



First off if you have not read through the guide-line document be sure to do that for additional information - [RE7 Submissions guidelines](#)

Join our [Discord](#) for additional info and Video guides.

This guide will cover the **Console side of Re7 NG+ Easy**. Showing and explaining **Safe routes** and **Pro strats**.

This guide **can still be used for PC** as all strats can be done on all platforms. With only slight alterations.

Safe Routes - Green

Pro Strats - Purple

Important Info - Yellow

Any% - Beating the game by any means necessary.

New Game + - Starting a new game with unlockables such as: infinite ammo, Circular saw, Albert-01R, The Essence of Defense, The Secrets of Defense, Walking Shoes, and X-Ray Glasses may be used.

New Game - Starting a new game as if for the first time. Only the weapons that the in game supplies can be used. NG+ items are not allowed

Knife Only - Only the knife can be used. Even items like the Defense scrolls or walking shoes can NOT be used.

100% - Obtain 100% completion of the game 100% completion must include: destroying all Mr. Everywhere Bobbleheads (20), Picking up all Antique Coins (Easy 18) (Madhouse 33), Read all Files (32), Use all Stabilizers (2), Use all Steroids (4)



Console

The ideal settings you want to start with.
Head over to “Options”

➤ Controls

- Aim Assist - OFF (more preference)
- Camera Speed - 10
- Camera Acceleration - NONE

➤ Display

- Camera Wobble - OFF (more preference)
- Blood On screen - Normal
- Reticle - Always ON
- Brightness - Max (more preference)

➤ **Language**

- Voice language - Japanese (any language besides english saves half a second, Japanese saves just a few frames more than the others)



This game has three different versions with varying amounts of censorship. Uncensored, Cero Z and Cero D. Uncensored is what most will have, however **Cero D saves 25 seconds** over the uncensored version through censorship of different sections. This version of the game will be needed if going for some of the more optimized categories WR times (NG+

Easy PC/Console). The Cero Z version is a slightly less censored version of the Cero D version and saves less time than it, so can be ignored.

The main points of censorship in Cero D that will save this 25 seconds is -

- Jack 1, due to a change in animation Jack has a different starting location which places him slightly closer to his next destination saving approximately 1.5 seconds over the uncensored version
- Jack 2, the animation of his legs walking upon his death and falling over is cut out entirely, this saves precisely 10 seconds over the uncensored version
- Snake Key, the animation of pulling the snake key out of the deputies neck is removed, and in place the snake key is lying on the table next to him. This saves approximately 13.5 seconds over the uncensored version

This version of the game you can find out how to acquire for all platforms by watching this video

<https://www.youtube.com/watch?v=iFD8Z8JBB1c> - Credit to zgl

Note- you may need to give the store some time to update before you download (sometimes an entire day) You can tell by the size, if it's 21.18 or 21.19 GB it's Cero D. If it's 21.20, it's the uncensored version.

On Ps4 all you need to do is obtain a copy of the game either online from Amazon, or make a Japanese account and obtain the game that way.

Recommended to grab the physical copy because it's just easier.

The Ps4 is region free with **video games only**, So all you need is a copy of any game from anywhere and it will work on any ps4.



Retries

When playing this game at certain points you can do a quick reload (retry) on your game. Doing this resets Ethans/Mia's movement speed to its max, or spawns in at a small distance.

You can pause the game before the retry icon pops up if you time it right. Saving you more time because you pause the game sooner, thus faster.

Console - There are 3 retries on Easy, and 2 on Madhouse.

- First 2 are in the Guest House
- The final (if on Easy) is at the Salt Mines

Black Loads

At times the game needs a moment to load, a black screen will pop up for either a second or longer. There's 3 potential load spots that can happen in the main game. There are other spots that can happen too, but these 3 are the most common during a run.

1st is where you are about to enter the trailer for the first time in the courtyard

2nd is right when you enter the Old House going through the first door to the right.

3rd when you're in the basement on your way to grab the Snake key.

These loads may not happen every time you play

To keep in competition with other platforms runners may pause at these moments to allow the load to complete.

This also happens with the Not a Hero DLC

This happens with the End of Zoe DLC as well but EoZ is timed by RTA (Real Time Attack) so we don't pause on those black screens

This can happen on any console but is more common with the PS4 there has also been cases where this has happened on PC but is very rare.



IGT (In Game Timer)

RE7 time runs with the use of the In Game Timer with the exception of some DLC.

The timer will stop during Loads (with exception the the Black loads)

The timer is moving again with the completion of the load. When you see the “Continue” icon pop up on the bottom right, the timer is moving.

Pausing the game also stops the timer

I-Frames (Invulnerable frames)

I-Frames are moments where an enemy can not be harmed. Every enemy has I-frames. (including Boss Fights)
With Molded you’ll need to wait for their spawning animation to end before you can harm them. This is very noticeable with the 4-legged molded and the Jack 2 fight

Note - You can push enemies out of your way or into animations.

You can use this during the Jack 2 fight to push Jack into his next animation of grabbing the Chainsaw.

Quick Turn Grabs

Quick turn grabs are done when using a controller. This allows you to pick up an item and turn around at the same time. This is done by pressing select, Quickturn input, and down on the left stick at the SAME time.

PS4 - X,O, Left Stick Down

XboxOne - A, B, Left Stick Down

You don’t want to do this to every item you come across.

Mainly you want to do it when the item you pick up and the objective you need to go is opposite of each other. For example the bolt cutters in the Guest House, is on the table opposite of the door you need to unlock

Menuing

Menuing in any Resident Evil game is very important, RE7 is no different. You start out with 3 rows, the top row is for binding items to your D-pad. This is going to mainly be used for Weapons to quickly switch and use them. Everyone has their own way of menuing. The transparent rows down below are for other items that you pick up throughout the game. The Inventory has a cursor, wherever you leave that cursor it will still be in that placement next time you open the inventory.



The ideal way to menu is to organize your items so that you spend the least amount of time in the inventory. You should always know where your cursor is and what items are where so you can make quick interactions

This is something that the more you play/do the more you will learn and get use to. It's best to organize your inventory during down times, (e.g) waiting for a door to unlock or in an elevator.

Note - Discarding NG+ items will send them back to the storage box
Non NG+ items like ammo or meds if discarded will be deleted permanently

FPS (Frames Per Second)

The Axe is fps dependent, the more frames you have the easier it is to kill Mia during the Guest House.

Consoles are capped to 60fps, and depending on your platform you may not always get 60fps. This won't affect you much at a RE7 standpoint and is only really important for the Mia fights but this is one of the things that make Console different from PC.

For PC you will want to have at least 180 fps when running Re7. It will allow you to kill Mia 2 in one hit.

When on PC there are moments where changing to 30fps can help you slip past parts a lot easier and quicker.

There is no FPS limit when running Re7. you can make it as high as your PC can go.

Animations

Interactions

When you go to interact with objects like answering phone calls, using Bolt cutters, or attaching the Crank, make sure you are standing/facing the proper position before interacting with that said object. Otherwise you will lose a bit of time because Ethan/Mia have to stop and move onto the animation before the interaction can start..

There are also moments with boss fights where you need to either position them to quickly move to the next objective, or wait till an animation is over to properly kill them.

Weapons

When using the G17 you can do what's called "Quick shots". Changing back and forth from blindfire to aimfire will cause the gun to be fired quicker.

When loading guns you can cancel the reload animation if you press the block button.

When doing this make sure to block when you see the bullet counter on the bottom right update, or your gun will not be loaded.

Quick Falls

At certain points you can fall down faster than normal if you move correctly.

The list of all the quick falls are in this document [Here](#)

Opening Doors

When opening doors, the door will open faster if you stand at a distance than you would be standing right up against the door.

This is mostly used for doors that are being unlocked but can be used on any door you come across.

Just start mashing the “confirm” button which would either be

“X, or O for PS4”

“ A for Xbox”

Door Boost - In certain parts of the game if you close the door as you’re leaving it, the door will push you giving you a little boost. This can be very risky to do because you can very easily close the door on yourself so do so with caution.

Weapons

Handguns

M19 - The first gun you can obtain in the game. It is located on the 3rd floor of the Guest House next to a med just before the Mia 2 fight.

It can also be obtained later on in Zoe's Trailer by combining a weapon repair kit to the broken handgun.

Holds 7 rounds: has higher damage than G17 and is strong with headshots.

G17 - This handgun can not be missed. It is obtained during the Jack 1 fight from the Deputy who drops the weapon on the ground.

Hold 10 rounds: has good stopping power

MPM - Can be obtained during the Mia segment on the ship. Is located on the 1st floor of the maintenance room in a desk drawer on Easy and Normal difficulty. On Madhouse is it located on the 3rd floor in sick bay

Holds 9 bullets: does the same amount of damage as the G17.

Albert-01R - (New Game+ item) Can be obtained from beating the game on any difficulty.

Has very high damage but only holds 3 rounds and has a high recoil.

Is stronger than all the handguns except the Magnum.

44MAG - Can be obtained by acquiring 9 antique coins and unlocking it in Zoe's trailer or in the Salt Mine Office just before heading down the elevator.

Is the strongest handgun in the game but has a very high recoil and its blindfire accuracy is almost non-existent. Holds 7 bullets: has very scarce ammo but is super strong.

Shotguns

M37 - is located in the Main Hall 1st Floor locked in a statue of a soldier. Removing the weapon causes the door behind you to lock making you unable to escape with the weapon unless you have the Broken, Model , or M21 shotgun. Has a wide spread, is weaker than the M21 shotgun, but holds 4 shells. More than the M21 shotgun which only holds 2

M21 - starts out as the Broken Shotgun and must be repaired with a Repair Kit. Has much higher damage and knockback than the M37 but only holds 2 shells.

Machine guns

P19 - Is obtained at the start of the Mia E-001 Tape on the Ship. Automatically pops up in your inventory.

After the Tape the weapon can be obtained in the Captain's room in the Locker on the 4th floor.

The locker requires a key that is located on the 2nd floor

The weapon is very weak but holds 64 rounds of ammo. Is useful for pushing mobs out of your way but be careful they like to retaliate with an attack after being shot with the P19.

Other weapons

Circular Saw - (New Game+ Item) Can be obtained by completing the game under 4 hours

A very powerful melee weapon that is used to take down most of the boss fights on NG+ runs.

Grenade Launcher - Can fire two different rounds. Flame Round: has a wide radius and does damage over time.
Neuro Round: Stuns enemies and kills 4-Legged molded. Has a splash radius.

Burner - A flamethrower that is located in the Old House. Must combine the Burner Grip that is located at the back porch from the Gallery, and the Burner Nozzle that is located at the Water Station on the Walkway.
The burner was made for the Old House encounters. Works well against insects and Marge.

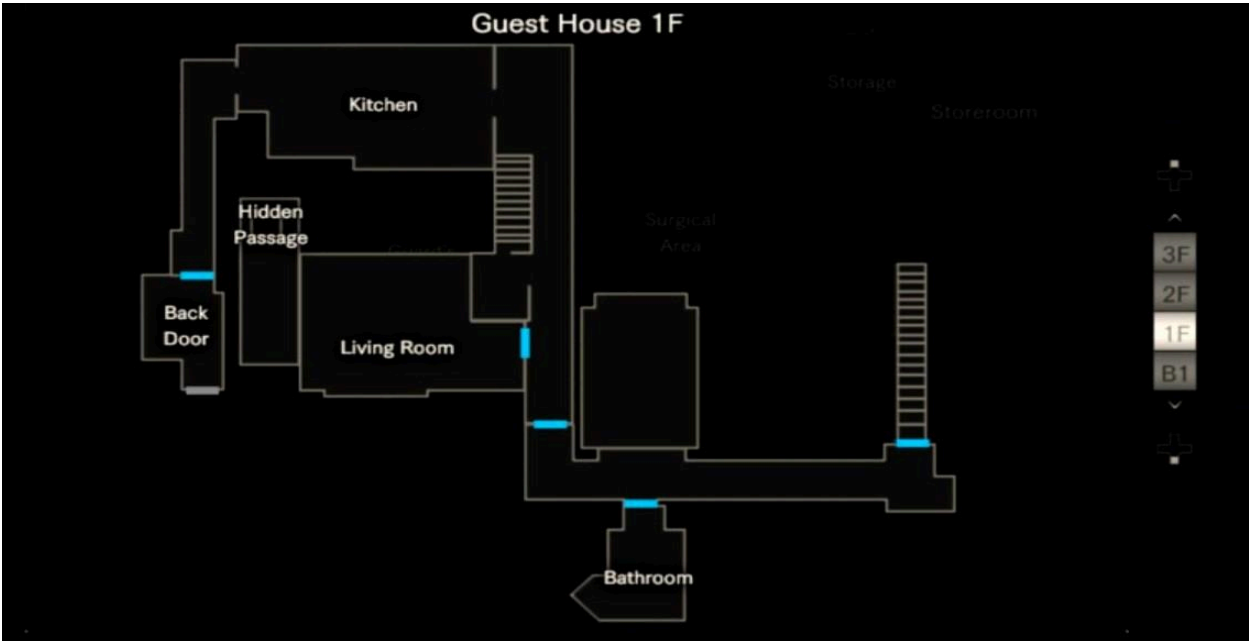
Unlockable Items

Walking Shoes - (New Game+ Item) Can be obtained by destroying all Mr. Everywheres in the game.
Walking shoes increase your speed when walking or when crouched.

Infinite Ammo - (New Game+ Item) Can be obtained by beating the game on madhouse difficulty.
Allows all weapons to have unlimited ammo.

The Essence of Defense - (New Game+ Item) Can be obtained by destroying all Mr. Everywheres in the game
This can be stacked with **The Secrets of Defense** - (New Game+ Item) which is obtained by completing the game on any difficulty.
They increase your defense when guarding.

X-Ray Glasses - (New Game+ Item) Can be obtained by beating the game under 4 hours.
Allows you to see every item, even through walls.



The start of the game, you take control as Ethan and must move forward to the Guest House in the search for your wife Mia.

Sprint forward avoiding running/bumping into any trees or bushes. Ignore interacting with anything and focus on keeping your turns sharp and clean.

Move through the fence that has a sign reading “accept her Gift” and keep pressing forward.

After you turn you will slow down and start to see Jack walking in a far distance. Keep pressing forward and crouch under a tiny fence and drop down to head into the Guest House.

Once you enter the Guest house you will soon get an **auto save** after you open the second door. **This is your first retry.** Use an audio cue of objects falling to get the timing of the pause, or you can create visual cues, example being the wooden planks on the right of the wall. You can pause the game before you see the auto save pop up. **YOU MUST WAIT TILL YOU SEE THE AUTOSAVE ICON BEFORE YOU RETRY!** If you don't you will be sent back to the previous checkpoint

After you've loaded back into the game Ethan is now walking faster, (it may not look it, but trust us he is) head into the **Kitchen** (keep to the right of the kitchen table) then **head to the Living room**. Under the **fireplace** is the lever to pull to open the **hidden passage**. Stay crouched moving from the lever to the hidden door.

Note- for the hidden door in the Guesthouse it is faster to go through if you stay crouched. Staying crouched allows you to open the door faster allowing no slow down to happen when trying to enter that tiny door.



In order to interact with objects you must be looking right at that said object. If the icon for the lever does not pop up adjust your camera angle.

Head through the hole and down the ladder into the **flooded basement**. Stay to the right of the wall to cut your corners. At the end of the flooded water there will be a “**jump scare**” waiting for you. Keep to the right and as you duck under the beam. Move your camera to the right, (facing the wall) this will allow you to **skip the dead body animation** that pops up from the water (you will hear bubbles from the water, you can use those as an audio cue)

Proceed forward to **grab the Bolt Cutters** on the table. This will be your first Quick Turn Grab. This one can be a little tricky because of the angle. After you grab the bolt cutters, use them to **open the cell**. The cursor for your inventory will be on the first box/first row so you will just need to move at a diagonal to the second box/second row and your Bolt Cutter will be there. When you go to open the cell make sure you are standing right on animation for opening the door, otherwise Ethan will lose a bit of time because he has to shift into the animation before opening the door.

Now we have found Mia, you must **follow her** to get out of the basement. After you have control over Ethan again you will need to go into your inventory. Delete the “email sent by Mia” or move it to the bottom of your inventory, you don’t need it so just keep the email out of the way. **Move your cursor onto the bolt cutters** (the bolt cutters takes up two slots)

Continue following Mia till you reach the **Storage room**.

This next strat is timed and triggered based but has an audio Cue that we listen for. While Mia is trying to find the door, go into the next room to the left.

The goal of the game is to roam off and find this door to proceed forward then being caught off guard by Mia being taken by someone.

The goal is to be as close as we can to trigger Mia being taken.

- 1) Stand on the right side of the brick pillar when walking in
- 2) Face the pillar
- 3) Have your camera faced to the right (away from Mia)
- 4) When Mia says "Leave me alone!"
She has been taken and you rush to the door that is now open.

It is possible to get a jump on this trigger using an audio cue. There are 2 piano tones that will play in this segment. After the second tone there will be approximately a 4.1 second gap until Mia says her line and you can start moving. By knowing this timing you can save time by moving instantly, this can be risky as if you move too early, you'll lose time.

If you find you are having trouble with this you may move further in.

