOW GEMSTONE
JEWELRY BOX
FIRST AID SPRAY
LAST BOOK, VOL. 1
LAST BOOK, VOL. 2

SEARCHING AROUND

- =====
- ITEMS: MEDAL OF WOLF
MEDAL OF EAGLE
GREEN HERB
RED HERB
BLUE HERB
BATTERY
EMBLEM KEY
BROACH

RETURN TO MANSION

EXIT HALL

Run down the hall and head into the DOOR ROOM.

DOOR ROOM

There is a Hunter here. Kill it. Head into the RIGHT STAIRS.

RIGHT STAIRS

There is a Hunter here. Kill it. Head into the RIGHT STAIRS SAVE ROOM.

RIGHT STAIRS SAVE ROOM

Recharge and save if you were hurt by the Hunters. Exit.

RIGHT STAIRS

Run up the stairs and turn left. Run to the very end, into the door.

RESTING ROOM

Grab all the HERBS here and then unlock the door in this room using the HELMET KEY.

WALL HALL

There is no snake here this time. There is a puzzle, though.

```
-----  
| !!!WALL PUZZLE!!! |  
| | |  
| OK. See the statue? Push it in through the opening into the main |  
| part of the room. Push it all the way. When the walls stop moving, |  
| head back to the door and head behind the right wall. Run all the |  
| way and flip the switch. Run back the way you came and to where |  
| you pushed the statue. Push it left before the walls consume you. |  
| A secret passage will open. |  
-----
```

Jump down the hole. To the left is a BATTERY PACK. To the right is a LAST BOOK, VOL. 1. Check the pages for a MEDAL OF EAGLE.

GRAVE

Head in, and you'll see a grave. Press the button. Grab the diaries while you are at it. Head down.

UNDERGROUND HALLWAY

Run down this hallway to the door at the end. Watch out for the Spiders.

UNDERGROUND HALLWAY 2

Run through a gate down the hall until you run into a lever. Pull it. Then take the only other door in this room.

KITCHEN

We are in a kitchen.

You have 2 options:

-Head to the door directly across from Jill. It leads to the KENNETH ROOM.

-Head to the elevator.

KENNETH F HALL

Climb up the stairs to be back in the KENNETH ROOM. You'll discover that there is a Sweeper here. Sweepers, as you'll remember from Resident Evil CODE: Veronica X, are Hunters with poison abilities. Kill it with Acid Rounds, or your Magnum. The door to the F HALL will also be torn down, so the room will now be called the KENNETH F HALL.

Head into the F HALL section of the KENNETH F HALL. Head to the LEFT STAIRS.

LEFT STAIRS

Run to the LEFT STAIRS SAVE ROOM.

LEFT STAIRS SAVE ROOM

We have to unload here. You will also want to save the game. Exit.

LEFT STAIRS

Climb the stairs. Unlock the door nearest to the left of the stairs.

YELLOW GEM ROOM

This room is tricky. And it has a puzzle. But first grab the GRENADE SHELLS near the right deer head.

```
-----  
| !!! RED GEM PUZZLE !!! |  
| | |  
| See those drawer cabinets near the center table? Push them toward |  
| the deer heads nearby. Then turn the lights off with the switch |  
| next to the door. Now attempt to pull the YELLOW GEMSTONE from |  
| the deer head (don't do it, however). Now QUICKLY RUN TO THE OTHER |  
| DEER HEAD and grab the RED GEMSTONE. [If you run out of item space |  
|, return to the save room and unload.] |  
-----
```

With the RED GEMSTONE in hand, return to the LEFT STAIRS.

LEFT STAIRS

Run down to the LEFT STAIRS SAVE ROOM.

LEFT STAIRS SAVE ROOM

Unload if you have too many item spaces. Then exit.

LEFT STAIRS

On your way, 2 Hunters will pop in and surprise you. Kill them with the GRENADE SHELLS you just found, the MAGNUM, or with RICHARD'S SHOTGUN. The GRENADE SHELLS or MAGNUM are recommended, though. Run to the KENNETH F HALL.

