

Resident Evil Speed Guide

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BEOWHAT'S RESIDENT EVIL SPEED FAQ v2.0

Table of Contents

- I. Tips to a speedier game
- II. The Flame Round trick
- III. The FAQ
- IV. Weapons Stats
- V. Puzzle Solutions and Pass codes
- VI. Credits

I. Tips to a speedier game

1. You Don't need anyone or anything remember that, you will have to ignore a lot of weapons and ammunition as well let all of your comrades die behind you.
2. You must use Jill for this walkthrough
3. You will be using the Flame round trick , which is explained in the next section. Unless you already have the rocket launcher and are simply looking for an excellent time in which case you can skip that part.
4. Know where you're going before you go. The better you know the maps and areas the faster you will go
5. Tune out all distractions and focus on the game
6. You should be holding down your run button the whole time for faster movement
7. Keep only your tricked out Grenade Launcher with you no other weapons or ammo
8. Do not pick up anything unless the faq tells you to do so
9. SKIP ALL MOVIES! Press start and skip every cut scene and movie
10. Read carefully and you too can be a winner |:B

II. The flame round trick; your key to success

1. Once you receive Grenade Launcher and your first flame rounds go to a save box
2. Empty your entire inventory except for the Grenade Launcher armed with other rounds and the Flame rounds
3. Open the box back up and put in the Flame rounds
4. Hit left twice to move your cursor onto the Flame rounds then hit A
5. You will then have 240 Flame rounds your good for the rest of the game so forget all other weapons

III. The FAQ

I wrote this in easy to follow steps and they are numbered so you won't lose your place. And you could even print it out and use it as a checklist for really speedy precision.

Part I. The Mansion

1. You will start in the dining room run to the end, and into the door. Be sure and skip all cut scenes.

- 2.Walk down the hall to see the zombie and run back out, Barry will kill it for you.
- 3.Return to the main hall and run up the stairs and back down again and talk to Barry.
- 4.Return to the Kenneth hallway and past Kenneth into the new door.
- 5.Grab the clip and run up the stairs into the mirror hallway, dodge the zombies as best you can and grab the arrow and clip.
- 6.Keep running straight into Dining Hall 2F run out into Main Hall 2F and through the door at the center of the stairs to the Graveyard.
- 7.Examine the arrow to get the arrowhead and use it on the tomb, run down there and grab the book. Inspect it for the key and run back out to the Main Hall.
- 8.Go to the statue room downstairs and use the key on the right door.
- 9.Push the second and fourth cabinets for a dagger and a clip then exit on the opposite end.
- 10.Go to door on your immediate right to go outside. Run around the deck and grab the pesticide then come right back.
- 11.Run down this hallway past the bathroom and shotgun room you don't need either of them! Exit through last door.
- 12.Enter the door on the left and go to the save room under the stairs. Save your game and bring the following items with you:
 - Handgun
 - Clips
 - Pesticide
 - Key
- 13.Go up the stairs and into the door on the right. Run to your right and enter the library door.
- 14.Grab the lighter, dog whistle, and clip and exit back where you came from into the hallway.
- 15.Run to end of the U shaped hall 2F and run straight across to the other side into Dining room balcony 2F.
- 16.Run to the second door on the right side and enter. Go straight into the metal door to the outside balcony.
- 17.Position yourself by the herb pot and blow the whistle. Shoot the dogs that come, and use the herbs to heal if your hurt.
- 18.Grab the collar, inspect it and grab the fake key. Run to the opposite end of the outside balcony and enter the door into the Main Hall.
- 19.Run to the other side to the main hall and across to the Dining Room Balcony. Enter the first door on the right side.
- 20.Run to the end and make a right up into the blade room. Swap the key for the fake key quickly and exit the room.
- 21.Run back down the hall and exit into the Dining Room Balcony and go out to the Main Hall.

22.Unlock the door next to the U Hall 2F, enter and grab the Grenade Launcher and leave quickly.

23.Enter the U hall again and unlock the Richard hallway door and enter, re-enter after you leave for the serum and go right back in. You will be letting Richard die, so go into the small room in the next hall.

24.Light the candles and push the case aside, blast the zombie and grab the paper.

25.Exit into the Main Hall and cross to the Dining Room balcony. Go into the second door on the right.

26.Go down the stairs and run past the save room and unlock the last door on the right but don't go in instead continue through the door into the next hallway.

27.Go down the hall into the plant room and use the pesticide. Hit the red switch! Then grab the mask and go

28.Continue down the hall into the Kenneth hall and walk all the way to the end down the stairs and unlock the door and discard the key.

29.Go back to the Dining Room and grab the wood crest from above the fireplace and go back into Kenneth Hall.

30.Go down to the second door on left (Piano room) and unlock it and go in.