This strat is also looked based, Move your camera around if you are not getting the trigger.



Mia 1 fight

Head up the stairs and into the **bathroom** on your left, run into the doorway, then move back out into the hallway, triggering a knock on the door from the stairs you just ran up from. Run down those stairs to trigger the Mia encounter

This fight will not kill you, no matter what happens you will take the same amount of damage that the game gives you. It is an interactive cutscene.

Mia will begin to attack you. Throwing you up the stairs and down the hall. when Mia starts knifing you a prompt will show up, "Resist"

DO NOT resist when the prompt shows up

Resisting makes the fight go on for longer.

After Ethan kicks Mia back

RUN AT HER

Running at her triggers the next animation faster

With that ends the Mia Encounter, She will now knock herself out trying to take back "control" from Eveline



Starting the Mia 1 fight

After Mia knocks herself out you need to wake her up. There is a time limit for Mia which is about 10 seconds. There are a few ways to do this.

The fastest way is when you regain control of Ethan is to tap Forward just a little bit (two tiny taps forward)

There is a white splat of paint on the ground just under her left foot (where you're facing it will be on your right), you can use that to properly line yourself up (line your bottom screen with that splat of paint)

The idea is that you are standing right on the trigger for Mia to rise up, if you are having problems you may be too close or not close enough.

An alternate way is to run into the bathroom, grab and use a heal (to be at full health for the Mia 1 fight) then slowly walk towards Mia and the trigger will rise.





Right as you wake Mia she throws you through the wall, This is the start of the Mia 1 Fight

As she throws you through the wall **LOOK TO THE RIGHT**, Grab that axe!

The axe has two attacks: a heavy attack, and a quick attack

A Heavy attack does more damage but is slower than a Quick attack

Heavy Attack PS4 - Hold L2 then swing R2
XboxOne - Hold LT then swing RT

Quick Attack PS4 - Tap R2

XboxOne - Tap RT

1) Grab that axe then run right for Mia

2) Get as close as you can

3) Crouch

The goal is to clip into her hitbox/body.

4) Do a Heavy attack

If you position yourself right you can kill her in
1 hit

If you don't get the one hit just keep doing heavy
attacks she should fall in 2 or 3 hits

**5) When she grabs you mash your attack
button to punch her off**

This will end with Ethan swinging the axe into Mia's neck "Killing her"

Just before Mia grabs you, if you hold down "block" Ethan will skip his punching animation.

You want to "Kill" Mia where she stands, making her fall in the hallway.

This makes picking up the Axe faster because it's right in your path.



After Mia falls to the floor, run over to the phone, **The phone will not trigger if you are too close.**

Line the bottom of your TV with the shadow of the end table (it will be on the ground to the right), Turn your camera towards the phone to answer it quickly. You can get a jump on this phone call just like on the Mia abduction trigger, but it is risky if you do not time it right.

After you've talked to Zoe run down the hallway and **DON'T FORGET THE AXE.**

The door at the end of the hallway is now open. Once you exit the area this will be **your second retry**. The auto save pops up almost right as you exit through the door so be ready.



There's a green cabinet on the other side of the kitchen. After your retry head **back through the kitchen** to the **cabinet** (the hallway where you first came in from).

Interact with the cabinet buy using the bolt cutter to cut the chains, then grab the fuse

Stand directly in front of the cabinet to get a good animation when using the bolt cutters

Your cursor for the inventory should already be on the Bolt Cutter so when you position yourself just spam select.

Head back into the **living room**, to the right is the **breaker for the fuse**. Install the fuse then make your way up stairs to the **attic**.

Mia 2 fight

When you make your way into the hallway you will be jumped by Mia, let this cut scene play out then head up stairs

Note: Do not pick up your hand, it is not required.

When you head up the stairs press the button that lowers the stairs to the attic.

With the axe in hand head up those stairs, down the corridor to the big open room on the other side.

The room to the right of the stairway has a med and a gun if you can not do this with the axe

Climbing up the ladder triggers the fight so be sure you're ready.



1) Climb up 1 step of the ladder then Immediately go back down

2) Move to the right

Use visual marks on the walls to line up your positioning

e.g small black dot on the wall, picture up against the wall.

3) Face where Mia will fall

Being too close where Mia drops down will get you staggered back and take damage.

4) Aim your camera down (not all the way though)

5) Right as Mia falls and touches the floor, move forward then crouch into her (Clip into her)

Like seriously get up in there!

6) Do a heavy attack

7) while still crouched, move forward into mia again (after the first hit she moves away from you) then do your second Heavy attack.



Aim your camera at the wood
on the wall

Make sure the light
from Ethan is line with
the wood



It is possible to do this in 2 hits on console, but the majority of the time it will take more.

If you lose control of Mia, hitting her head will cause her to stagger back giving you time to recover.

Try to stay behind Mia as much as possible to avoid the chain saw.

If you need to, you can use the Gun.

Out of all the fights this one takes the most practice.

After you kill Mia you will need to wait for Jack.

This is timed, about 30 seconds or so

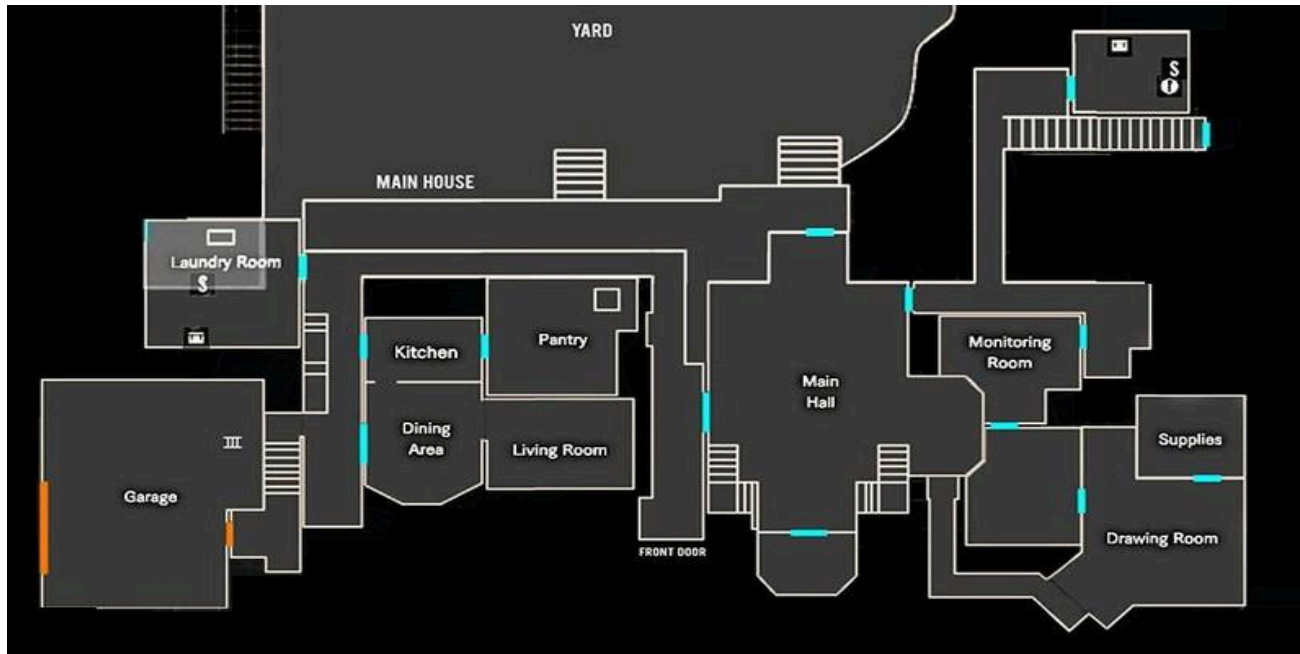
After some time there will be a noise, that's your audio that Jack is ready to appear.

You must be moving

You must not have your back against the wall.

Or Jack will not show up and you will lose time.

With that ends the Guest House.



Multiple cutscenes will play here, Jack drags you to the main house, Zoe will start attaching Ethan's hand back on. Then you awake to a dinner table with 4 people next to you

Left to right
Eveline (Evie)
Lucas
Jack
Marguerite (Marge)
Ethan (you)



Hallway

After the family leaves you now have control of Ethan, **hold left on the left stick** freeing yourself from the chair.

Open the door in front of you then head right, down the hallway.

You need the key on the end table at the end of the hall, they allow you to open the crawl space door.

But once you make your way down the hall Jack pops up

Stay to the right of the wall

And aim your camera downwards while looking at the table/keys.

While you're moving to grab the keys make sure you are still keeping to the right.

Pick up the key

Block Jack's attacks if you need to. If he is between you and the keys when you get thrown it is possible to push Jack allowing you to reach the keys or you can proceed to the Ox door and grab them on the way back.

Head to the double door that's locked and requires an Ox key. Interact with it with a quick turn. This is a trigger for the deputy to pop up quickly. Head back down the corridor to the kitchen, but first you need to get by Jack who is guarding your path.

Crouch and block, he will either do an overhead attack, side swipe, or a lunge attack with the shovel.

Doing quick crouches can help you slip past Jack

After you slip past Jack head through the kitchen to the pantry, unlock the door on the floor that leads to the crawl space.

Careful! - if Jack is close by when you open the door, he will teleport and cut your leg off.



How to Avoid Leg Chop

If you think Jack is too close and he's gonna teleport here's how to avoid his leg chop

- **Crouch** then **interact with the door** while doing a **quick turn**. (Don't forget to unlock it)
 - After Jack swings his shovel above you (he will miss because you're crouched)
Turn your camera around facing the **hatch door** (STAY crouched!)
 - Jack will **grab and spin you** around causing you to **uncrouch**
 - **Crouch immediately** and move to the door that is now open



Head through the crawl space into the laundry room. Quickly unlock the door and open it but don't exit through it yet! A phone will ring...turn around and pick it up, it's Zoe again.

To avoid grabbing the map when you're trying to answer the phone, Look all the way down and wait till you're right in front of the phone to answer it.

After the phone call ends, head to the **green storage box**.

Mash away the messages that pop up (there's normally 3)

Then grab your NG+ items.

You will need, Albert-01R, Walking Shoes, Infinite Ammo, Circular Saw,

Some players will mash everything that's in their inventory and delete it during the Jack 1 fight. Some people find it faster to pick out the items they need and leave the rest.

After you grabbed your items head into the kitchen

To Trigger the Deputy to Spawn

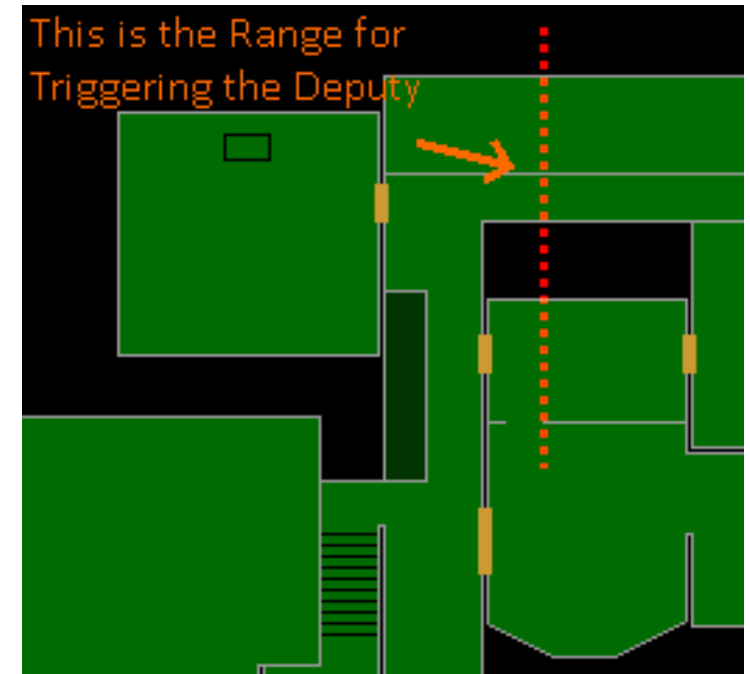
You must have interacted with the Ox door

Then after you answered the phone call with Zoe and grabbed your items, head into the kitchen

Graze up against the pillar that's between the Kitchen and Dining Area

Walk to the Fridge or the garbage can in the kitchen also works

Once the Deputy spawns, run up and speak with him.



Hallway Skip

If Jack is out of view, it is possible to **force him to break through the wall** by turning around at the right moment. Skipping having to go through the kitchen to the pantry

After you **touch the Ox door**, move to Jack and crouch, he will **do an overhead attack**.

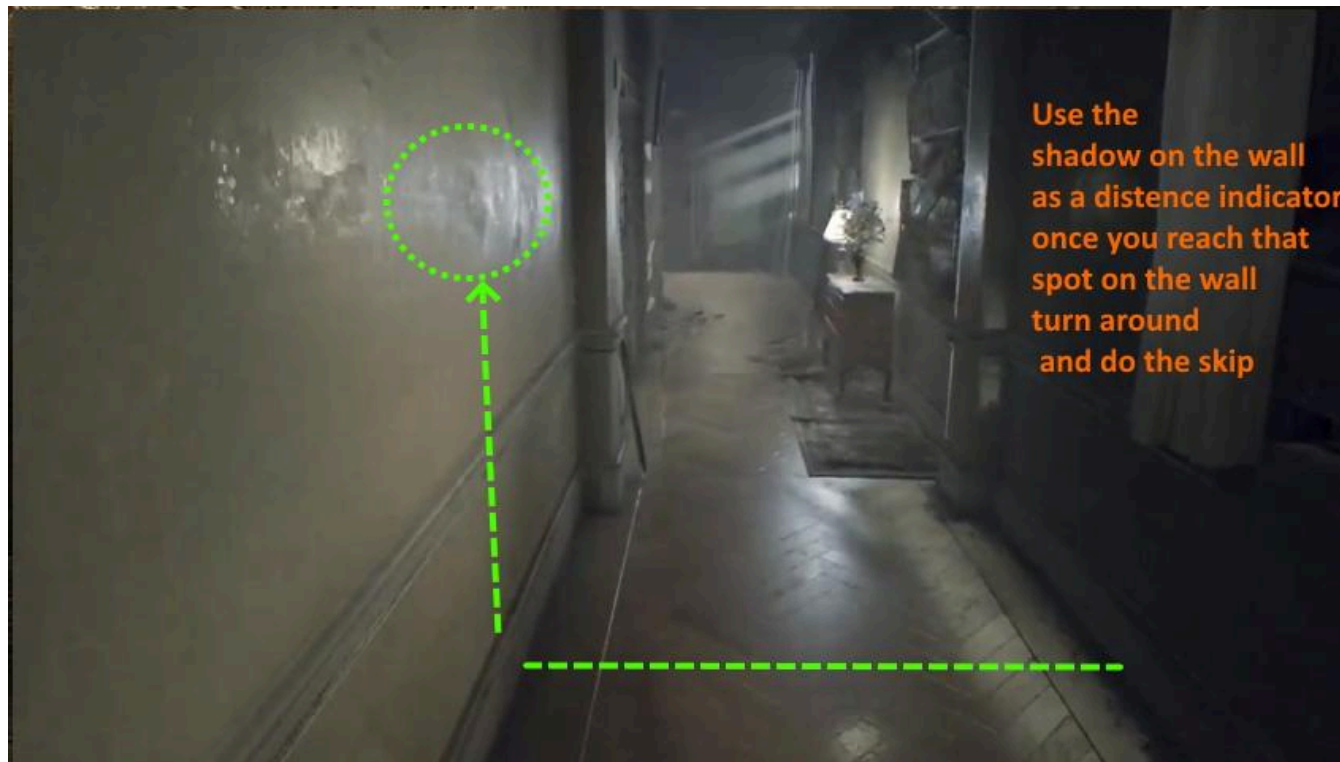
It's easier to **crouch with space between you and Jack** because he will lunge forward then do his overhead attack giving you a bit more time to slip past him.

Once he's in the overhead attack animation **quickly move past him** and head back down the hallway



Note- sometimes when Jack does an attack he will autocorrect himself to be aimed where you are located. This is seen on Console more than PC simply because PC has faster camera movement and can escape Jack faster than Console.

Once you are running down the hallway, almost half way **turn around**. Jack will burst through the wall opening the pantry area for you. There is a dark spot on the wall that you can use as a visual cue to know when you're the right distance.



Note - Jack must be out of view in order to get this skip, that's why we force the overhead attack, it delays him enough so we can pull this off.

It is possible to get Hallway Skip without the overhead attack

Once Jack has burst through the wall one of two things will happen. He will either let you pass or you will get grabbed.

When you are pushing to get by **Turn your camera on Jack!** For some reason if you look at Jack he will not move in the room and grab you. He will stay in place (most of the time), allowing you to open the crawlspace.

Once you have unlocked the crawlspace keep looking at him. Looking at him will keep him standing still long enough for you to drop down.

If Jack grabs you, immediately crouch and turn at the SAME time, Fail to do this and you will lose your leg.

Run to unlock the crawl space door then again, crouch and keep your camera opposite of him. (similar to the **Leg chop** avoidance) Jack will grab and turn you around, and then once more time crouch, the door will now be open and just drop down.