KENNETH F HALL

Return to the LEFT STAIRS.

LEFT STAIRS

Run to the LEFT STAIRS SAVE ROOM.

LEFT STAIRS SAVE ROOM

Deposit the MO DISK into the item box. Exit.

LEFT STAIRS

Head for the KENNETH F HALL.

KENNETH F HALL

Return to the KENNETH ROOM part of the room, and down the stairs back to the KITCHEN.

KITCHEN

Now that we are all back together, we can now explore the elevator. Ride the elevator down.

TORCH LIT TUNNEL

Kill the zombie from the first branch of this room. There are GREEN HERBS here. Head back passed the elevator and kill the zombie nearby. Down from where you killed the zombie, there is a door for you to head through.

STORAGE ROOM

In here are SHOTGUN SHELLS, MAGNUM ROUNDS BATTERY PACK and the BATTERY! You can now power up the lift in the GUARDHOUSE GARDEN! But before we

leave, we need to do two more tasks. Exit.

TORCH LIT TUNNEL

Head to Jill's left, through a door.

Z HALL

Remember this hall? Head for the BLADE ROOM. The BLADE ROOM is three rights down the hall. There might be a CRIMSON HEAD here.

BLADE ROOM

Head up passed where you left the FAKE KEY. Passed it is a door. Unlock it with the HELMET KEY.

LIBRARY

Run across the hall until another boss fight happens.

=====

BOSS # 5: YAWN II

DIFFICULTY: Medium

This boss is much harder now that Richard is dead. Your goal: Shoot the thing with GRENADE SHELLS. Watch out for its bite and poisonous attacks. Once you run out of GRENADE SHELLS, shoot it with the HANDGUN or SHOTGUN. Avoid its attacks, too, because it can bring you down to CAUTION in one blow.

Eventually, Yawn will die for good.

=====

Head behind the bookcase Yawn smashed into. Grab the purple book called LAST BOOK VOL. 2. Now head up the ladder. And travel back to the BLADE ROOM.

SEARCHING AROUND

BLADE ROOM

Head to the Z HALL.

Z HALL

Head for the UPPER DINING ROOM.

UPPER DINING ROOM

Head for the MAIN HALL.

MAIN HALL

Head down the stairs and to the door left of the double doors. Unlock it with your HELMET KEY. Discard the HELMET KEY.

REST ROOM

In here, grab the diary you see to your left and then head for the other door in this room. Before going there, there is a desk with INK RIBBONS inside.

MIRROR ROOM

Grab the DAGGER KNIFE and the GREEN HERB. Then grab the JEWELRY BOX on the cabinet. Another puzzle awaits.

| !!! JEWELRY BOX PUZZLE 2 !!! |
| Combine the RED GEMSTONE with the JEWELRY BOX 2. Now to solve the |
| puzzle, refer to Daniel Engel's Jewelry Box Solution FAQ. |
| |
| |
http://db.gamefaqs.com/console/gamecube/file/resident_evil_jewel_box.gif
Thanks to Daniel Engel for the solution!!

Once you solve the puzzle, you will have a BROACH, which will turn into the EMBLEM KEY. Exit.

REST ROOM

Exit to the MAIN HALL.

MAIN HALL

Head for the GRAVEYARD.

GRAVEYARD

Head to the gate leading to the CROW HALL.

CROW HALL

Head for the other door in this hallway.

DOOR HALL

Head for the only door you haven't tried yet. Unlock it with the EMBLEM KEY.

BEDROOM

See the lamp on the desk? Flip it on. Grab the METAL OBJECT you see. Grab the BATTERY PACK, too. Exit.

DOOR HALL

Head for the EXIT HALL.

EXIT HALL

Head out to the SHED.

SHED

Head to the GARDEN.

GARDEN

Head to the POND ROOM.

POND ROOM

Head across the pond and down the lift to the GUARDHOUSE GARDEN.

GUARDHOUSE GARDEN

Head over to the broken lift and attach the BATTERY to the slot nearby. Then ride the lift up.