31.Push the shelf and grab the notes on the shelf and combine the notes with paper and use it on the piano.

32.Exchange the Gold crest for the wood crest and go put the gold crest in the Dining Room hole.

33.Go to the clock and move the big hand right twice (6:00) and grab the key exit to main hall 1F.

34.Go upstairs to the U Hall 2F and unlock the big green double door and go in and press the knight's buttons as follows:

-Far Left

-Close Right

-Far Right

-Far Left

-Close Left

-Far Right

-Close Right

-Close Left

-Close Right

35.Grab the puzzle box and solve it right there just press the front broad side and the back broad side and grab the mask inside.

36.Go back to the Stairs Hallway with the save room below it, and unlock the door down the hall, but don't go in.

37.Go downstairs to the save room and grab the Flame rounds on the floor. DO THE FLAME ROUND TRICK NOW!

38.Do the Flame round trick and save and bring the following items:

-Grenade Launcher w/240 Flame rounds

-2 Masks

-Armor key

-Attic key

39.Go upstairs and into the U Hall, enter the Richard hallway and go into the Attic. Discard the key and kill the snake.

40.Ignore Richard's shotgun and leave.

41.Go down the U hall and head downstairs past the save room and enter that Hall, Use the Armor key and enter the crow painting room.

42.Press the first switch then head to other side and press the first two on that side and it should be like this towards opening wall:

-Green

-Purple

-Red/Orange

43.Open door and grab the last mask and unlock the gate and go through it down into the tomb put the masks in, in this order from left to right.

-Eyes

-Everything

-Nose

-Mouth

44.Kill the super zombie and grab the button from the coffin.

45.Go back through that gate into the crow room and into the Hallway then straight ahead to the outside and place the Button in the Hole and Exit.

Part II. Cabin

46.Grab the First aid spray and Battery and nothing else. Head down the little stairs through the little door and down the path.

47.Hit the closer red weathervane facing you on West, and the Blue weathervane on North facing you.

48.Head straight through the crow graveyard and up the path to the cabin.

49.Go through the cabin and grab the Crank and then head back out and get knocked out.

50.Run out of there as fast as you can and all the way down the path through the graveyard and up the path into the Shed.

Part III. Gaurdhouse

51.Go through the large door and blast the dogs. Go into the pond area and use the crank and cross the pool and go down the lift.

52.Run straight across to the hallway leading to the Guard house and run down to the House itself.

53.Run straight down the first hall into the large door facing you.

54.Kill the spider and go to the right side of the room down the stairs grab the First aid kit and red book.

55.Exit the room and push the small box in front of the other boxes and climb across them.

56.Go down the hall to the 002 room and go straight into the bathroom and grab the key off the shelf.

57.Go all the way back to the only room in the first hall you haven't been in.

58. Grab the Defense gun off the dresser trust me you will need it.

59. Go into the bathroom and drain the tub and grab the Control room key.

60. Head back to the 002 room and push the dressers in the back and go down the ladder.

61. Run around the edge of the room as fast as you can into the room then go down the ladder.

62. Look at the board for the number and remember it, it is important! Follow these steps as quickly as possible to get out of here alive.

- Press the center console button to try to drain the pool

- Press the rear wall button

- Pull the opposite window wall lever

- Go out into the hall and press the oil pressure button # you read on the board

- Go back in and press the far wall button again

- Then pull the window wall lever again

- Push the Drain button again and your clear

63. Go out into wet hall and go into the door that isn't bars. Kill the first little shark and keep running to the end.

64. Go to grab the key and when the shark comes back to life. PULL OUT YOUR LITTLE DEFENSE GUN!

65. Aim carefully and fire the one round at him and he will die in one shot.

66. Grab the key and head out into the wet hall and through the bar door and up the ladder.

67. Go out the door and down the hall back up that ladder and leave the room.

68. Go down the hall into the wasp room and grab the Pesticide off the Scientist and exit the room fast.

69. Go down past the 002 room to the hole in the wall and use the pesticide into the hole then go back in the wasp room.

70. Grab the key on the desk by the now dead nest and then open up the 003 room in that same room.

71. Grab the white book from the shelf and replace it with the red book and place the books so they form the naked woman.

72. Enter the now open secret door. Run up the stairs and blast the plant with your flame rounds until it dies then grab the key out of the fireplace.

73. Go back to the save room in the front hall and bring the following things with you:

- GL w/Flame Rounds

- Crank

- New Key

Part IV. Mansion part 2

74. Head back to the mansion when you get back inside a hunter will run up to you so kill him.

75. Just making sure your going as fast as you can and remember to skip all cutscenes keep up the good work and you will do this.

76.Go into the save room stairwell and run upstairs and down to the end of the hall and into the fireplace room.