Jack 1 Fight

After the deputy hands you the knife, head down the stairs and cut the tape to open the garage door. This is the start of the Jack 1 fight.

On Non Cero D Jack will kick the Deputy and hit him with the shovel a few times.

On Cero D Jack will just break the shovel and grab a new one from the shelf

This part on Cero D saves 1.5 seconds

Note - the shelf next to the car will sometimes not break this is called **Shelf Lock**. you will either have to retry the fight, bait Jack around the shelf, or just get in the car and run him down.

Saw strat - One way to do this fight is to use the saw.

Once the fight starts, begin sawing Jack right away till he starts strafing to the side.

Once he does then move to the other side of the shelf next to the car.



Jack should Break that shelf (This is where the Shelf Lock can happen)

When he's in his animation of breaking the shelf, shoot him once (or twice for good measure) with the Albert. Having Enhanced ammo can help here but is not required.

Jack will enter the car, this is a good time to organize your inventory if needed.

Start sawing him as he's entering the car and don't stop sawing till he's good and dead.
He will drive to the left when he enters the car. Be sure to keep up with consistent damage with the saw.

Here's a Video tutorial on this Jack 1 fight

<https://www.youtube.com/watch?v=tbLWNnbAXwU> - Credit to zgl

Gun Strat

- For the gun strat you wanna have your **Albert on enhanced ammo**. Once the fight starts, walk backwards toward the car while **firing 3 shots into his chest**. Fire the second you can move Ethan. Head to the back of the car and as Jack swings to destroy the shelf, shoot him once more. He will now rip open the door, and head into the car. As this is happening, move to the right side of the car and **stand next to a Tire that's sitting on a table**

This last shot needs to be timed right because **Jack has I-Frames here**.
Jack will drive his car toward you to the right and when he does, shoot him in the head.

This will kill him and end the fight.

This strat saves 1 second if done right, if you mess up you could lose more time than you would if you had not done this strat so be careful.



After Jack crashes his car, crouch next to the ladder, and use this moment to organize your inventory. Jack will get up from the car and start to walk towards you. Use the saw (or any weapon really) on his knee to keep him from grabbing you.

The car will explode dropping the ladder down for you to climb up
Note- there is a small delay with the ladder where you can not climb it right away.
You must pick up the G17 for the game to allow you to climb the ladder

Once you've climbed the ladder turn right, and **do a quick turn on the Ox key** then press your select button

This allows you to unscrew the key faster than just picking the frame up and turning it around.

After you unscrewed the Ox key do another quick turn and move the shelf

Depending on your position you can quick turn into the shelf in one motion.

Once you moved the shelf **grab the Ox key** then head down to the **Ox door**

If you did the **Hallway Skip** it will be faster if you head through the kitchen to the Pantry and out the giant hole in the wall Jack was kind enough to make for you.

Unlocking the Ox door puts you in the **Main Hall**.

The objective here is to obtain **3 dog heads** to open the door that will lead outside.

When entering the Main Hall **go straight to the Clock that's located across the room and pick up the pendulum** (don't do a quick turn grab)

Note- there is a delay with picking up the pendulum. Confirm interacting with the pendulum and then move right heading up the right stairwell. The pendulum will pop up after a second from grabbing it.

Once upstairs head to the Recreation Room, on the left there is a book, open it and you will find the **first dog head**

Do not Quick Turn Grab the Book!

You can quick turn after grabbing the dog head though or just turn your camera around.

Head back out the way you entered and make your way to the Bathroom

Interact with the **Bathtub** draining the water to uncover the **Eagle statue**. Still standing between the bathtub and the bathroom door, do a quick turn grab on the Eagle statue once it's available then interact with the door that is now closed .

OoB SetUp (Out of Bounds)

Even though there are multiple spots to go OoB this game, only one is usable thanks to **Rossrossy**. The OoB allows us to grab Red Keycard early that's located in the Workshop down in the Processing Area.

With RE7 the game triggers/interactions must be done in a select order or else the game will soft lock. Doing OoB we will have to take little detours to prevent that from happening.

Out of bound Softlocks

Doing OoB can cause spots to softlock if not done right

➤ **Eagle Statue**

Even though we don't go through the door that the Eagle statue opens we have to **solve it** because it's connected to the Incinerator Room puzzle. If we don't the Incinerator doors won't open and the puzzle can't be completed.

➤ **Clock Puzzle**

The Clock Puzzle in the bedroom **has to be solved** before opening the blue/red Key door. If you open the blue/red Key door (the door that leads to Lucas TV) the TV will not work and you can not proceed forward.

The OoBs saves about 17 seconds roughly, so if you find you can't do OoBs yet I recommend not doing it in your

runs. You can easily lose more time if things go wrong.

This whole setup must be done without enhanced ammo!!!

Starting at the bathroom when you attempt to leave, Jack will show up throwing you over the tub. Once you have control over Ethan, **shoot Jack in the leg** making him kneel down then **quickly move past him, head left** after exiting from the bathroom and **drop down the broken stairwell**.

Make your way to the **Clock in the living room** and **attach the pendulum** you grabbed earlier in the Main Hall to get the **second dog head**.

Organize your inventory ending with the cursor on the Eagle statue while waiting for the Dog head to drop.

When waiting, move in front of the lamp located left of the clock. (That's the furthest distance you can be to pick up the dog head.)

Grab that dog head, turn around (don't do a quick turn grab) and **exit to the hallway from the kitchen**.

Right after grabbing the dog head you should hear Jack jump down from the broken stairwell.

Fire a few shots to get Jack's attention as you're heading out to the hallway.

You don't want Jack heading into the dining room or else he will break the table causing a time loss.

Once you know Jack is following you



you will hear him say things like “I see you!”
His movement will increase in speed

Head down the hallway with Jack following you

If Jack is **far away** he will burst through the wall. If you did the **Hallway Skip** you don't need to worry about this because the hole is already there

If he is **to close** you won't be able to insert the eagle statue on the podium when entering the main hall. If Jack is in the Main Hall or nearby the game will not let you insert the Eagle statue unless you kill Jack or make him go away.

At the **end of the hallway** before turning to the Ox door that leads to the Main Hall

Turn around and shoot Jack

Make sure you blind fire the shot!

If doing the slow stagger you could aim the shot.

You need to delay Jack so you can go and insert the Eagle statue and solve that puzzle.

Fast Stagger - If Jack is far down the hallway you can shoot him in the chest creating a fast stagger. This is risky to do because the delay animation is shorter.

This trick goes hand in hand with the **Hallway Skip**

Slow Stagger - A safer way to do this is to shoot Jack in



the waist/ lower belly area.

This will cause Jack to kneel down making the delay longer allowing you to insert the Eagle Statue with no problem.

Careful!! Shoot to low and you will kill him

Eagle Statue How to Solve - Move the left stick left and the right stick at an upper left angle. You will need to adjust it a little bit.

Run into the main hall and insert the Eagle Statue and solve the puzzle to open the door.
Doing the Eagle puzzle is just a trigger to keep the game from softlocking.

Don't shimmy through the wall if you're doing OoB.
If you're not doing OoB go ahead and shimmy through.

Wait for Jack to come into the Main Hall and **head up the stairway to set up for the out of bounds.**



Note - You can do this on any of the two stairways but you wanna do the one to the left stairs because it's closer to our objective.

The Goal is to have Jack grab and turn you around when facing the wall, this allows you to easily clip out of bounds.

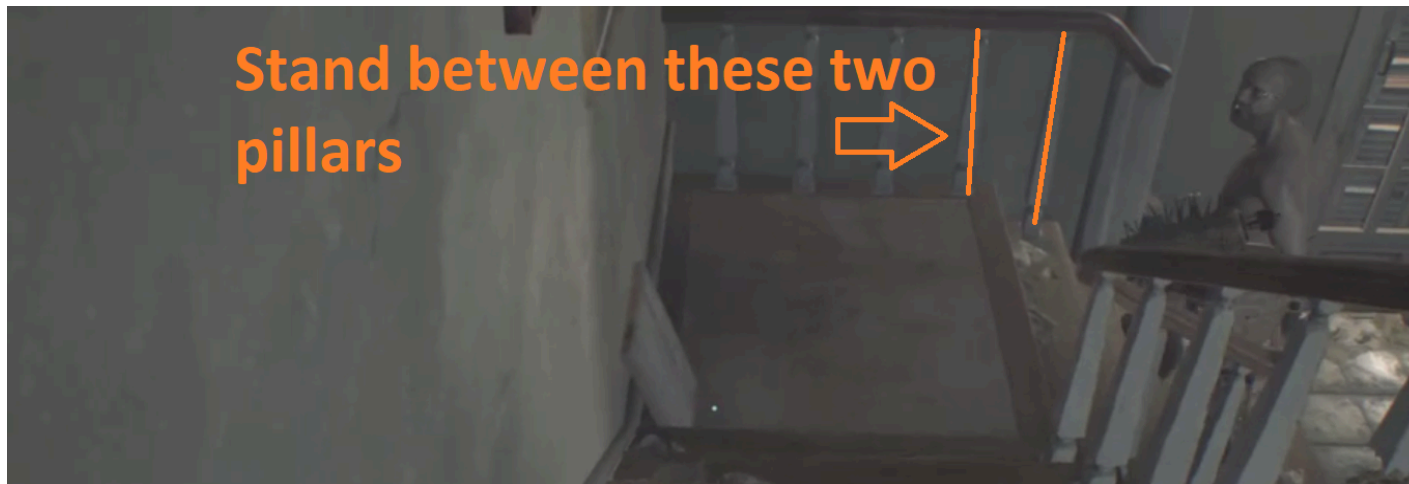
Fast OoB - Head to the left stairway with Jack following you.

Once he steps on the 2nd or 3rd step, shoot **him in the leg**. **Without enhanced ammo Still!** to force him to kneel. Move past him and **stand in front of the wall**.

Note - When shooting Jack make sure he does not fall in the middle of the stairway. It can make it difficult to get past him. You can avoid this by shooting the left leg, if he is close to the left side, and vice versa. Just remember: Right side right leg, Left side Left leg

This will cause him to fall more to one side making it easier to slip past him.

If on PC when squeezing past Jack you will want to change to 30FPS here to make it very easy to get past jack.



Safe Oob- A safer way to clip OoBs is to head to the **right stairway** instead of the left. **Lure Jack up those stairs** and proceed to the left stairs from above. With Jack still following you line yourself up for OoB.

Remember this is still done without enhanced ammo!!!

Once Jack grabs you, Ethan will clip out of bounds.

You want to change all your weapons to enhanced ammo now

Once you're OoB you need to walk a specific route.

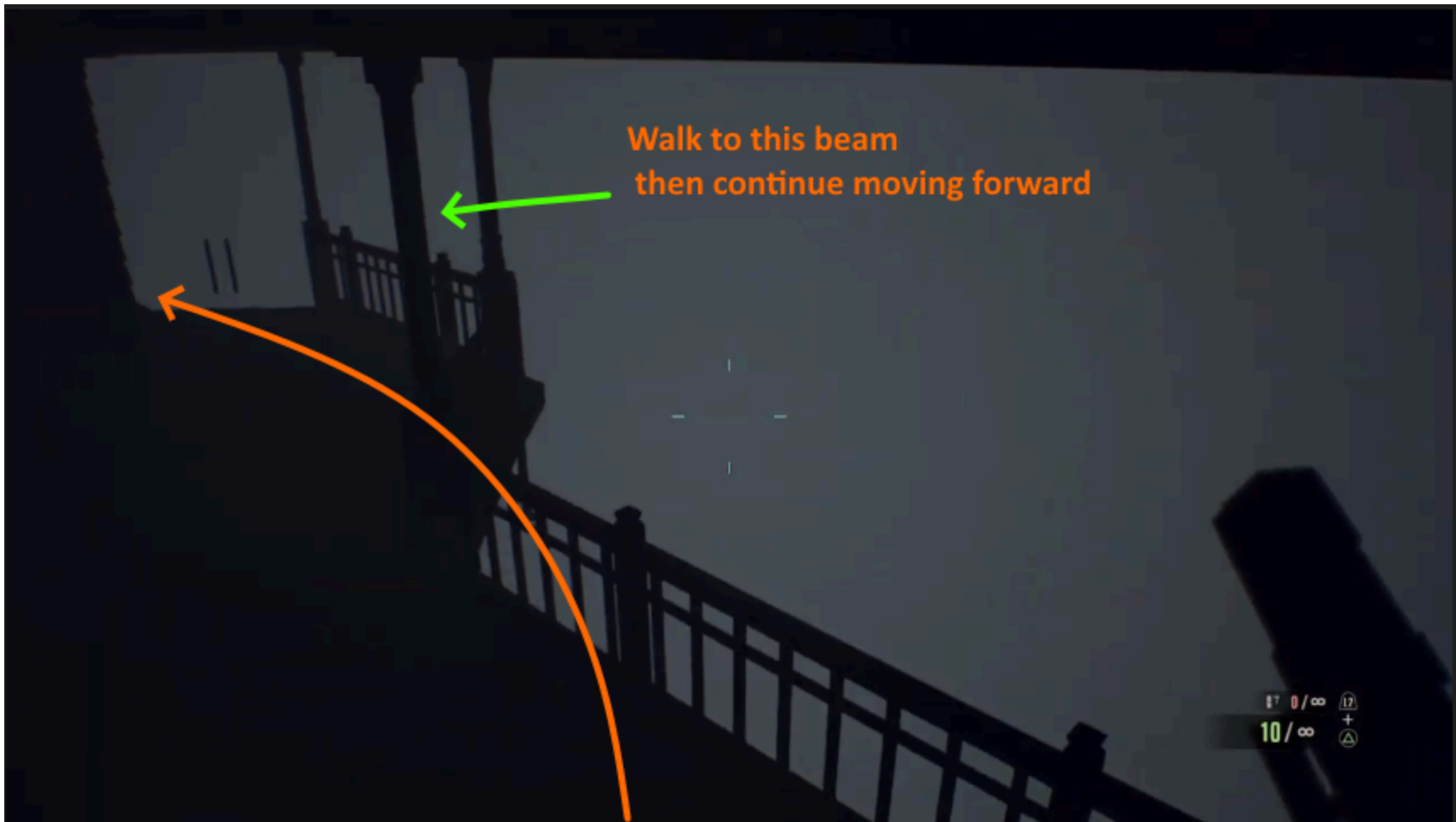
When out in the Void depending on your path, different things will load in. To make sure we load the right rooms we need to follow a specific line.



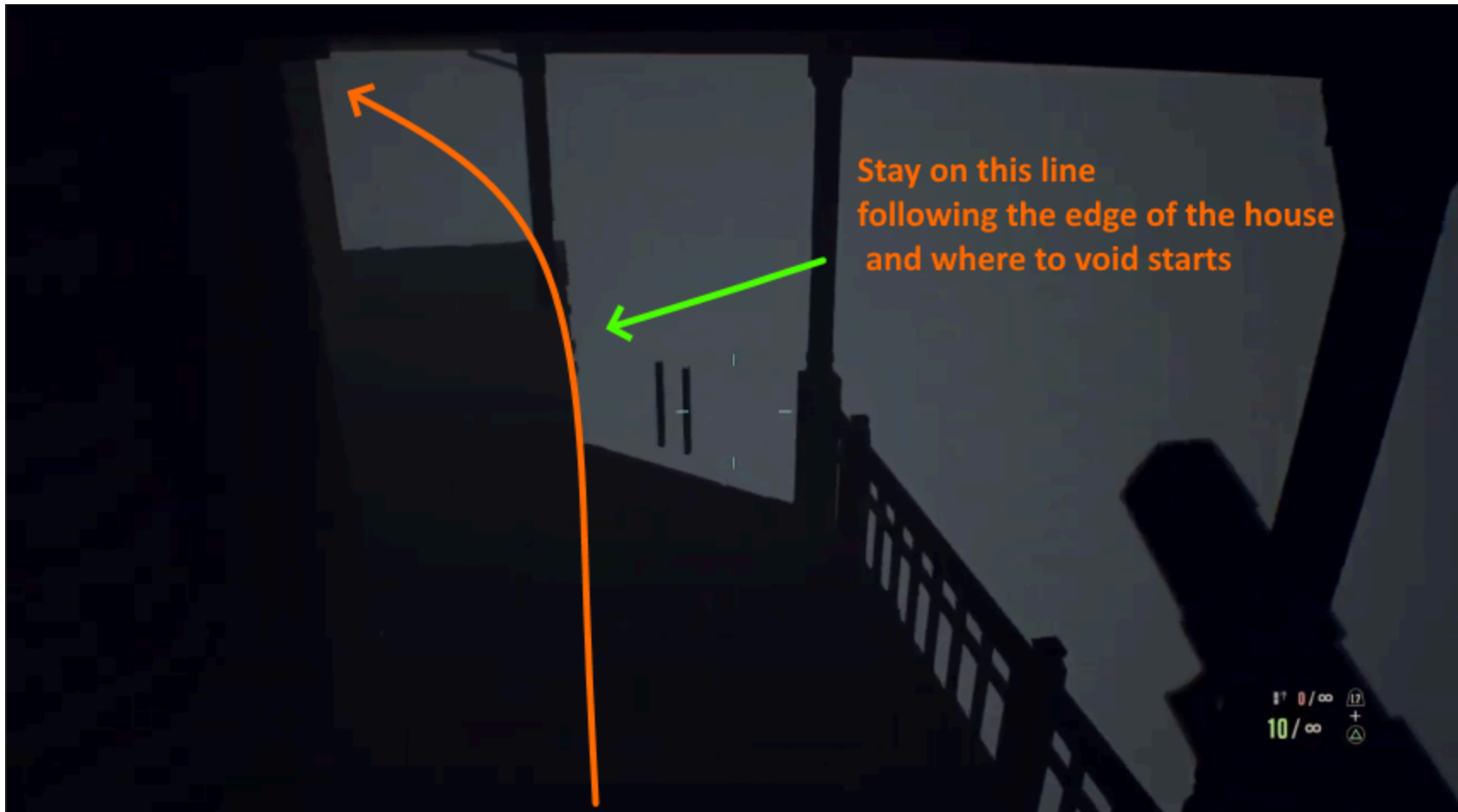
Walk through the first beam of the house.
Then make your way to the small fence and follow the left of that fence to another beam.