GARDEN

We are in the GARDEN again. Head to the SHED.

SHED

Head to the EXIT HALL.

EXIT HALL

Head to the DOOR HALL.

DOOR HALL

Head for the RIGHT STAIRS.

RIGHT STAIRS

Head for the RIGHT STAIRS SAVE ROOM.

RIGHT STAIRS SAVE ROOM

Deposit the METAL OBJECT. Then withdraw the SQUARE CRANK. Save the game, too. Exit.

RIGHT STAIRS

Travel to the DOOR HALL.

DOOR HALL

Head for the EXIT HALL.

EXIT HALL

Head to the SHED.

SHED

Head to the GARDEN.

GARDEN

Head for the POND ROOM.

POND ROOM

Run to where you used the SQUARE CRANK back in MISSION 2. The pond will fill with water, effectively opening up that passageway behind the waterfall. Return to the GARDEN.

GARDEN

Run to the lift in this room, and ride it down.

GUARDHOUSE GARDEN

Head for the not no-more waterfall. Head down the ladder, into the tunnels..

That was quick, now, wasn't it? Well, MISSION 3 wasn't very eventful at all. Those Hunters and Sweepers are also in the Tunnel areas now. The mansion may seem like history now, but we'll be returning to the mansion in a little while to check out the double doors in the main hall underneath the stairs. But for now, we explore the tunnels beneath the Guardhouse in hopes of finding a way out of here.

D. TUNNELS AREA

ENTERING THE TUNNELS

=====
ITEMS: HEX CRANK
 ACID ROUNDS
 SHOTGUN SHELLS
 SURVIVAL KNIFE

AVOIDING LISA

=====
ITEMS: CYLINDER
 SHAFT

CYLINDER SHAFT
BROKEN FLAMETHROWER
JEWELRY BOX

MANSION ALTAR

=====

ITEMS: DAGGER KNIFE
STONE RING
STONE AND METAL OBJECT
STONE AND METAL OBJECT 2 (2)

ENTERING THE TUNNELS

TUNNEL 1

Head to the first door on the right.

TUNNEL 2

Find the ACID ROUNDS on the floor of this tunnel. Head to the only door in this tunnel.

PIT ROOM

Head for the door with a HANDGUN MAGAZINE by it.

ENRICO ROOM

Run forward. You'll see a cut-scene with Enrico. Search Enrico's body for the HEX CRANK. Run down the hallway to Enrico's left. Head for the door at the end. A Hunter may come in, so run away from it. You may want to equip something powerful right now.

PIT ROOM

We are back in the PIT ROOM. Head back to TUNNEL 2.

TUNNEL 2

There is a Hunter here for you to kill. Kill it. Head for TUNNEL 1.

TUNNEL 1

Run across the tunnel and you'll see an ITEM BOX and TYPEWRITER. Take the opportunity to save if you life, but make sure you have plenty of ammo. Head to the gap in the floor. Use the HEX CRANK to fill the gap. Head through to the BOULDER ROOM.

BOULDER ROOM

Run to the right and the boulder starts rolling. RUN BACK TO THE DOOR!! After the cut-scene, turn right. There are SHOTGUN SHELLS. Run through the doors at the other side of the hall near the boulder. There is a GREEN HERB to the right of the door.

GIANT SPIDER ROOM

Not another boss!!

=====

BOSS # 6: BLACK WIDOW

DIFFICULTY: Easy

Your goal: Well... all the trouble from both Yawn and Plant 42 pays off. This boss is so pathetically easy, it isn't even funny. Shoot it with 5 or 15 GRENADE ROUNDS to permanently kill it. It has its babies in there too, so dispose of that. You might get poisoned by its attacks... so watch out.

=====
There is a SURVIVAL KNIFE on the barrels like the one you started out with. If you want to conserve GRENADE SHELLS, then grab it. If you don't care to waste GRENADE SHELLS, do not grab it.

There should be a door covered in web. Launch some FLAME ROUNDS at it or hack at it with the SURVIVAL KNIFE you just got. Head through.