77.Go into Wall puzzle room and follow these steps:

-Push the statue down the center to the far wall

-Run behind the wall and press the button and run right back to the statue

-Push the statue to the left square fast as you can and the door will open

78.Grab the dagger and go down into the hole and grab the Book and examine it for the medal inside.

79.Go down into the grave and kill the spiders in here and continue through the door.

80.Kill the two zombies in here, grab the dagger, and turn on the power behind the chain fence and continue through to the end.

81.Head to the elevator and go up. Make a right and head into the closet door facing you. Grab the battery and leave.

82.Head through the door around the corner and go straight down the hallway to the end.

83.Make a right into the Blade room remember this area? Go to the end and open the door.

84.Walk down into the library and run away from the snake. Go down the ladder and when the snake follows you blast him on the ground.

85.Grab the last doom book behind the shelves in the big pile of books, and get the medal inside. Then head back the way you came through the blade room.

86.Make a left and head back to Dining room 2F look at the map you'll see what I'm talking about.

87.Head right into the second door right next to you and wrap around the stairs into the Deer head room right there.

88.Push the Box towards the DEER HEAD ONLY! YOU DON'T NEED THE OTHER GEM!

89.Turn off the lights and run to the opposite side of the room till you hear the eagle click.

90.Now run to the other side and climb up and grab the red gem before the eagle clicks again.

91.Head out and back to the Dining Hall 2F and out into the Main Hall and down to the first floor.

92.Enter the last locked door next to the statue room door and discard that key.

93.Go back into the curtain room and blast the zombie, grab the dagger and the box, and put the red gem in it and grab the new key. (The puzzle is elementary.)

94.Head out into the Main Hall and up the stairs straight into the graveyard.

95.Go through the graveyard and into the crow room and through the crow room into the hallway and use the key on the office door.

96. Turn the light on and grab the button off of the dresser and leave.

97. Head back out to the shed and out double door into the courtyard. Go through the pond area and down the elevator.

98. Run into the bottom area and place the battery in the terminal and take the lift up.

99. Run back to the pond and use the crank to shut off the waterflow.

100. Run back to the elevator you took up and take it down again then go straight into the now open area under the waterfall.

Part V. The Underground

101. Make a right into the door and follow through into the pit room, then head down to the door at the end and enter.

102. Talk to Enrico, and then grab the hex crank from him and blast the hunter that comes in then leave.

103. Head back to the entrance hallway and go to the Chest in the middle of the Hallway Save if you life and take these items:

-Grenade Launcher w/Flame rounds

-Hex crank

-Button

104. Use the hex crank in the hole and continue down into the next hall.

105. Touch the Boulder and then run back into the doorway until it crashes past you. Then follow through into the now open room.

106. Blast the large spiders and grab the knife on the barrel and use it to cut through the webs on the other door then go through.

107. Make a right and continue into the new hall and use the crank 3 times to make the hole face left.

108. Jump into the new hole to dodge the boulder and enter the door.

109. Use your crank to push the statue off the wall and use the circle in the middle of the room to turn it to the right direction and push in its obvious open hole then grab the fuse add on cap and then run all the way back to the item box in the first hall.

110. Go down into the pit room and walk up to the Control panel and open it, Grab the fuse inside.

111. Mix the Fuse cap and the fuse then put it back in enter the following code when prompted 4231

112. Go down into the pit.

113. Head straight ahead into door and avoid Lisa and wrap around into the unlocked door (check map if unsure)

114. Head to the end of the hall and push the box into the elevator and then push the button.

115. Head back out of here and back out of this creepy hall.

116.Head down the ladder past the item box and push the box out of the elevator into the hole then press the button.

117.Jump down in the garbage and grab the broken flamethrower and head back up the ladder.

118.Enter the creepy hallway again and avoid Lisa the whole time while pulling the lever on the other side and Running to the locked door and placing the flamethrower on the rack before it closes and enter. Be quick as you can man.

119.Run straight through here into the water hallway and wrap around into the new room.

120.Grab the box on the night table and open it up and combine the round thing with the Button thing then head up the ladder.

121.Head up the ladder and you'll be in the Cabin again run back up to the shed.

122.Enter the Door and grab the medal you used to previously unlock the door and exit this room.

123.Head straight ahead into the crow/painting room use it to go out into the graveyard and then right into the Main Hall
(Again I warned you, you need to know the map, so look at it if your confused)

124.Go down underneath the stairs and use the two Buttons on the door and head on inside.

125.SAVE YOUR GAME and take the following items with you from the box:

-Grenade Launcher w/Flame rounds

-Wolf Medal

-Eagle Medal

126.Head down into this new pit.

127.DO NOT GIVE BARRY BACK HIS GUN SAY NO he will then die and you will have to fight Lisa.

128.Push the 4 blocks around the ledges off while avoiding Lisa. This will open the coffin and prompt Lisa to stop and jump to her own death.