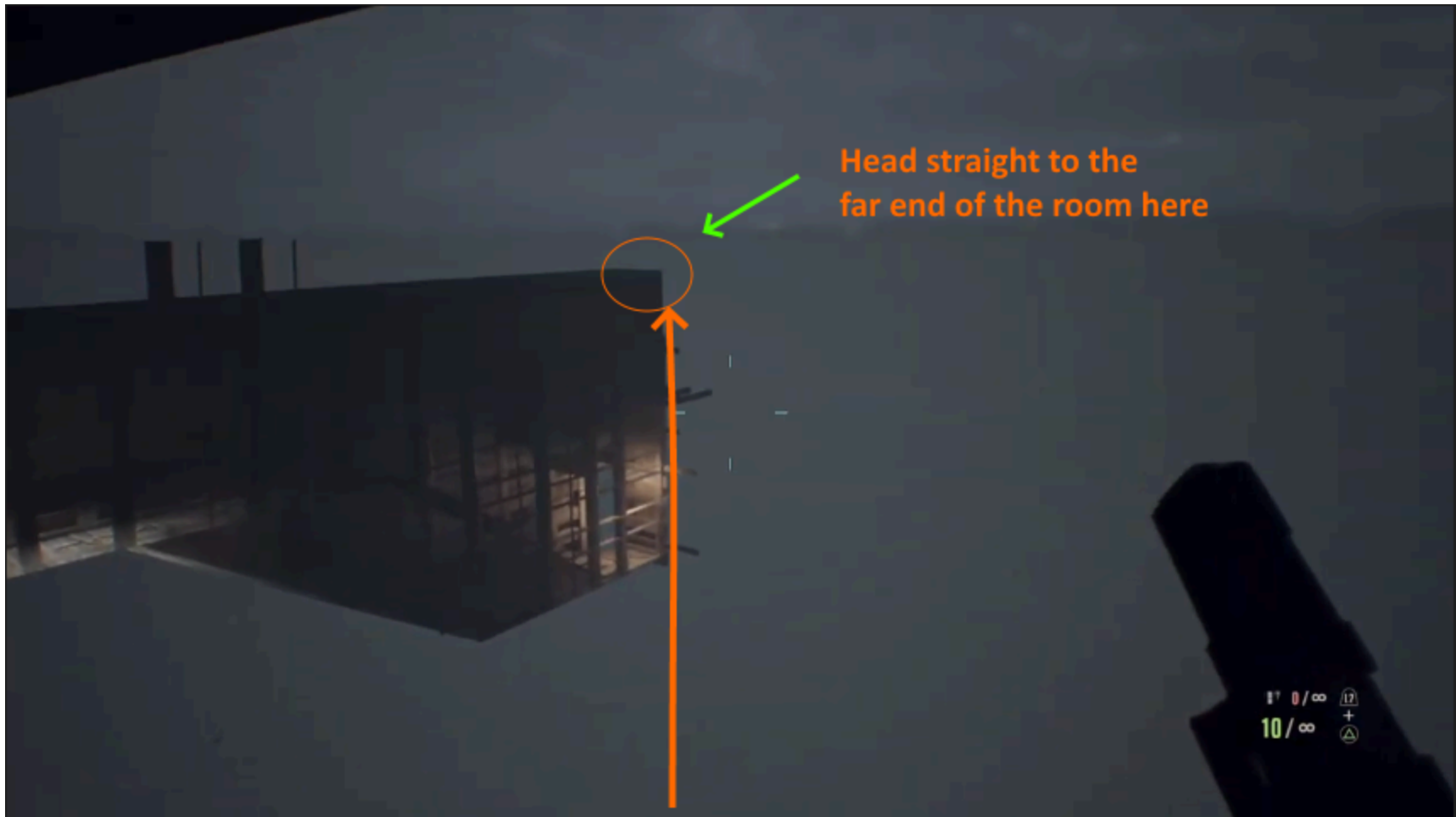
Head to the first beam once you turn left. Be careful that you are not too close to the house when turning here, OR that you are not too far out in the void. If you do different things will load.



Head forward while walking on the edge of the deck and through the pillars.
Make sure to stay on the line.



Once you walk to the edge of the house look left and you will see the hidden passage stairs.
Walk to the far end of those stairs



Stand on the right side of the edge of the stairway and inch forward. You will soon begin to fall.



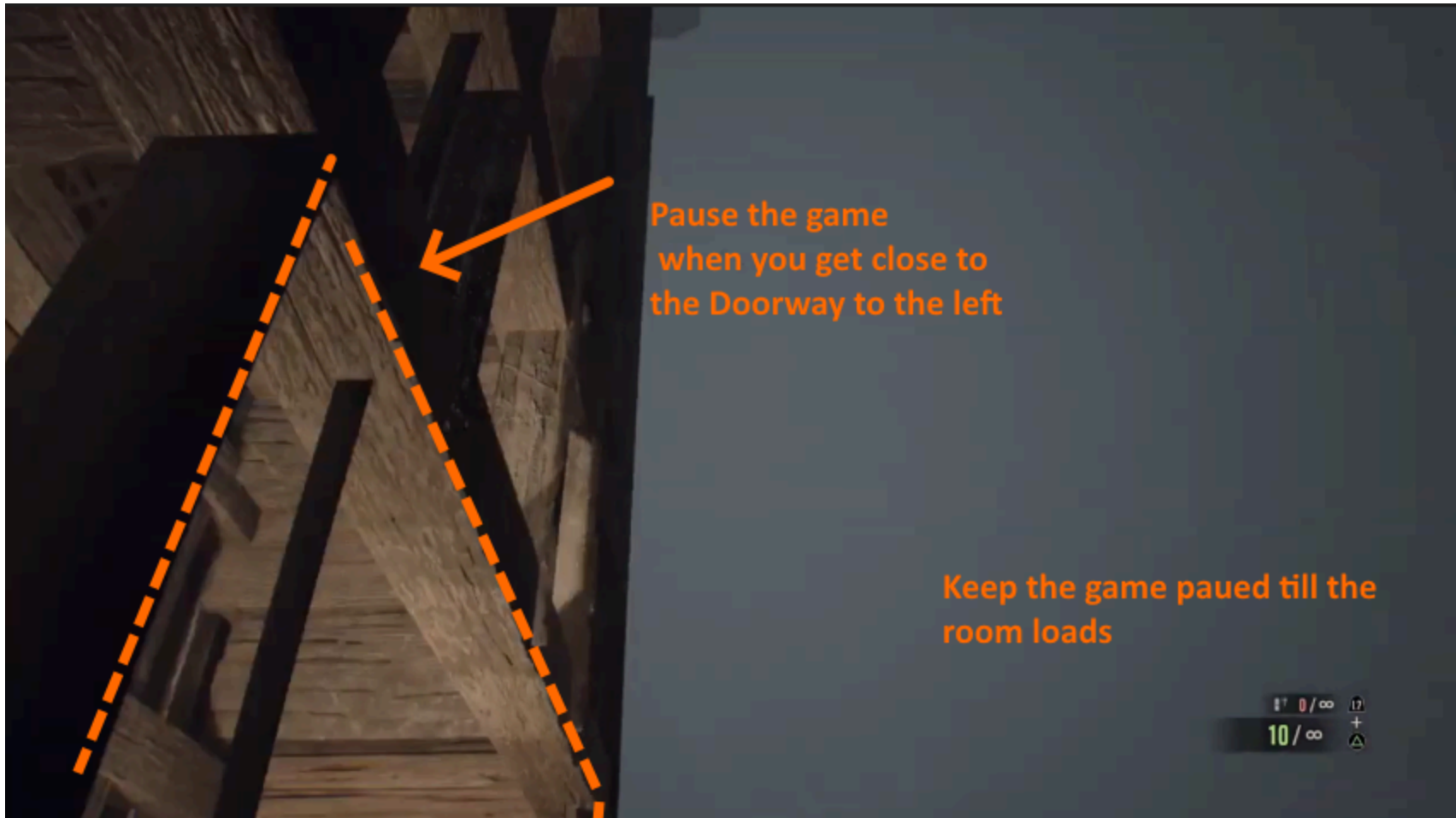
Walk forward
along the right side
of the stairs.
You will then begin to fall.

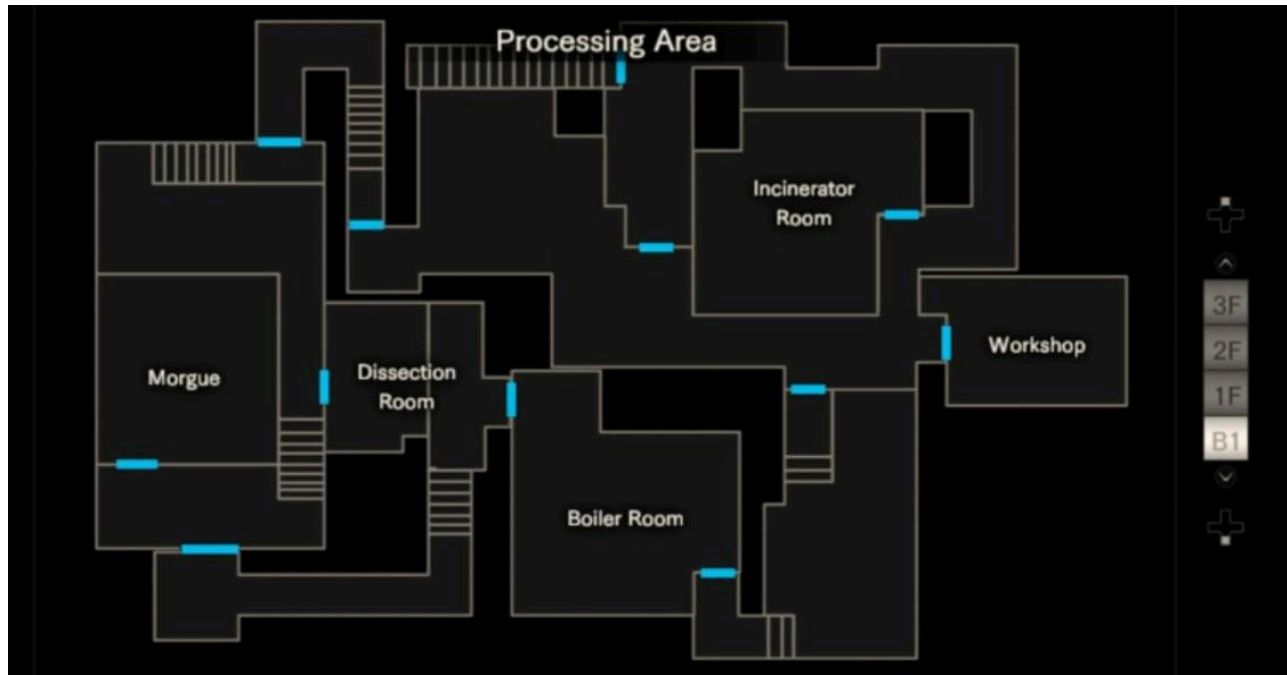
On Console you will need to pause the game to allow the room to load. Once you begin to fall, pause the game.

Be careful not to pause the game too soon or too late. If you don't pause the game at the right moment you will just fall down into the Void and then be teleported back to the start where you first clipped out of

bounds.

As a visual cue for the pause, wait till you are near the stairway door that's on the left.





Processing Area

Grab the Red Key card located on the table, exit the room and **turn right** heading into the **Incinerator room**. This will be your first molded encounter. **With enhanced ammo** pop the molded in the head with the Albert (Blind fire

don't aim!).

Afterwards you will need to solve the incinerator puzzle to get the **"Dissection Room Key"** .

"Lucas,

I caught the guy who keeps trying to escape. I've locked him up in the leftmost incinerator so he can't get away again. Take him out when he's ready.

You know how to open the door, don't you? Just remember: 3 a's and a handprint.

Do what you want with his girl."

To solve the puzzle press the incinerator door with the **Red handprint**, then press the **last door** all the way to the right. It will cause the first door to unlock and give access to the Dissection Key.

- Open that door
- There will be a mold in the door, ignore him.
- There's a small delay in grabbing the Dissection Key, use this delay to organize your inventory. Move your cursor to the next open slot.
- Grab the Key and proceed to the "Boiler Room"

In the Boiler Room there will be a mold in your path. Stay to the right and head straight to the Dissection Door

There will be a mold in front of the door



Aim your camera high and blindfire at his head once in view.
Then quickly unlock the door. Your Cursor should automatically be on the keys

Jack 2 Fight

You are now in the **Dissection room**, you will notice the room has a shelf blocking half the space and the **last dog head** on that shelf.

DO NOT grab it!

This only triggers a small scene where Jack comes and takes it away without him noticing you.

Make your way down the hall to the "**Morgue**"

There's herbs and chems in the hall if you need them.

Head up the stairs and **grab the Last dog head**. It is hanging on a hook.

Before grabbing the dog head note there is a med to the right on a gurney.

Make sure you're ready, grabbing the dog head starts the Jack 2 fight!

Jack surprises Ethan when grabbing the dog head and kicks him down to the floor.

Jack has **I-Frames** that we need to watch out for this fight.

At the very start of the fight and after grabbing the Giant scissors Jack can not take damage

Part one of Jack Fight

Have your Albert ready to blindfire at Jack's head
You must wait to shoot him because of his I-Frames

An audio cue for Jack when he says
"You **AIN'T** getting away" -English
When he begins to say the word "ain't" that's your cue to fire your shot

"Omae wa, **mou**" - Japanese
When he begins to finish saying "mou" that's your cue to fire your shot

How to Avoid Jack Grabbing you at the start

If you look up, aiming for the top of his head Jack will not grab you
If he does it means your camera angle was off
After you shoot Jack (Do not aim, blindfire it!)
He will fall to the ground

Take out your Circular Saw and do damage to him like crazy!

When firing at Jack make sure you are in front of him so he falls directly in front of you, you don't want him falling to the sides or you'll get a bad animation where Jack takes his sweet time grabbing the Scissors.

Even after he stands up you can still continue sawing him till the last moment

Careful- If you don't back off at the right time he will grab you

When Sawing Jack push him forward towards the Giant scissors

This will put him right on the animation for opening the fence right away, preventing him from circling around and walking to the scissors causing a time loss.



Once you've done enough damage he will rip open the gate and grab the giant scissors.

Use this time to organize your inventory, move your cursor to the next blank space (that is where the Chainsaw will go)

Part two of Jack Fight

Jack has I-Frames when grabbing the scissors.

Wait till his entire animation is over and one more time, shoot him in the head with the Albert

About 1.5 seconds after he finishes saying the word “Groovy” pop him in the head.

And then finish him off with the circular saw

DON'T FORGET TO GRAB THE CHAINSAW DURING THIS FIGHT

When killing Jack on non Cero-D he will explode his torso leaving behind his lower half falling to the ground. He will stand back up and walk a few steps before completely “dying”.

On Cero-D his body just explodes and he falls to the ground dead.

Cero-D here saves 10 seconds because his death animation is faster from being censored and thus can use the chainsaw to open the door sooner than Non Cero-D runners.

Head back out through the Boiler room and **turn left after exiting from the Washroom. Open the door divider**, and walk to the table that has the **Scorpion key** (do a Quick Turn Grab) that's located in the Meat storage area.

Unlock the door that's around the corner(Tool Storage area) that leads back upstairs from the Corridor and head to the **Scorpion Door**, unlock it

Menu onto the Dog heads after unlocking the scorpion door, Be fast and do it before the door unlocks.

Proceed to the **3 dog headed door** out in the **Main Hall** and with all three dogs head now obtained, insert them and unlock the door.

There is a small delay after inserting the 1st dog head. If you organize your inventory properly the dogs heads should be lined up in a way that you can quickly access them with little movement of the menu.

And with that you are now out of the Main House!