TUNNEL 3

Turn right and head through the door.

BOULDER ROOM 2

Ugh... use the HEX CRANK THREE TIMES. Turn left because the boulder will start rolling down. Head through the door nearest you.

STATUE ROOM

See the statue on the wall? Push it right until it hits the BRONZE part of the wall. Run to the opposite wall and use the HEX CRANK. The statue will be away from the wall. Now push it to the dial in the middle. It will turn. Push it away from the dial and push it in the dial again to turn it a second time. Now push it to the space right of the candles (so it faces the player). You'll get this CYLINDER. Return to the BOULDER ROOM 2.

BOULDER ROOM 2

Return to TUNNEL 3.

TUNNEL 3

Head into the GIANT SPIDER ROOM.

GIANT SPIDER ROOM

Head back to BOULDER ROOM.

BOULDER ROOM

Head back to TUNNEL 1.

TUNNEL 1

In the ITEM BOX, grab the EAGLE MEDAL and WOLF MEDAL. Then head to TUNNEL 2. Save if you like.

TUNNEL 2

Head for the PIT ROOM.

AVOIDING LISA

PIT ROOM

Here, head over to the control panel you see at the end. Examine it to get some sort of SHAFT. Combine it with the CYLINDER. It makes the CYLINDER SHAFT. Insert it and press the code 4231.

The pit in the middle of the room will activate- it's really a lift!
Ride it down!

BOTTOM SHAFT

Run to the nearest door.

LISA TUNNEL

That ***** from the cottage beside the mansion is back.

=====

BOSS # 7: LISA TREVOR II

DIFFICULTY: IMPOSSIBLE

Your goal: This is the same as last time. Get the hell out of there. 3 hits from this immortal boss will kill you, and it will not be good at all. Head out, and be quick. Don't even try to shoot this thing, because she just won't die!!!

..I THOUGHT I TOLD YOU TO RUN AWAY! RUN! RUN! RUN! RUN! RUN!

[NOTE: The girl in Wesker's Report II is Lisa Trevor. And she is now after us. Not good at all.]

=====

To avoid her, double back and take the branching tunnel. At the branching tunnel, head to the right one of Jill. You'll eventually see a door. Use the map to get to it; remember that locked doors are in red on the map and unlocked ones are in white. Head through the door.

CRATE ROOM

Push the crate onto the lift. Then activate the lift at the controls. Then leave the room through the way you came.

LISA TUNNEL

Run back to where Barry is. Avoid Lisa Trevor at all costs.

BOTTOM SHAFT

After Barry leaves, look for the ITEM BOX. Pack AT LEAST 2 OR 3 HEALING ITEMS. Then go down the nearby ladder. The crate you sent away is here now. Go push it to the left and forward. Then press the button so the crate is crushed. Jump down to where the crate is to get a BROKEN FLAMETHROWER. Return to the LISA TUNNEL.

LISA TUNNEL

Keep avoiding her and head for the locked door. Take the tunnel toward where you headed for the CRATE ROOM. Flip the switch. Head to the locked door in the room using the map. See the little board next to it? Attach the BROKEN FLAMETHROWER there. Head through.

CANDLE ROOM

Run passed this weird candle area to a pool tunnel. Run across it. You'll be in a bedroom. You'll find another JEWELRY BOX, like the one before you left the mansion. Also, there is a DAGGER KNIFE here. Open the JEWELRY BOX (no puzzle) and grab this STONE RING. Combine it with the METAL OBJECT from the mansion and you'll get another STONE AND METAL OBJECT. Climb the bedroom ladder, and turn left when you are up. Climb the ladder.

MANSION ALTAR

COTTAGE

Remember this area? This is where you first met Lisa. Our goal is now to return to the mansion. Yes, go back there. Head to the OUTSIDE PATHWAY 2.

OUTSIDE PATHWAY 2

Run back to the CROW GRAVEYARD.

CROW GRAVEYARD

If you have not acquired the MAGNUM here yet, then do so NOW. The solution is above. Run back to the OUTSIDE PATHWAY.