129.Grab the file from the ground and from inside the coffin and Barry's gun if you want doesn't matter but it's a little fun.

130.Head through the open gate and into the elevator up.

131.Use the Wolf and Eagle medals on the holes and go down into the Laboratory.

Part VI. Laboratory

132.Run around the machinery and down the ladder then straight past the stuff and into the door.

133.Run to the stairs at the other side while blasting zombies everywhere and go downstairs.

134.Run to the right and into the double doors down the hall into the computer room.

135.Turn on the computer and enter as follows:

Login: John

Pass: Ada

Password: Mole. I MEAN CELL! Cell is the password!

136.Unlock the doors on 2F and 3F on the computer and exit the room.

137.Head back upstairs and enter the Filming room and Go to the control panel on the right wall and enter this password 8462

138.Enter the now opened secret door and grab the key then head back downstairs.

139.Go down the hall blasting zombies and go to the two close together doors.

140.Unlock the door to your left but don't enter then unlock the one in front of you leading to the elevator and enter it.

141.Blast the zombies and enter the Door on your right that leads to all that Machinery and Goblins or Gremlins or Chimeras or whatever you feel like calling them this time!

142.Head straight up to the end of the room where that furnace is and make a left and blast the chimera.

143.Grab the Fuel canister from the Control Panel and exit back into the main hall.

144.Head to the door to the left of the stairs up and enter it, grab the first aid kit on the floor.

145.Enter the second door down and blast the zombie inside then refill your canister in the machine and WALK SLOWLY back outside.

146.Continue to SLOWLY WALK with your canister full of Nitro all the way back to the chimera room and place it back into the console where you got it from.

147.Now find the door to the next room on the other side and make a left and find the door to the final room in here.

148.Press the button on the computer on the opposite side to enable the elevator.

149.Run all the way out of all this machinery area and head down the small hall and turn on that big elevator and take it up.

150.Continue into the monster making room and drop the Tyrant be sure and skip all these time consuming cut scenes.

151.Grab the key off of the floor by Wesker and unlock the door via the console on the opposite side.

152.Head back down the elevator and exit into the main hall.

153.Run back up the stairs and run back into the save room and climb up the ladder.

154.Unlock the door and go inside now run down the hall until you see a fuse and grab it.

155.Run down to the end of the hall and put the fuse in and go up the elevator.

156.Grab the Flares and place them in the middle of the heliport and fire them

off.

157. Congratulations you beat the game. Now let's check on your time and rating.

IV. Weapons Stats

1. Pistol: standard handgun, slow firing, very weak, 15 round clips, not that fun
2. Regular Shotgun: Powerful, very slow firing, 6 round boxes, always remember to let the zombies get close and aim up for a one hit kill
3. Assault Shotgun: Powerful, little quicker than the regular shotgun, 10 round hold, better all around than standard shotgun
4. Grenade Launcher: Very powerful, slow firing, can hold unlimited rounds of one type, Uses Acid rounds, Flame Rounds (the best), and Regular explosive rounds.
5. Magnum: Very powerful, Medium firing speed, 6 round clips, Blasts the heads right off of chimeras and zombies if your close
6. Flamethrower: Pretty powerful, You get one clip, You run out so fast it makes me dizzy and confused
7. Knife: Why would you even bother?
8. Dagger: good defense weapon love to stab things in the head ^_^
9. Shocker: very fun and quite powerful couple bullets and one of those should do it for a zombie
10. Flash grenade: lots of fun but dangerous make sure you back up before firing because it will blow up that zombie and anything else nearby pretty badly
11. Samurai Edge: Little more powerful than regular handgun, Fires faster hold it down for 3 round burst firing, Higher chance of Head Blasts, and has infinite bullets, all in all quite useful and fun
12. Rocket Launcher: Awesome looking, Fires like a huge Gauss Cannon, Can kill anything in one shot (INCLUDING LISA)

V. Puzzle Solutions and Passwords

1. Clock Puzzle: Move the Hour Hand (Big Hand) to the right twice, that should be 6:00 and then exit
2. Knight Room Puzzle: Move the Knight statues in this order:
 - Far Left
 - Close Right
 - Far Right
 - Far Left
 - Close Left
 - Far Right
 - Close Right
 - Close Left
 - Close Right
3. The Painting Puzzle: Press first button of your left then wrap around the wall and press the first two buttons and then press the wall switch
4. The Fusebox Code: 4 2 3 1
5. The Computer passwords: Login- John Pass- Ada Password- Cell
6. Film Room Control Panel: 8 4 6 2

VI. Credits

Thanks to me Beowhat for another speedy Resident Evil FAQ!

Email me at Beowhat@aol.com if you'd like to thank me or ask a question.

Be sure and look for my future speed Fags for all Gamecube Resident Evil games!