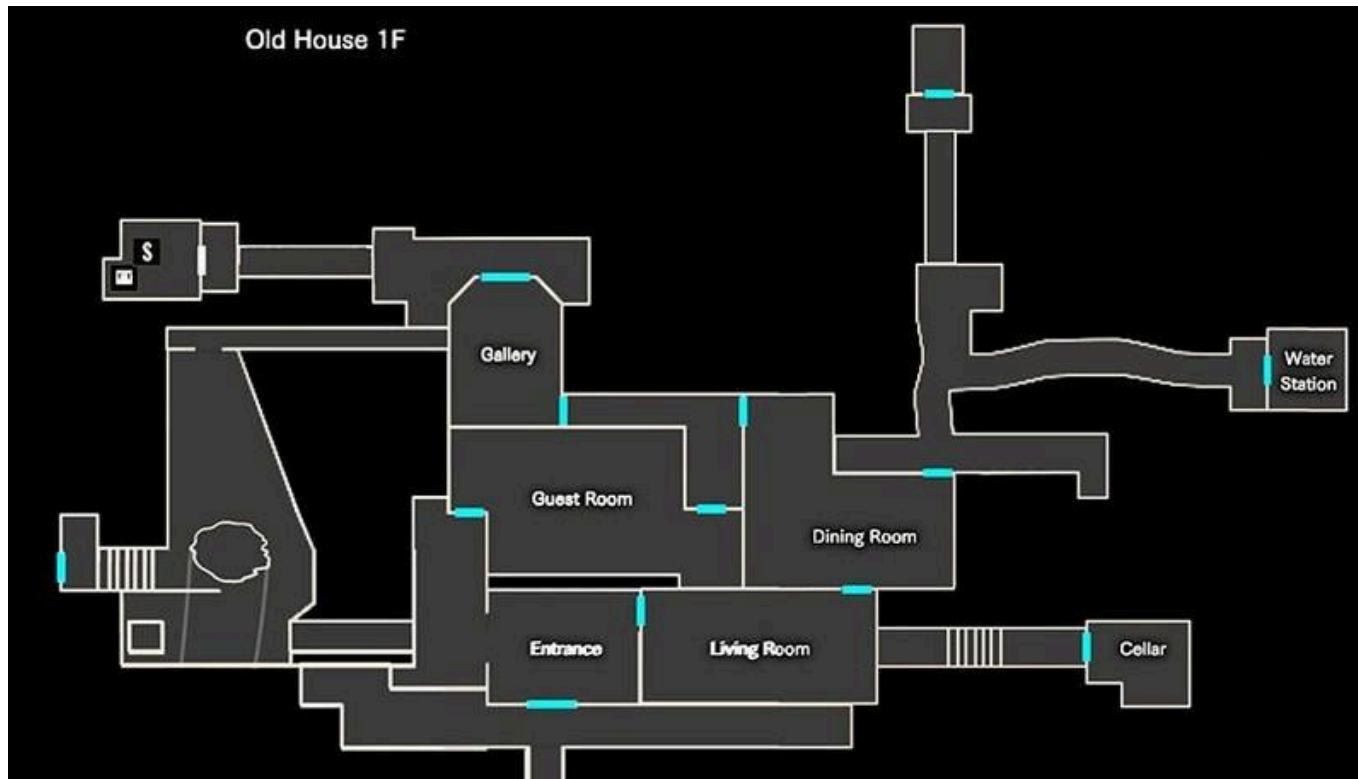


Now you are outside in the Yard, move down the stairs (there is an herb on the stairs to the left if you need one)

Make your way to the **trailer**

Just before entering the trailer sometimes you will get a **black load**. Pause the game if needed to let the game load.

Move fully into the trailer door then move back out to trigger the **Zoe phone call**, answer the call then head out. Follow your way to the path to the **Old House**



After entering the Old House head to the **door on the right**, the Living Room.

There is another **black load** that can happen here. If you pause the game early before opening the door you may not get the load.

With G17 in hand (fully loaded and with enhanced ammo) **fire 4 shots** at the nest that's in your path, the first nest will not be destroyed yet. **Crouch and move under the nest** , uncrouch, and **pull out the Albert** (fully loaded)

to **fire 3 times at the 2nd nest** that's covering a hidden door to the Cellar

Head to the Cellar to find the **Spider Statue** and do a quick turn grab.

Note- There is dialogue here where Mia pops out but then gets kidnapped by Lucas.. Ignore this and proceed forward



Turn right after exiting from the Cellar Stairs and open the door

Marge pops up here telling you to stay away then slams the door shut creating little spiders that block the door from opening,

Before opening the door, make sure you have the **Circular Saw equipped, during this short scene hold down your aim button, L2 or LT**

And the fire button, R2 and RT. This will allow Ethan to **immediately saw away the spiders** instantly. Mash your confirm button and open the door right away.

If you don't hold down the buttons beforehand the spiders will not die right away, making you have to take time to saw away all the spiders before opening the door.

Head through the Dining Room, exit to the **door on the far left** and head down the corridor to the **Gallery**.

Insert the Spider Statue on the Pedestal

There are meds outside on the back porch if you need them

Spider Puzzle how to solve - Move your left and right stick to the left, you will need to move the right stick to the upper left.

Shimmy down the **hidden passage** to the Dilapidated Room, Make your way to the other side and **jump down a hole**

Here is where the **Walking Shoes** show their use. **When crouched you move faster with the walking shoes on.**

Do a quick turn grab onto the **crank** and head back out of the hole.

Go straight and attach the crank.

Note- When attaching the crank make sure your close to the animation of turning the crank so you don't waste time with Ethan having to move into position before using the crank.

Head back through the Living room, **finish off the nest with a few Albert shots** and go to the Dining Room

Marge will be in the Dining room.

How to Avoid Marge

When entering the Dining Room take a **hard right** and move to the **heat radiator**. Stay as far away from her as you can. **Follow the wall** and move your way outside to the walkway.

For some reason Marge will not spot you if done right.

If Marge spots you it means you either touched her, or you were too close.

If spotted she will send bugs flying to attack you, head out the door and pull out your saw, before shutting the door saw the bugs away then proceed forward.

Attach the crank and **cross the bridge** that leads to a shack, do a Quick Turn Grab on the **Crow Key** and then **backtrack to the Dilapidated Room**. Use this time to **reload all your guns**.



Marge 1 Fight

With Albert in hand, walking up the stairs to the Crow Door you will be jumped by Marge, She throws you back down and you drop into a whole.

Aim your reticle at her and **fire the Albert** as soon as you can.(if you did it fast enough she will not stagger back)

Quickly take out the **G17 and quick fire three shots**, run up the ladder. Marge will fall down the hole

And that's Marge 1

G17 Quick Shots - When using the G17 you can do what's called "Quick shots". Changing back and forth from blindfire to aimfire will cause the gun to be fired faster.



If you were late on firing the Albert and she staggers back, you can fire in between a small crack in the wood to get a shot off her. If you can't then you will need to wait till she pops back up again.

Unlock the Crow door and head to the D-series Box, open it. Read the note on the box, **do a quick turn grab** on the note. Answer the phone, **this is the last time you will need to answer the phone.**

Normally here you would have to go up the stairs to the left and look at the scale, but with a skip found with the help of **UhTrance** and **Rossrossy** we don't need to do that

Lantern Skip

After the phone call with Zoe head back out of the Crow Door, go down the stairs and move to the left of the hole. Look up for about 1 second and look back down. This will cause the Wooden door that's down in the hole to de spawn.

Move to the right and walk forward dropping down the hole

Make sure you fall close to the Ladder but not to close!

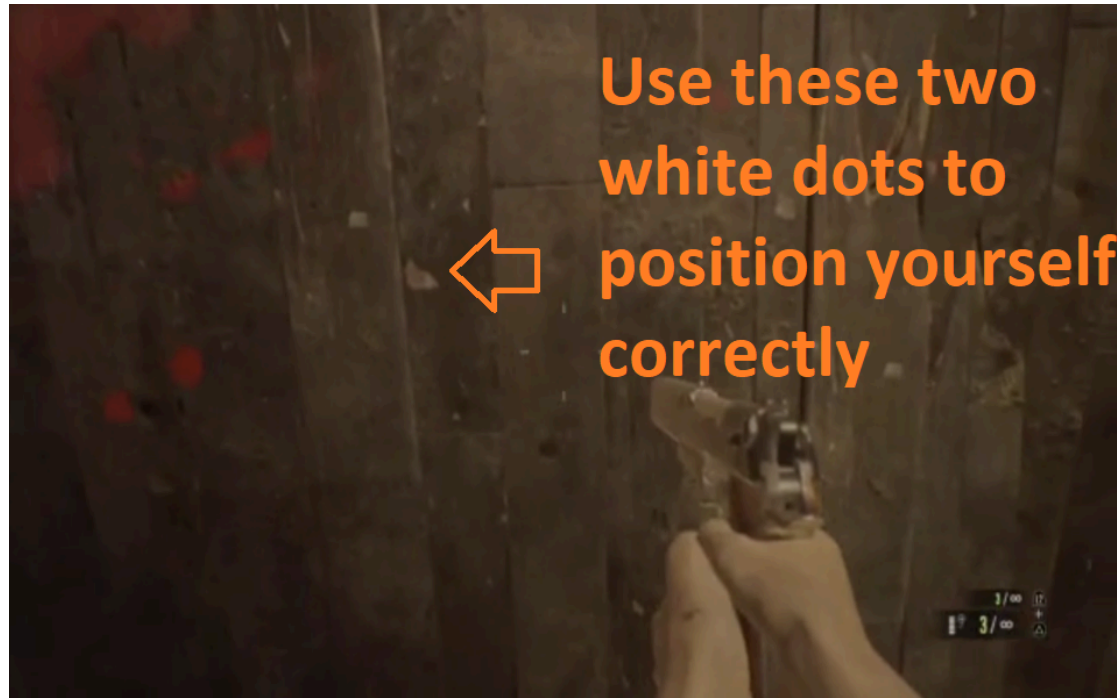
Keep your camera facing straight or at the tunnel, **Don't have it aimed to the right.**

When you hear Marge make a groan/growl that lets you know you pulled the strat off correctly and can proceed following her through the tunnel.



How to line yourself up correctly

When you go to look up at the ceiling there are two white dots that you can use for visual cues. You don't have to use these visual cues, a lot of people have their own personal ones, so don't be afraid to ask around or experiment for your own cues.



Turn your camera back facing the hole and aim your reticle at the third plank from the ladder and walk straight forward off into the pit.



Careful! - If you fall too close to the right you will teleport to the top of the ladder and must watch Marge grab the lamp before you are able to fall down again.

Note - when this happens it is possible to do damage to Marge here that carries over to the Marge 2 fight. Shooting her arm as she is reaching for the lamp causes damage that will carry over. Shooting her as she is moving through the tunnel **will not** cause damage to carry over.

If you fall and don't hear Marge - you did not do the skip properly and must climb up the ladder to trigger the animation of Marge grabbing the lantern. If you do not do this the Marge 2 fight will not start and you can softlock the game.

There is also a softlock where if your camera is to the right when you fall (and still don't hear marge) you can trigger the Marge 2 fight and carry on to grab the D-series arm, BUT you will not be able to make your way out of the Old House because there will be an invisible wall preventing you from passing the hole in the ground. A retry will not fix this SoftLock because of an autosave and you will be forced to reset because you can not proceed forward.

Climb up the ladder on the other side of the tunnel and head up the stairs to the Greenhouse



Here is the next boss fight, Marge 2

When you enter the Greenhouse they're meds off to the right you can grab before you fall down into the hole

Drop down the hole and head up the stairs to the right. They're multiple variations to do the Marge 2 fight

On the 3rd to last step of the stairs Marge will pop out of the window and attempt to grab you.

On the trigger of her "jump scare" you can Either walk backwards to avoid her grab

Or keep walking forward and guard through her grab

This Fight is basically one big Jump Scare. How the Marge fight works is she will use windows and holes in the building to teleport and catch you off guard.

This can be manipulated to make her spawn where we want. She will avoid spawning where your camera is facing.

She takes the most damage at her head and lower sack area so be sure to aim for those spots the most.

If you can't find her she will make noise, follow the direction of the noise to find where she is located.

If you take too long to find Marge she will create a nest on the wall. This is super annoying so avoid it as much as you can. A few Albert shots will destroy the nest.

The nest will spawn little bugs that will constantly attack you until the nest is destroyed. Don't underestimate them, they can kill you if you give them the chance.



Bottom Corner Strat -

The safest strat for Marge 2 is the Corner Strat.
When triggering the Fight

- 1) Walk backwards to avoid the grab.**
- 2) Fire 3 Albert shots at her head while walking towards her.**
- 3) Take out the Circular Saw and start Sawing her head till she starts to back out of the window**
- 4) Take out your G17 while walking backwards and quick fire remaining shots at her till she disappears.**
- 5) Turn around and look up at the ceiling hole while walking forward**
We do this to manipulate Marge's spawning to force her in the bottom corner.
- 6) Look down, take out the Saw and start doing damage to Marge who is now in the bottom hole.**
Keep doing damage with the saw till she does a hop in the air. WAIT till she lands back down, starts to do a roar, then continue sawing her



Ceiling Strat -

A Second Alternate way to kill Marge 2. This is faster than the Bottom Corner strat but is a little tricky. Instead of making her spawn in the back bottom hole, we have her spawn in the top one instead. This strat is really risky though and if you mess up you will lose more time than you would have gained pulling it off. (which is about 1 second)
Every shot must hit Marge for this strat to work, there is very little room for error.

At the start of the fight

- 1) Back up to avoid her grab**
- 2) Fire two Albert Shots at her head while walking forward. Take out the saw and continue to do damage to her head**
- 3) When she backs out of the window and you can no longer reach her with the Saw, pull out the Albert and fire the last shot at her head/chest.**
She takes the most damage at her head and lower sack area
- 4) Turn around (don't quick turn), move down the stairs into the open room while keeping your camera down.**
Reload your Albert during this time
- 5) Look up when you are right under/next to the top hole and Marge should be there**
If she is not, you did not move in enough or your camera position was off.

6) Fire two Albert shots

Aim for either the head or the sack (I find it easier to aim for the sack since it's a bigger target)

7) Pull out the Saw as she falls down and start doing damage

Position yourself to be sawing from behind her left leg.

After you do enough damage she will jump back away from you. Stay behind to the left of her to force Marge to jump back into the Blue barrel so she doesn't take off and jump across the map making you have to chase her down

Wait for her to almost land after her jump, continue to do damage with the Circular Saw

If you saw too soon before she lands on the ground, she will fall to the floor and do what some of us call "the kickies"

She ends up falling on her back and waving her feet and hands around doing damage.

If you saw too late you will not get the quick kill, thus causing her to jump on the ceiling then jump and attack you causing a time loss.



Window Strat -

The current fastest strat for Marge 2. This requires you to kill Marge by forcing her to spawn back into the window she "jumps scares" you from. This strat saves about 1-2 seconds. More if you get the fast spawn.

Every shot must count and there is little room for error.

1) Start by triggering Marge to spawn in the window.. Back up avoiding her grab, and fire two Abert shots at her head then run up and begin sawing her head.

As soon as Marge backs out and you can no longer reach her with the saw, shoot your last Albert shot at her head and turn around.

2) Reload your gun and wait a few seconds, making marge spawn back into that same window.

Note- A audio cue to know when to turn back around is marge will make noise or even speak when she is there.

3) Once she spawns, have your saw ready and begin sawing her asap. She will fall out of the window.. When she does this be sure to move to the left side while doing continuous damage with the saw.

4) Line up behind her so she will jump backwards down the stairs trying to avoid you.

Note - Marge can not die on the stairs, she must be on an even floor and not in an animation.

5) as she jumps back run at her, once she lands fire at her sack or her head (better to aim for the sack since it's a easier target here)

If done right she will die in two shots.. If she dies in 3 you were slightly off on damage but it is still a time save but only slightly.

There is a case where the spawning of the window will happen faster than normal.. We are unsure why this happens and are still figuring out why. But if it happens will give a much bigger timesave.



Once you kill marge grab the lantern that drops. There is a med in a corner box if you need it.

Item management - You will need to delete an item before you grab the blue keycard.

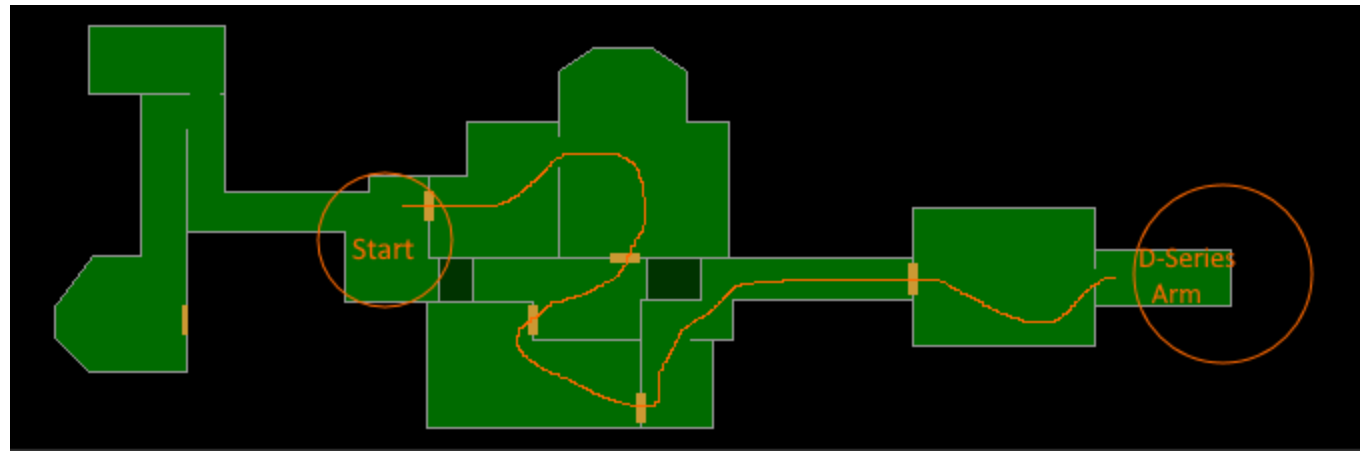
You will need to do that somewhere between killing marge 2 and when the ladder falls to the attic. .