OUTSIDE PATHWAY

Run back to the SHED.

SHED

Head back to the EXIT HALL.

EXIT HALL

Collect the STONE AND METAL OBJECT that is near the door. It is the one you used in the beginning of the game to get to the Guardhouse. Head back to the DOOR ROOM.

DOOR ROOM

Aim for the CROW HALL.

CROW HALL

Run down the entire hallway to the GRAVEYARD.

GRAVEYARD

Head for the MAIN HALL.

MAIN HALL

Head for the double doors underneath the grand stairs. Insert both STONE AND METAL OBJECTS into the double doors. Head through.

LONG TUNNEL

Run down the stairs and across the boards until you reach the door at the end.

SHORT TUNNEL

Run through this short tunnel until you get to the ladder. Go down the ladder.

ALTAR ROOM

There is a cut-scene with Barry. Jill... Damn you're tough! And... another Lisa boss.

=====

BOSS # 8: LISA TREVOR III

DIFFICULTY: HARD

If you notice... it has the eye of the G-Type William Birkin, from Resident Evil 2 and the jump and power of Nemesis from Resident Evil 3: Nemesis. That can only mean one thing: this thing is as powerful as Nemesis and the G-Type combined!

Do not give Barry his gun back.

See the stones in the corners of the room? Push them down into the chasm and Lisa will jump down, ending the battle. Watch out, as Lisa can hit you and you'll fall into the pit. Thanks to KANE79 for this tip.

=====

Grab BARRY'S 44 MAGNUM and BARRY'S PHOTOGRAPH on the ground.

Push all the stones down the pit. They are in the corners around

the casket. The gate rises. Head through.

LAKE COURTYARD

We are back in the courtyard. Go to the statues around the lake and insert the MEDAL OF EAGLE and MEDAL OF WOLF. Then go down the stairs in the lake. Ride the lift down.

=====

It is time to switch to Disc 2. (Why couldn't they give a disc for each character?)

=====

Well, Disc 1 is officially finished. Well, fortunately Lisa is gone, so we don't have to deal with that G-Nemesis Type anymore. But the mystery isn't complete yet. Jill discovers a lab beneath the mansion area, and all the traps Jill has encountered thus far are definitely there to hide this lab, proving its importance. Well, onto Disc 2.

E. LABORATORY AREA

SEARCHING AROUND

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ITEMS: INK RIBBONS
GREEN HERBS
SLIDE CARTRIDGE
LABORATORY KEY
CAPSULE

ESCAPING

=====

ITEMS: MASTER KEY
FUSE UNIT
SIGNAL ROCKETS

SEARCHING AROUND

LABORATORY ENTRANCE

Find the locked double doors. Near them are ladders to go down.

LABORATORY SAVE ROOM

Save, and pull out the MAGNUM. Head through the double doors.

STAIRS

Kill all the zombies here. Grab all the GREEN HERBS. Head down the stairs.

Head through the gate.

O ROOM

Head to the door to your right.

LAB HALL 1

Collect the FIRST AID BOX. Then take the door to the left.

X-RAY ROOM

Here, grab the file on the computer for ADA and JOHN. Grab the 2 x-rays and paste them onto the screen. If you do it right, you should get

another word, CELL, based on the illnesses. Leave.

LAB HALL 1

Back to the O ROOM.

O ROOM

Head to the only open double doors in this room.

COMPUTER ROOM

Go to the operating computer. Sign in using the name "JOHN." The password is ADA (the same Ada in BioHazard 2). When you want to unlock the B2 floor, input the password, CELL. Return to the O ROOM.

O ROOM

Head back to the LAB HALL 1.

LAB HALL 1

Head into the first door to the right.

OFFICE

Grab the FAX after taking the Crimson Head down. You'll notice a weird vial. You'll see a SLIDE CARTRIDGE on a desk. Grab them. Then exit.

LAB HALL 1

Head for the O ROOM.

O ROOM

Return through the gates to the stairs.

STAIRS

Head to the now unlocked door near the top of the stairs.

PROJECTON ROOM

Use the SLIDE CARTRIDGE on the slide projector. You'll see the numbers 8462. Remember them. Was Wesker in that picture with the scientists? And is the woman there Annette Birkin, and the dark haired guy William Birkin? Hmmm...

See that blinking panel on the wall? Enter the code from the slide in there. A new room will be revealed. Grab the LABORATORY KEY. Look at the console to see how Kenneth Sullivan died back in the beginning of the game (if you took "KENNETH'S TAPE.")

Leave.

STAIRS

You might be full on items, so deposit anything un-useful. Return to the O ROOM.

O ROOM

Unlock the single door with the LABORATORY KEY.

T HALL

Take the door directly across from the entrance (not the one to the left).

LABORATORY SAVE ROOM 2

Unload anything you do not need. Leave.

T HALL

Turn left. Head through the double doors.

CHIMERA HALL 1

Watch out! There are enemies here that are as dangerous as the Hunters from the mansion and the tunnels! Turn a cautious left, and kill the first one you see. These are called Chimeras. Turn around and do not enter the door. Run around until you see a blue button. Press it, and you will get a CAPSULE. Head for the T HALL.

T HALL

Head for the O ROOM.

O ROOM

Use the POWER ROOM KEY to unlock the double doors near the door you just emerged from. Do not enter, however. Now head for the LAB HALL 1.

LAB HALL 1

Head for the first door on the right.

OFFICE

Radiate the CAPSULE in the weird blue thing. Once you get it back, WALK. WALK to the LAB HALL 1. WALK.

LAB HALL 1.

WALK to the O ROOM.

O ROOM

WALK to the T HALL.

T HALL

WALK to the CHIMERA HALL 1.

CHIMERA HALL 1

WALK to where you put the CAPSULE. Put it back in. Run to the CHIMERA HALL 2.

CHIMERA HALL 2

Run through the hall to the POWER ROOM.

POWER ROOM

Go to one of the 2 computer consoles you can access and press the YES option. Then leave.

CHIMERA HALL 2

Run for the CHIMERA HALL 1.

CHIMERA HALL 1

Run for the T HALL.

T HALL

Run to the other end of the hall into the elevator. Save in the nearby SAVE ROOM if you want. Power up the elevator. The ride it up.

TYRANT ENTRANCE ROOM

Enter through the door at the end.

TYRANT ROOM

Watch the cut-scene.

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BOSS # 9: TYRANT I

DIFFICULTY: HARD

After the cut-scene, grab your MAGNUM or ACID ROUNDS. Start shooting the thing and dodging it. One hit can bring you down to Caution. It falls down after 9 or 10 shots from either gun.

The Tyrant attacks using its dangerous claw. Keep moving, and keep shooting. The Tyrant is much tougher than Lisa, but not as invincible as Lisa.

=====

Go to Wesker's unconscious body and grab William Birkin's diary. If he survived, wake Barry up, and head to the desk at the end of the room to unlock the door. Grab the MASTER KEY on the ground. Leave.

TYRANT ENTRANCE ROOM

Run to the elevator. Ride it to the T HALL.

T HALL

Run to the O ROOM.

O ROOM

Head to the STAIRS.

STAIRS

Head up the stairs and through the door.

LABORATORY SAVE ROOM

SAVE!! Then head up the ladder.

LABORATORY ENTRANCE

Head for the double locked doors.

ESCAPE TUNNEL

Run through. Grab the FIRST AID BOXES and open them. Grab the FUSE UNIT and ride the elevator.

MANSION ROOF

Grab the SIGNAL ROCKETS and USE it. Then the game will finally end.

GAME OVER...

Congratulations! You have beaten Resident Evil for Nintendo GameCube on Hard Mode! Congratulate yourself, watch the credits and watch what you earned!

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6. CONCLUSION

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Well, I hope you had a fun time beating the game. Watch the credits, see what you earned and grab a copy of Resident Evil 2 for Dreamcast and play Nightmare Arrange Mode for the next challenge.

THANKS TO:

-CJayC from GameFAQS for hosting this document

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