Runners will either delete the Walking Shoes or the Circular Saw.

After heading out of the greenhouse **backtrack to where you found the Altar in the Old house 2nd floor.**

Head up the stairs to the locked door, place the **lantern on the scale** and unlock the kids playroom. Head through all the rooms (there's nothing to grab)

After you place the lantern on the scale move your cursor to the **second open slot**.



once you reach a hallway with a yellow ball, you will get a small in game scene where you hear Evie telling you to “Stay Away”

Head through the door in front of you, **move to the right side** of the bed and **open the hidden door** that's behind the bed on the back wall.

Grab the D-Series Arm and make your way out to **the yard**

You will have molded in your path so be ready with the Albert

Head out from the entrance where you first came into the Old House going across the little bridge.

Trailer Phone Trigger

Back in the yard you will need to trigger the phone call that's in the trailer, but you do not have to answer it.
You don't even have to walk into the trailer with this skip.

If you walk up and touch the corner of the trailer the phone will activate and you can just proceed back into the Main House.

You don't have to actually touch the corner of the trailer, if you turn just before touching it the phone will still activate **BUT** this is very risky to do because if you miss you will have to turn around and try again.

How you know you've got the skip is an autosave will pop up and the porch light will turn on



After triggering the phone call in the Trailer you now need to **backtrack even further**.

Head back into the main house, take a **left through the scorpion door** and head down to the **basement**.

When you enter the basement, **take a right** and cut through a door you previously unlocked.

Another black load can happen here (usually it's the last black load you will encounter in your run)

Make your way down to the morgue (where you fought Jack 2)

4-Legged Molded in Wall

When backtracking you will encounter a 4-legged molded that pops out from the wall.

You can do one of two things.

Take out the saw and kill him by sawing his head.

Or you can slip past him

If you keep to the right you can clip past him.

Keeping your camera to the right can help, though having it to the left has also worked so whatever works for you



Make your way **up the stairs** and head into the Dissection Room

Here is where you will pick up the **Snake key**

The key is located in the deputy's throat and you will need to reach in his throat to receive the key. .

On Cero-D, the animation of pulling the snake key out of the deputy's neck is removed, and in place the snake key is lying on the table next to him. This is the biggest time save of this version.



Non Cero-D



Cero-D

Once you acquired the snake key **take a right once you exit the Dissection Room** head straight **down the stairwell** and **unlock the door** with the Snake key (if your menuing is still correct your cursor will be on the Key already)
If you stand at a distance when unlocking the door and mash your select button the door will open faster than if you were right up against the door as close as can be.

Head back out to the Main Hall

If you Did Out of Bounds

Make your way up the left stairwell and into the **bedroom**. There will be a mold in your path. Shoot him in the head or the leg and run past him up the stairs and unlock the Bedroom with the Snake key.

When waiting for the door to unlock this is a good opportunity to either **delete the Walking Shoes or the Circular Saw** (remember you need space for the blue and Red Key card)

Do the Clock puzzle, Move your joystick left till it lands on **10:15**

You can mash confirm once the minute hand has passed 10:30

DO NOT JUMP DOWN THE HIDDEN PASSAGE

You already have the red keycard in your inventory so you have no reason to jump down that passage.
The reason why you must do the clock puzzle though is so the game does not Softlock from doing OoBs

Turn back out and head across the 2nd floor to the other side, enter the hallway and turn left to the snake door. Unlock it, getting access to the **Kids Room**

Waiting for the door to unlock is another opportunity to delete either the Walking Shoes or the Circular Saw.

When in the Kids room head over to the **lamp on the table**, Press the button that will lower the ladder to the attic. Head up the ladder and solve the AxeMan shadow puzzle.

AxeMan Puzzle - Can be a little tricky because this one is very precise. Start by moving both your left and right sticks upward and a bit to the right.

Focus on just lining up the Axe and you will be fine.

The left side has a little more leeway than the right

Pick up the **Blue Keycard**.

Backtrack to the Yard and unlock the door with the keycards that's near the trailer.

When in the Yard two 4-legged molded will spawn in your path, Use the Neuro round on both or take them out with the saw

If you Did Not do Out of Bounds

Head to the right stairway moving to the Kids Room first, grab the lamp on the desk and turn it upside down and press the button. Climb up the ladder that falls and go to solve the AxeMan Puzzle.

Go back out to the Main Hall and move across the stairway to the other side.

AxeMan Puzzle - Can be a little tricky because this one is very precise. Start by moving both your left and right sticks upward to line the shadow.

Focus on just lining up the Axe and you will be fine.

The left side has a little more leeway than the right

Use the Snake key for the last time on the Bedroom door and do the Clock puzzle.

Move your joystick left till it lands on 10:15

You can mash confirm once the minute hand has passed 10:30

This will unlock a hidden passage, fall down the passage and in the room is the Red Keycard.
Backtrack to the Yard and unlock the door with the keycards that's near the trailer.

When in the Yard two 4-legged molded will spawn in your path, Use the Neuro round on both or take them out with the saw



Welcome to Lucas's playground! Here you will find a TV interact with it and you will come across a cutscene.

Lucas tells you he has the D-Series Head along with Zoe and Mia, to reach them you will have to go through his traps.
At the end of the cutscene the TV explodes

Proceed forward but with caution! There are traps ahead. Most of the boxes you find will explode if destroyed.

Remote Bombs - They can be destroyed by shooting them at the source.

You can also block through the bomb explosion by holding your guard and facing the explosion

Note - you don't have to be facing directly at it

Careful! If you are too close to a bomb when it goes off and you don't have your guard up, you will fall backwards to the ground.

Remote Bomb Room 1 - In the first room you enter, you will find two remote bombs. One right in front of your path, and the second on the other side on a manikin.

This is easier to move through with the G17 but whatever works best for you.

Fire at the first remote bomb then walk forward and quickly fire at the second before moving to the other side.

When you move into the room strafing to the left and fire at the first bomb. Move forward to the other side and fire at the second one at a distance.

Remote Bomb Room 2 - In the second room you come across you will have three remote bombs, but we will only be destroying two at most.

The first bomb is RIGHT next to the door frame so be careful!

If you aim correctly you can destroy the bomb before walking in the room by shooting just shy of the door frame

Or you can rush in and hold your guard up facing towards the bomb setting it off.

Or if you want to be really careful you can duck under the bomb wire.

If you chose to duck under the bomb wire you can fire a shot at the second bomb that's on the other side of the table.

While ducking under.

The second bomb is located on the other side placed on the table. Make sure you keep your distance when blowing the bomb or else you will take damage.

Make sure you keep to the left (close to the table) because the 3rd bomb is on the ceiling on the right hand side of the

second bomb so be careful not to set it off.

When you move through the door to the otherside there will be a box in the middle of the hallway.

That box is safe to destroy!! Shoot it and will drop a med, ammo, or a chem fluid.

Move down the stairs and enter the Passcode Room.



When turning into the passcode room the door frame will have bombs attached to it. Stay to the right of the door and be ready to guard once you hear a remote bomb go off (the bomb that goes off is on your left side)

Make your way to the passcode

Here Lucas shows up sprouting out random numbers for the lock. They are all wrong.

After he stops talking quickly back out of the passcode (be quick a trap has gone off to kill you where you stand)

DO NOT enter a passcode number just back out

If you enter 1408 early the code will change to a different number.

Now this isn't a super big deal because you can check what the code number is later on, without losing any time too but it's impossible to open the door till later.

Here we have some time to put away some items. Head to the Storage box and discard some items/weapons.

Order of Items in Storage Box

Soon Lucas will force us to discard ALL items before we are allowed to enter the Party Room Puzzle.

To prepare for this we use this moment to **discard all non NG+ items into the storage box.**
But we want to place them in a certain order so that when we go to take the items back out, they will still be organized correctly the same way we had them before we put them in.

The Order

All Keys first

Knife

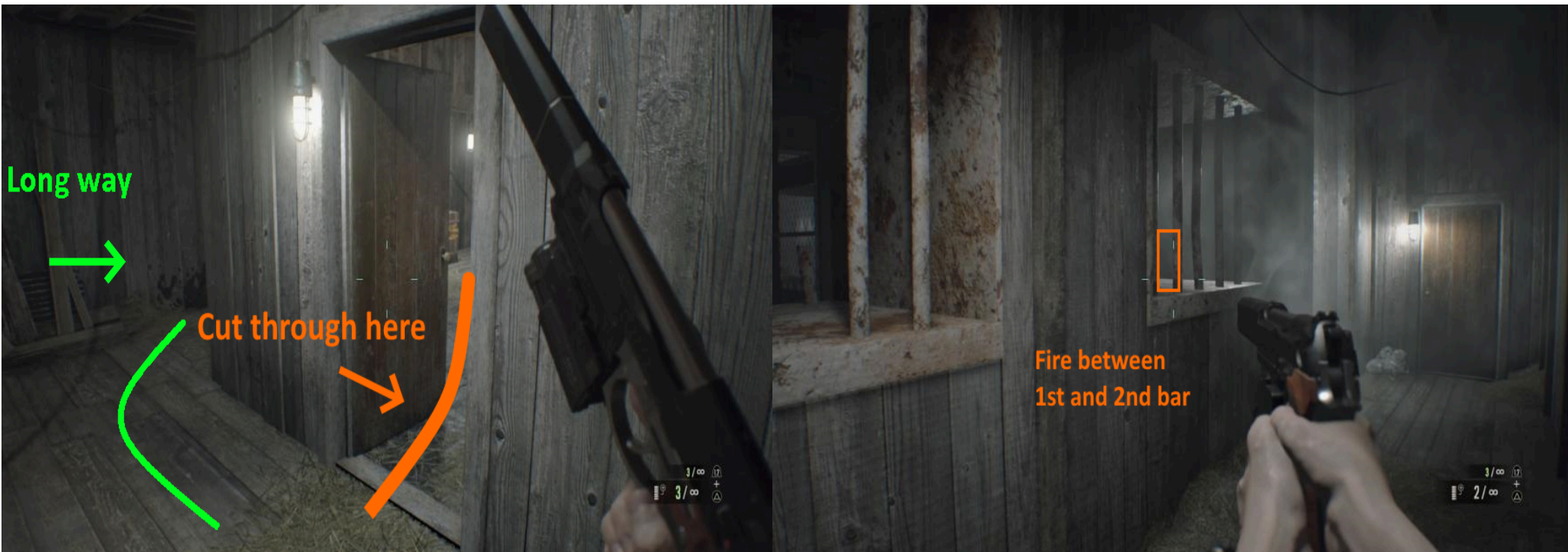
G17

Crank

D-Series Arm

After you put those items in the storage box go and grab either the Circular Saw or Walking Shoes (which ever item you discarded when grabbing the Keycards)
Then be sure to move your cursor to the first open slot in your inventory after all this is done.

Then head through the hidden door that opens.



The second window will have a remote bomb.

Stay as close as you can to the right and then fire at the bomb setting it off.

If you miss the shot just run right through and block the bomb with guard.

A safe way is to crouch under the bomb wire to avoid it.

Push forward avoiding/ ignoring all the molded that spawn in and make your way to the barn fight.

Barn Fight

After you place the battery and get the elevator working a Fattie will be waiting for you in the elevator.

With the Albert gun fire at his upper body

Avoid shooting his head

Shots to the head will do 0 damage till the elevator door opens.



Ideally you will want to do 9 or 8 shots before the door opens. Once the door opens he should die in 1 or 2 shots to the upper body.

The button is on a timer, as long as you kill him before the button is ready to be pressed all is good and you won't lose any time.

Once in the elevator discard **all** your leftover items. You should only have NG+ items left in your inventory so discarding them just sends them back to the storage box ready to be grabbed later.

Proceed forward and lower the stairs that lead back to the passcode room.

The piece of paper on the dead man has the passcode number. If you forget the number you can quickly check it when waiting for the stairs to lower down.

If you did not try and enter the passcode early the number will always be **1408**

When entering the passcode I find it easier to use the D-Pad but switch to joystick to move at a diagonal.

You want to move the cursor **1>4>1>0>1>4>8>6>ENT**

This gives you entrance to the **Party Room**.



Party Room

Welcome to Lucas Party Room. When you walk in Lucas shuts the door behind you and locks it. You now must solve the puzzle of putting the candle on the cake.

First things first, **grab the candle**. **Move under the shower** so the water puts out the fire and **go stand in front of the stove**.

Lucas starts talking and explains what you need to do (put the candle on the cake) after he's done talking, turn **on the stove** and **light the candle**. Go over to the door that is locked with **rope on the door handle**. **Burn it** with the candle and enter the room with balloons.

Interact with the 5 letter lock. **The code is "LOSER"** move each starting letter up or down 5 times to get "loser"



Grab the valve and head back into the shower room with the cake.

Attach the valve to turn the shower off and go back to the stove to **relight the candle**.

With the water turned off you can now go and **put the candle on the cake**.

Solving the puzzle makes Lucas mad and he'll drop dynamite from above.

Pick up the dynamite first, then remove the board on the wall to throw in the dynamite.

Throw the dynamite in the wall right away, don't wait until the last second or you will lose time.

After placing the dynamite in the wall, if you move to the left at a specific spot you can avoid the blast and run right into the hole as soon as the wall explodes.

If you are fast enough you can even skip the coughing animation that Ethan will do when entering the room.

Grab the D-Series Head and open the storage box to get all your items back.

Move your cursor to the very bottom and then spam select to grab all the items you need. The items you need should already be lined up perfectly, if you discarded your items properly back at the Testing Area.

You must have the D-series Arm and the Crank.

Head outside and use the crank to bring up the bridge.

If you menued correctly the Crank should be on the bottom left of your inventory.

Proceed forward, turn right and head to draw the second bridge up with the crank.

Once you do this, the mold will begin to spawn.

The first to pop up is the 4-legged molded. Keep your movement/corners tight and you can avoid as if he was never there. Two molded will spawn blocking the path you came from, ignore them you have no reason to head that way anyway. Move across the bridge, there will be two molded that spawn as you cross this bridge.

4-legged molded: Wait for his spawning animation to end then fire a shot at him to cancel his attack so you can escape. If you don't wait for him to completely spawn he will not take damage because you will be hitting his I-Frames.

Molded: shoot this one in the head or just move right past him. Sometimes this molded will not spawn, we're not sure why but we think it has something to do with the 4-legged molded. The goal for this is to always keep yourself moving.





When entering the Boathouse you wanna go straight upstairs where you will find Mia and Zoe.

The 1st floor has a storage box, and meds/chem fluids if you need them.

Untie Zoe, you don't need to untie Mia.

You must have the D-series Head and Arm in your inventory to interact with Zoe.

Quick Animation for Zoe

While Zoe is setting up the cure there is a small skip that was founded by **Nixissues**.

After you untie Zoe if you run downstairs and touch the storage box (Don't open it) then run back upstairs you will be able to grab the serum faster. It saves about 2 seconds.

If your weapons are unorganized I suggest not doing this skip and focus on re organizing your weapons instead. You wouldn't want to mess up the Jack 3 fight because you had a weapon in a different slot just to save 2 seconds.

Here is a comparison Video [Here](#) - Credit Nixissues

Jack 3

Once you grab the serum from Zoe the last boss fight for Jack will begin.

The goal is to destroy all **8** eyes.

Some eyes have more health than others

Note- There are multiple ways to do this fight.

List of Eyes

- Head
- Under Tail
- Left Arm
- Left Lower Body
- Over Tail
- Right Arm
- Right Lower Body
- Right Upper Back

*note- directions are of Ethans point of view when the fight begins

Part 1

The beginning of the fight is the most important part.

Make sure you start the fight with the Albert equipped.

Once the fight starts, fire **a shot at his face** then move forward and to the left, just enough to be able to look down and **fire a shot at the bottom eye under his tail.**

You will be able to get a tiny glimpse of the eye. As long as you fire in the correct spot, you will destroy the eye. Even if you can't see it you can still destroy it.

You need to be fast in order for this to work.

Too slow and you will get attacked by Jack and the eye can no longer be shot at from the 2nd floor.



Once you destroy the **Under Tail Eye**, fall down to the left. Take out your saw and start sawing the **Left Lower body Eye**, once that gets destroyed move to sawing the **Left Arm Eye** that is right next to you. After the arm gets destroyed take out the **G17** and **fire at the Upper Tail Eye**.

After the Tail eye pops, take out the saw and **start sawing his Head** till that one is destroyed. Move to the other side of Jack and Saw the **Right Arm Eye**. Once that one is destroyed, take out the Albert and **Fire your last bullet at the Upper Right Back Eye**, then take out the **saw to finish it off with the Right Lower Body Eye**.

Note- Some people will go for the Upper Right Back Eye last instead of the Right lower Body Eye. Whichever you prefer.

Part 2

After you destroy all the eyes Jack will dive under the water.

Use the moment to **move to the ladder**.

Stand next to the ladder with your camera facing Left

You are now in the best spot for a good animation for when Jack goes to grab you from underwater.

When doing this **keep your saw equipped**, as you pop out of the water move Ethan forward, look up, and start sawing Jack's head one last time.



His eye will pop thus ending the fight.

There are some Boxes around you, sometimes they have a med if you need to use one.

Stand in front of the door triggering Zoe to open it for you.

An interactive Cutscene will play here with Jack grabbing and lifting you up.

Zoe yells at you to use one of the serums on him.

Mash confirm stabbing Jack with the serum and “Killing” him

Quick animation - Founded by Rossrossy

On the last eye it is possible to kill Jack 3 and have him skip his stagger animation and dive down into the water instantly. In order to do this Jack 3 must be in neutral/idle when you destroy the last eye. He can not be in an attack or any kind of animation to pull this off.

This can happen on any eye you prefer but the right lower bottom eye is the most ideal one to pick.

If on PC you can make this easier by changing to 30fps when attacking the eye.

Here is a Video guide of Jack 3

<https://www.youtube.com/watch?v=dtXmZVdkhF0&feature=youtu.be>

- Credit to zgl

Head out to the Jetty where you will find Zoe and Mia waiting for you.

Now with only one serum left you must choose who to save.



For speedrun purposes you must pick Mia!

If you choose Zoe you will be given a Mia 3 boss fight later along with the boat scene that goes on for longer, losing a lot of time.



Welcome to the Ship, you are now playing as Mia! This part of the game you get to see Mia regain her memory and find out what happened/who she was working for.

Move forward to find Ethan lying unconscious. Mia tries to wake him up but he ends up getting taken away by the mold. When Ethan is being taken make sure to move Mia forward trying to push through the mold that's blocking the path. If you are not in the right position or take too long you can get caught up on an invisible wall.

Proceed forward opening the door that gives you access to the ship. **Move down the stairs** and make your way **down the hallway**.

You will begin to see small flashbacks of the past the more Mia pushes through the ship.
Move down the entire hallway (no need to open any doors) and **head up the stairs**.

When on the stairs keep your first turn tight, but make a wide turn on the second.

There are molded bodies blocking your path.

Continue climbing up the stairs and you enter a **large room with a white helmet** on the floor.

Walk forward once you pass the White Helmet, turn around, triggering a flashback.

You will see two male figures talking to each other. While this is playing out **stand next to the hatch door** on the ground behind one of the males.

Menu your inventory cursor to the first open slot. Second slot, right of the tissue sample.

Once the Flashback is over the door will open

.

Drop down the door and **move your way through the crawlspace**.

Fall down with your camera facing the left (that's the way you need to go) then proceed forward down the hallway to the **outside**.

Walking up the outside stairs, Eveline will appear here.

When this scene is playing out, keep **moving forward!**

You can slowly move forward during this cutscene.

Do not let go of the joystick or you will lose your momentum.

Climb up the ladder then **drop down** next to the dead body.

Climb up the second ladder and head up the stairs where you will find Evie again.

Evie yells at you then storms off.

Head to the **right** and enter the **first double doors** that's on your right.

move to the back and do a quick turn on the **fuse**.

A molded will spawn next to you, ignore him. He might hit you, he might not.

Proceed out the door you came from and **head left all the way down the corridor** to the locked stairway door. (it will say 1F)

Attach the fuse to the locked door and **climb up the stairs to the 3rd floor** all the way at the top.

You will find Evie sitting in a chair and demanding you to pick up the VHS tape and watch it.

Pick up the VHS tape and put it in the VHS player.

If you position yourself right you can grab the tape and then enter the player without having to move Mia.

VHS FlashBack

You will be magically sent back 3 years ago and can see what happened on the ship.

Meet Alan, one of your partners you are working with. Don't get too acquainted though, he won't last long.

Mia's goal is to be Eveline's caretaker. Evie trusts Mia and considers her a mother figure. If Evie should get out of hand Mia is to step in and temenate Evie.

The flashback begins with Evie escaping (Thanks Alan!!) and you must set out and find Evie as Mia.

Head out of the room and **take a left**, move down the corridor and **take a right**, enter the brown double doors that's down that corridor. (the dining room)

Alan 1 Skip



Founded by **benster159**

Sometimes called the Vomit Skip

We are able to skip the phone call to Alan.

After entering the dining room, move to the left and enter the tiny hole that leads to the kitchen.

Open the kitchen double doors.

Face the mold.

The goal is to interact with the mold and move past a trigger that will cause an animation to cancel when Mia tries to call Alan.

You must interact with the mold at the furthest distance of the input.

Then turn around and out the brown double doors.

Do not Quick Turn!!

When you go to turn around, make sure that you are not only turning your camera, but you are walking backwards/turning in one single motion. This strat needs to be done quickly.

This strat saves about 20 seconds, It depends how fast you pull it off.

A safe way is to slowly inch forward on the input of the mold to make sure you are at the furthest distance.

If you are to far in or to slow on the turn, you may not get the trigger

Exit the Dining room and **head right**. Take **another right** and enter the **door to the left**. Proceed through the room and out back to the **main corridor**. Ignore the molded that spawns in the bunk room.

You will see Evie run in the elevator and head down.

Run and **press the elevator button** and quickly **head back to Alan**. While waiting for the elevator to arrive, open the **storage box and grab all your Ng+ items**.

Hurry back and **get on the elevator**.

Take your **saw** out.

There will be molded that drops down from above.

With Saw in hand move in and couch to saw the molded dead

After the molded dies **hit the S2 button** (the last floor)

You can not hit the button until the molded is dead or out of the elevator.

Careful of the death animation as you can lose time if you kill him by the head.

BE CAREFUL an Out of Bounds can happen here that can cause a soft lock.

If the molded dies and his head clips into the back wall of the elevator. You can clip OoB if you are standing in the back corner. Currently there is no easy way to jump back in bounds and no use for this OoBs, so if this happens you must retry

Alternate way.

Founded by **Rossrossy** there is a faster way to kill the molded that spawns from the elevator.

If you have the Albert equipped and couch, waiting to enter the elevator.

You can get a shot off on the molded as he is falling to the ground.

Note- You must time the first shot correctly because the molded has I-Frames. Too fast and the shot will not give damage.

You must also fire a second shot as the molded lands to the ground to finish him off.



While in the elevator organize your inventory.. **Grab the Knife and remove it from the quick bind** on the top row.

You will need space for the remote bombs later.

Once the doors open make your way down the hallway with the Albert

There is one **molded hiding in the hallway to the left** so be sure to either **pop him in the head** or shoot him in the knee.

Enter the door and again make your way forward, a **stronger molded will drop from the ceiling** blocking your path.

Shoot him 2 or 3 times and he will die (or shoot his head and kill him instantly). **Grab the remote bombs in the safe** and make your way out the door next to you.

Follow your way **up the stairs** and kill the molded either from below or from upton.

Alan 2 Skip

Founded by **mmDust** and **Distortion2**. With the use of a remote bomb we can skip another Alan phone call and force open another door that normally would not open.

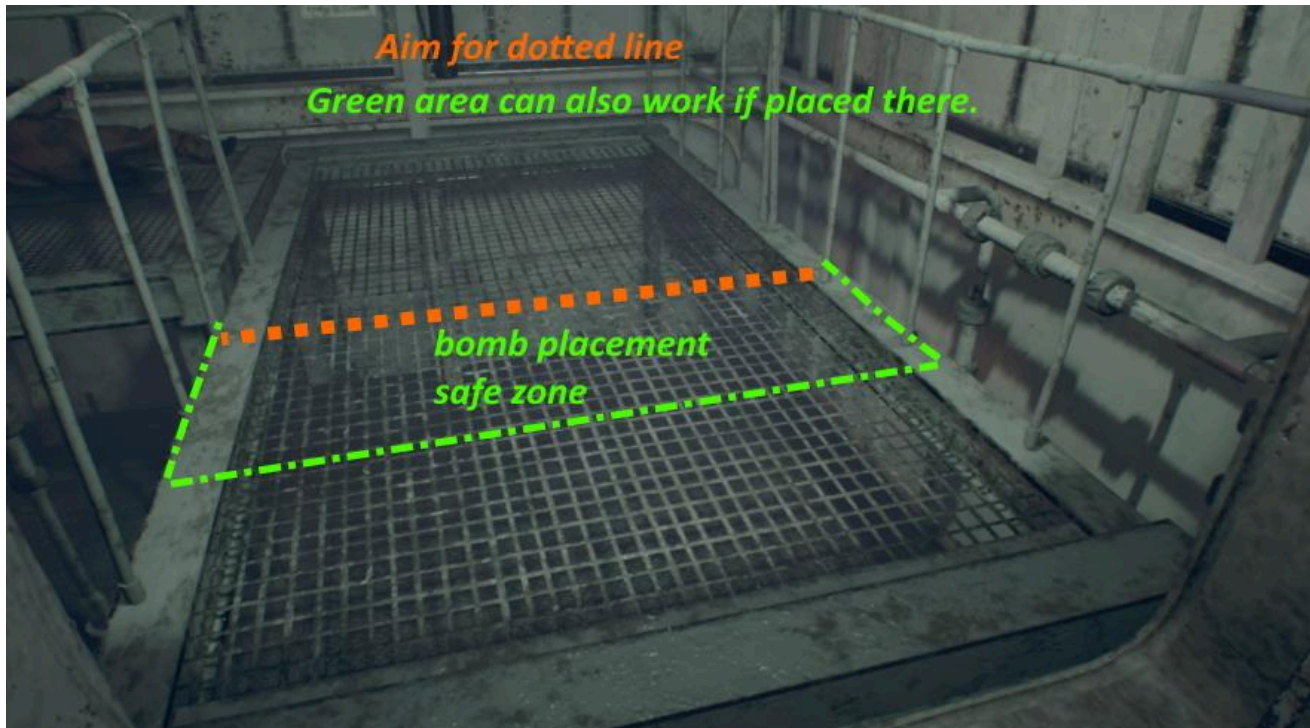
This is sometimes called Double D skip

When opening the White double doors place a remote bomb on the floor, when you return you can use that bomb to blow yourself up, and force yourself through the doors during the Alan phone call.

Normally you are not suppose to be able to open those doors...but we don't play by the rules

The bomb can't be placed close to the white doors, too close and it will not work.. too far and it will also not work.

You want to aim for the 3rd railing for your bomb placement. You don't need to be precise but need to be in that general area.



After you have placed your bomb, proceed forward to the very end of the hall, will come back to the Alan 2 skip in a bit but till then....

DO NOT RELOAD YOUR GUN!!!

If you press the reload button it will set off the remote bomb and you will be unable to do the Alan 2 skip.
If you absolutely need to reload your gun you can fire off all your bullets and the gun will automatically reload itself.

Head left and open the divided door then grab one corrosive.
Head out and across the hall is a lock door.
Use the corrosive (your cursor should already be on the corrosive)

You will start to hear Evie talking to you, head to the left around the pillar
About a quarter of the way, turn around and head back out the door you came.
Evie should be there waiting for you.



There are a few visual and audio cues that you can use for this.

One is crossing the White metal board on the floor after you turn.

Second is when Mia looks at her watch and it flashes White.

Third is an audio cue, when you hear Evie's voice become more clear and present you know you got it.
(when you enter the room her voice is distant)



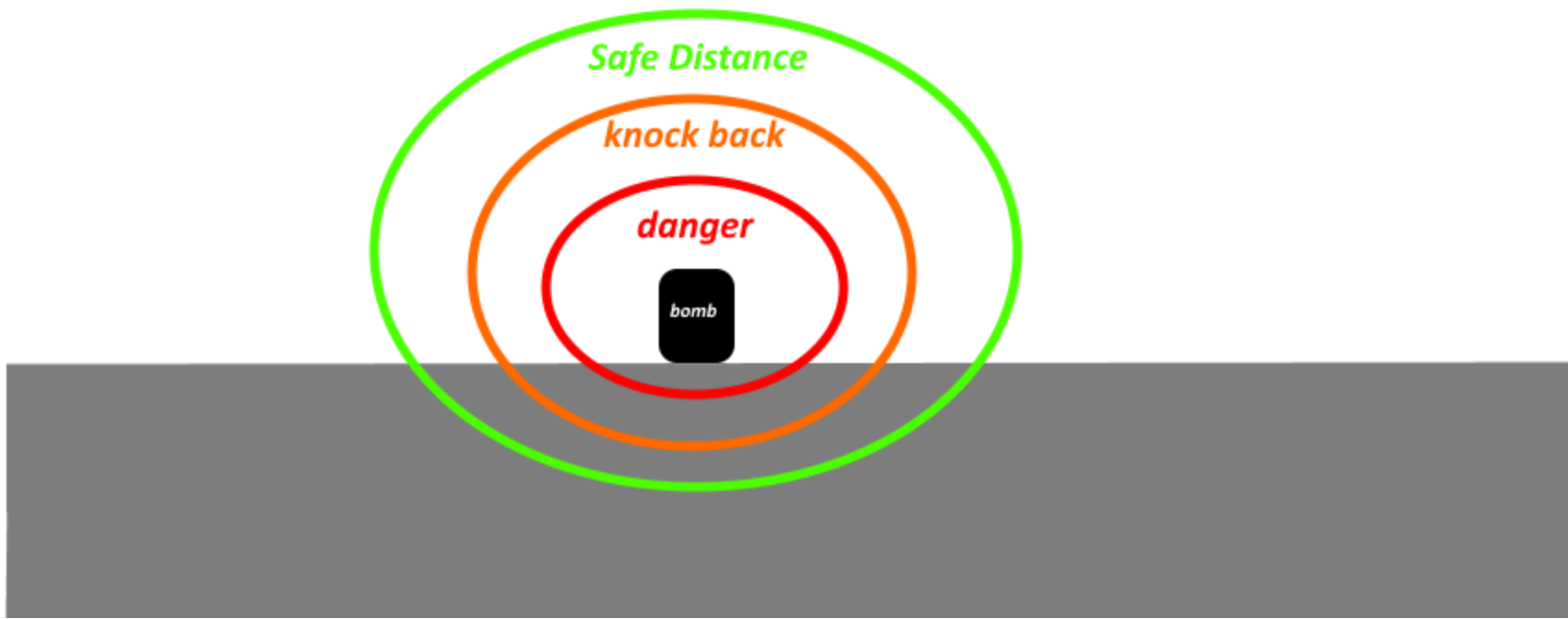
Head back out, time to finish the Alan 2 skip.

Mia will start a phone call with Alan.

Position yourself right and blow up the bomb, forcing you through the double doors.

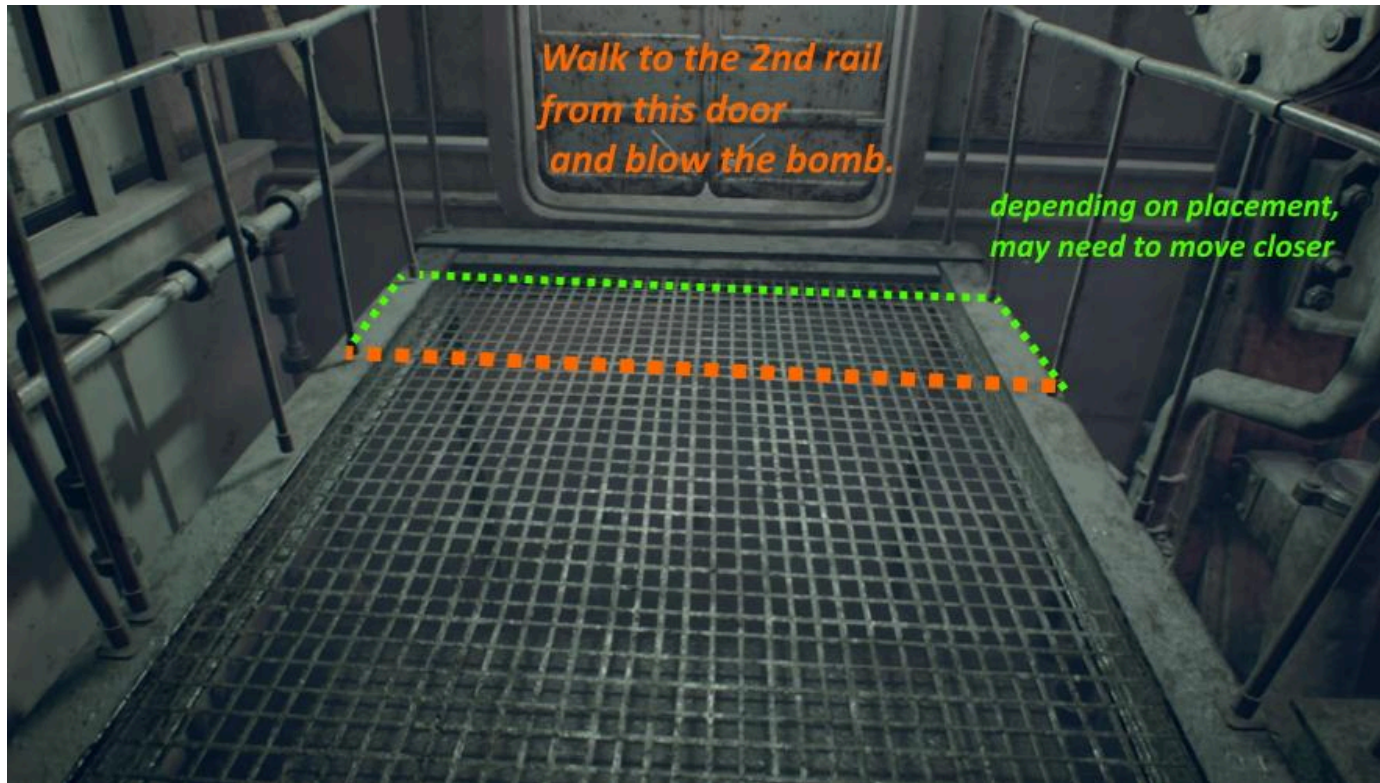
You want to be at a certain distance before blowing up the bomb.

To close and you will do intense damage to yourself and the strat will most likely fail (**danger**)
If you are semi close, you will get the **Half Skip**. (**Knockback**) It will still work but you will fall to the floor before the doors
open.
(**Safe distance**) a safe distance is when Mia just stumbles forward from the explosion, and does very little damage. This
is what you want to aim for.



If you placed the bomb lined up with the 3rd rail from the door, you will want to blow the bomb when Mia reaches the 2nd Rail from the Double Doors.

If you placed it closer to the door, you will need to move more forward, possibly all the way up touching the Double Doors before setting off the bomb.
If you stop moving before blowing the bomb up, this can be more consistent.



Here's is mmDust Video Tutorial on the Alan 2 Skip - <https://www.youtube.com/watch?v=fODvskvmmY4>

Once you get through the double doors, **make your way back to the elevator.**

There will be molded in your path.

Two you will find when you head down the stairs.

Just pop them in the head and press on.

Next there will be 3 molded that will spawn in when you're close to the elevator.

Pop the first one that's walking toward you in the hallway in the head.

Then two, or sometimes just one will spawn after the that molded

Shoot them in the head and doge them by shifting to the left, or the right.

Head to the elevator button and press it asap, you will need to wait for the elevator doors to open.

Till then left over molded will head your way. Keep them at bay by either killing them, or just shoot their knees dropping them to the floor.



With the elevator finally open, head in and **press the top button** to lead you to the **upper floor**.

Make sure a Molded does not enter with you into the elevator or you will not be able to press the button till he is dead or you kick him out.

The elevator will break down and you will need to force open the doors. Open the door and **head left**.

Make your way **back into the dining room** (where you did the Alan 1 skip) and head into **the room that's to the right (the Break Room)**.

In the **back upper corner there is a small hole**, go to it to **climb through** and reach the otherside.

Head left into the stairwell and go all the way to the top of the stairs. (3rd floor)

Keep heading forward and you will **find Alan**.

Interact with Alan and this will bring a small in game cutscene to play out.

Alan ends up calling Evie a bad word and causes Evie to become really mad and thus kills him.

Evie then covers Mia in the mold that she controls, making Mia infected.

Once in control of Mia again **make your way forward through the door ahead of you**

Keep making your way forward to the **door on the other side**.

Don't interact with the laptop, you can leave without doing it.

Head down the corridor and run at the man that pops and starts charging at you.

He will explode and the game will cut to a cutscene.

This cutscene is not in game, it is purely cinematic meaning... **WE CAN SKIP IT!! Hooray!!**

Press start and quickly skip the cutscene. The timer still runs during this scene.

You will now be met with a really really....REALLY long loading screen.

This ends the Flashback on the ship.

Find Ethan

Back now in the present you are met with Evie who asks Mia if they can be a family now. Mia declines, angering Evie and gives you a nice jump scare before she disappears.

Turn around and make your way out the door behind you.

Head to the elevator, open the door and climb up the ladder.

To reach Ethan we need to head to the bottom floor, but the elevator is broken and will first need to be fixed. **You need a power cable and a fuse**

The Ship can be confusing and is easy to get lost in, as every room tends to look the same.



After you climb the ladder **drop down from the hole** that's uptop.

Make your way **forward and down the three steps to the left.**

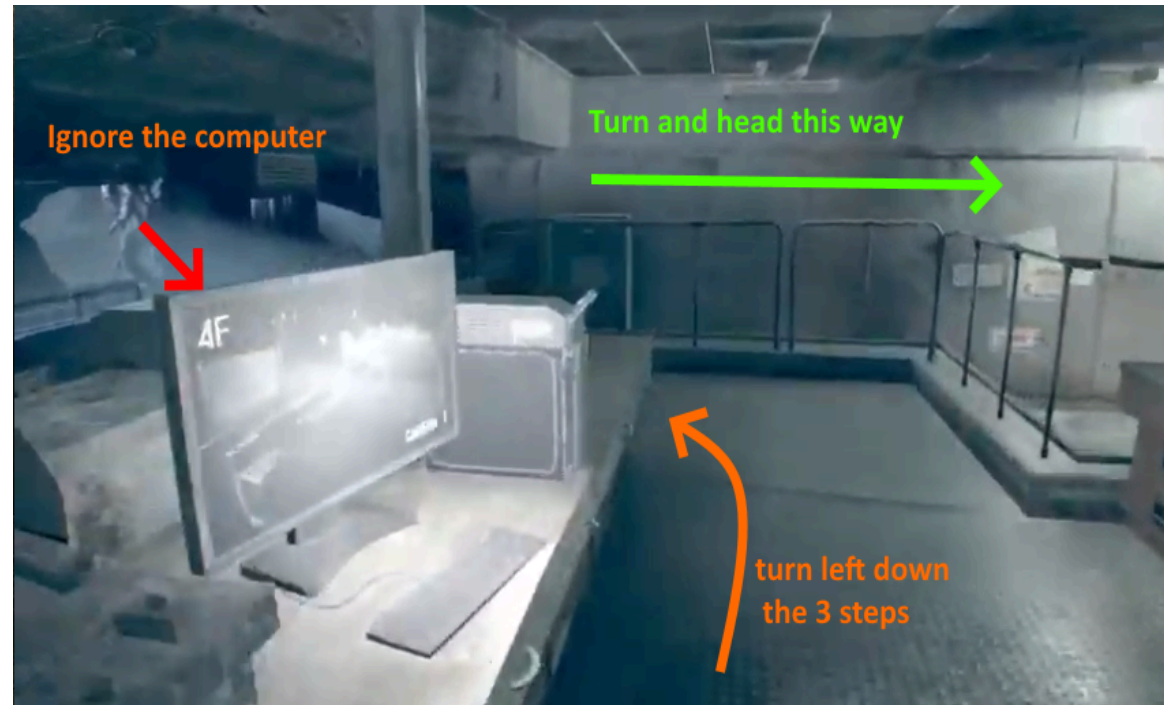
You don't need to interact with the computer.

Turn right and head down the end of the corridor.

Turn left into the Captain's Cabin

Do a Quick Turn Grab on the **Lug Wrench** and proceed back out and to the Elevator.

Drop down through the elevator doors and unlock the elevator hatch with the lug wrench.



Fall down the hatch and **Climb Up!!** Do not climb down, Climbing down is slower mainly because Mia has to scoot her butt through the hole, causing a time loss

After you climb up from the elevator Grab the Knife that's right in front of you, and **head right**, enter the first door on the left. **Grab the corrosive on the floor, and turn around back out into the hallway.**

If you need to you can open the storage box to re grab your NG+ items

As you head out into the hallway break the box with the knife and pick up the remote bomb for the 4 legged molded that pops up later. If you are fast you can do this without slowing down.



God Door

If you time the corrosive pick up just right and your movement is quick enough. You can grab the corrosive and make it out the door before that said door closes. This is called **God Door**. This is very tricky to get on a console than a PC but is 100% consistent if you do it right.

To do this trick it's best to use the claw method of holding the controller.

You need to grab that corrosive the second you can, then turn your camera around quickly to move out to the door. It's best to have your camera already to the left/looking down, ready to be turned once you grab that corrosive.



Back in the hallway **continue making your way down the corridor and enter the stairway on the left.**
Go all the way down to the last floor and as you exit that door **grab the fuse** that is keeping that door unlocked. (the fuse you originally placed a while back before the flash back)

Head **down the long corridor right of the stairway** and has the 4- legged crawler **blocking your path.**

-You can juke him if you move to the left (or right), wait for him to jump attack, then move to the opposite side. You may need to guard.

-You can grab the knife that's in front of the elevator doors and open the box that's just outside from where you got the corrosive. It drops a remote bomb that you can use on the 4-legged molded. But in order for this to save time you need to do all this without losing momentum.

Turn left and jump up into the elevator.

Climb the ladder exit through the elevator doors. **Turn into the room that's to the left**
Once in the room **head to the door on the opposite side.**



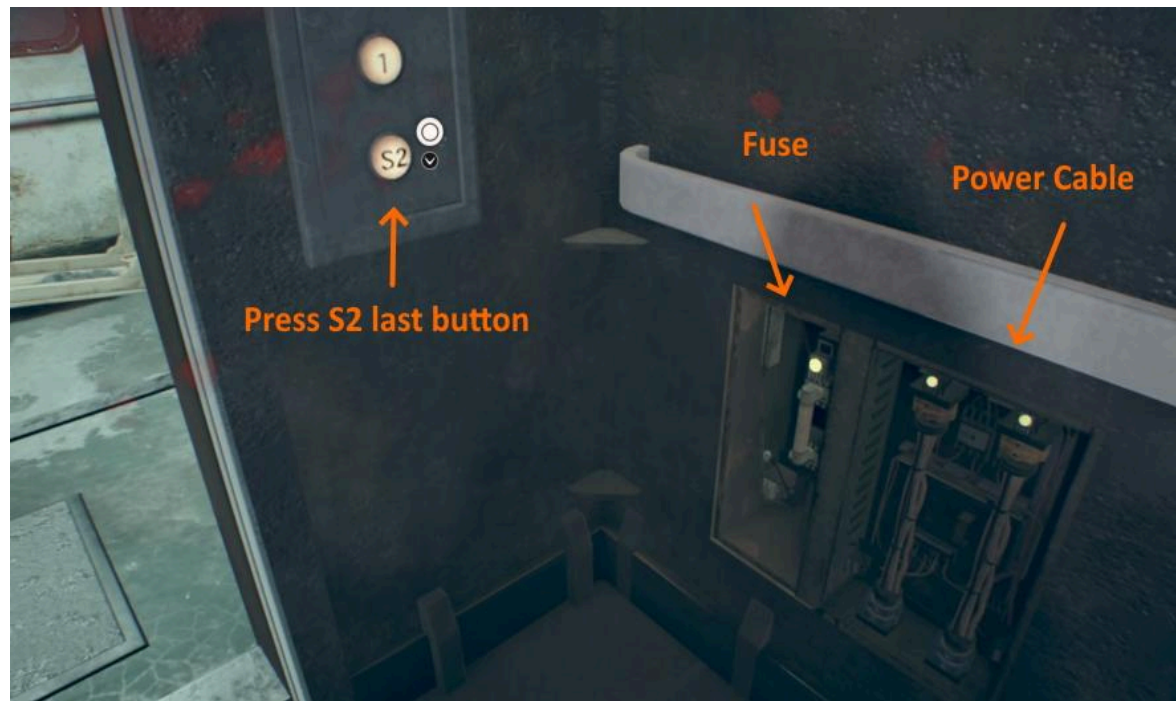
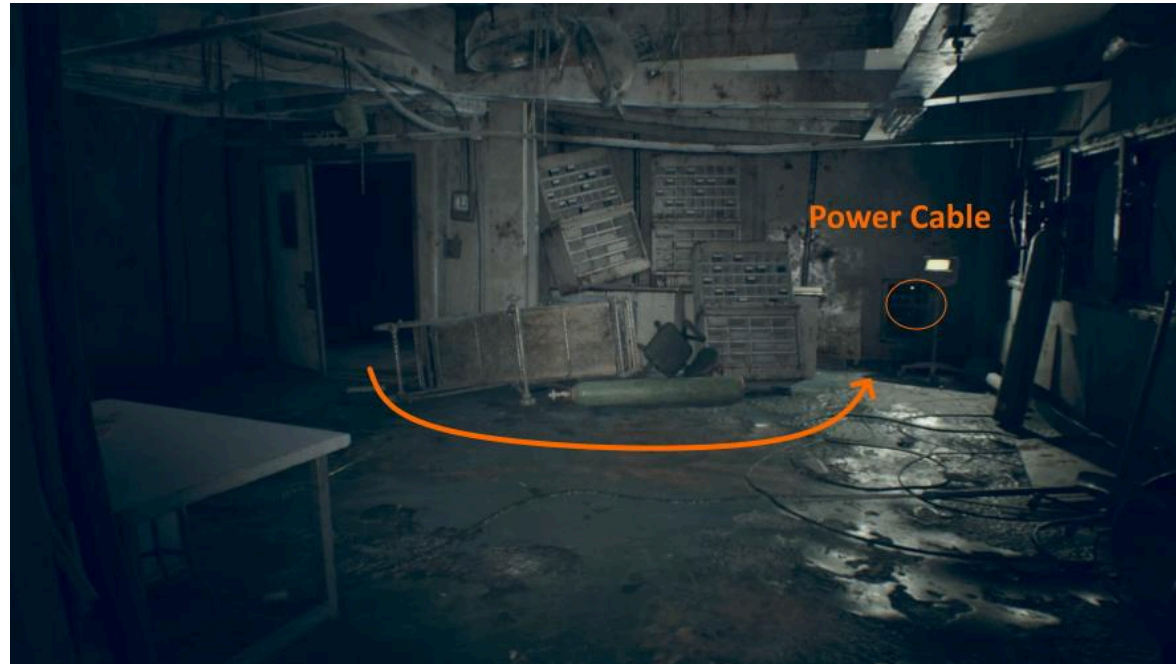
There will be a **molded** blocking your path. **Move to the left of him and interact with the door opening it with the corrosive.** When you go to use the corrosive the animation will dodge his attack.

Go all the way down the corridor and turn left at the end of the hallway. Once in the **open room turn left again** and in the **corner of the room will be the power cable attached to a machine.** **Unhook that cable,** you will need to **interact with it twice.**

When you go to unlock the power cable a **fat molded** will **spawn in your path.** Ignore him and push your way past him And then **head back to the elevator with the Power Cable and Fuse now in hand.**

Place the Power Cable and Fuse in the elevator, fixing and giving it power.

Press the last elevator button **S2** and head to the bottom floor. **Be careful** you don't hit Floor 1.



Once the doors open you will now need to make a mad dash to Ethan who is on this floor. There are lots of molded in your path here so be careful.

The first molded is at the end of the corridor. You can just move right past him. Sometimes he will hit you but it's nothing to be seriously worried about.

Second is a 4-legged molded. He will either back away from you when you move toward him, attack you, or lunge at you. If he backs away just press forward and ignore him. If he lunges or attacks, be ready with a guard and press on through the double doors.

Third is a molded that will spawn mid stairs, you want to run up and push/squeeze your way past him. Then continue to head up the stairs.

Last is the Fat molded, he may charge, walk to the left/right, or spew out some vomit. Either way just move your way past ignoring him too.

Head through the doors and down the corridor and enter the door to the right. There you will find Ethan. Run up to him, triggering an in game cutscene.



Hooray! You just completed the Ship!!



You are now back to playing Ethan again. While Ethan was unconscious in the mold he was able to talk with Jack. Jack tells Ethan that his family are not bad people and that it was Evie controlling them. He asks Ethan to save his family.

Mia frees Ethan from the mold and gives him the tissue sample to make the necrotoxin to stop Evie. She kicks him out and locks the door while fighting to stay in control and resist Evies mind control.

If you Cured Zoe There will be an extra boss fight here. Mia subcomes to Evies control and starts to attack Ethan. With only a crowbar to use you must fight and kill Mia. This fight is the same as the other Mia fights during the Guest House.

Turn around and proceed forward **under a hole in the fence**. Make your way **outside and into the swamp** with all the dead fish..

Climb over the tree trunk.

Note- to climb over the trunk you will need to be looking down at it.

Continue moving through the water and head under the dock to climb up the ladder.
Head forward and **grab the Grenade Launcher** on the table next to the caged items.
Then turn and open the **storage box to grab your NG+ items.**

Head out and make your way **to the Elevator.**

There will be **3 molded in your path.**

You don't have to kill them, you can just move right past them, but if you want to go ahead and shoot them in the head with the Albert or a Grenade launcher.

Press the elevator button on the right side and enter into the elevator.

Note- If a molded come into the elevator just like the others you will need to kill them or push them out to proceed down the elevator.

Organize your inventory while riding the elevator, have your cursor on the tissue sample ready to be inserted and switch your Grenade Launcher to **Neuro rounds**

As the elevator reaches the mines **before the doors open pull out the G17 or Albert** and **fire at a remote bomb** that's to the left of the fence down the tunnel.

When out you will **run into a 4-legged molded.** Wait for his I-frames to end (fully spawned) then either pop him in the head



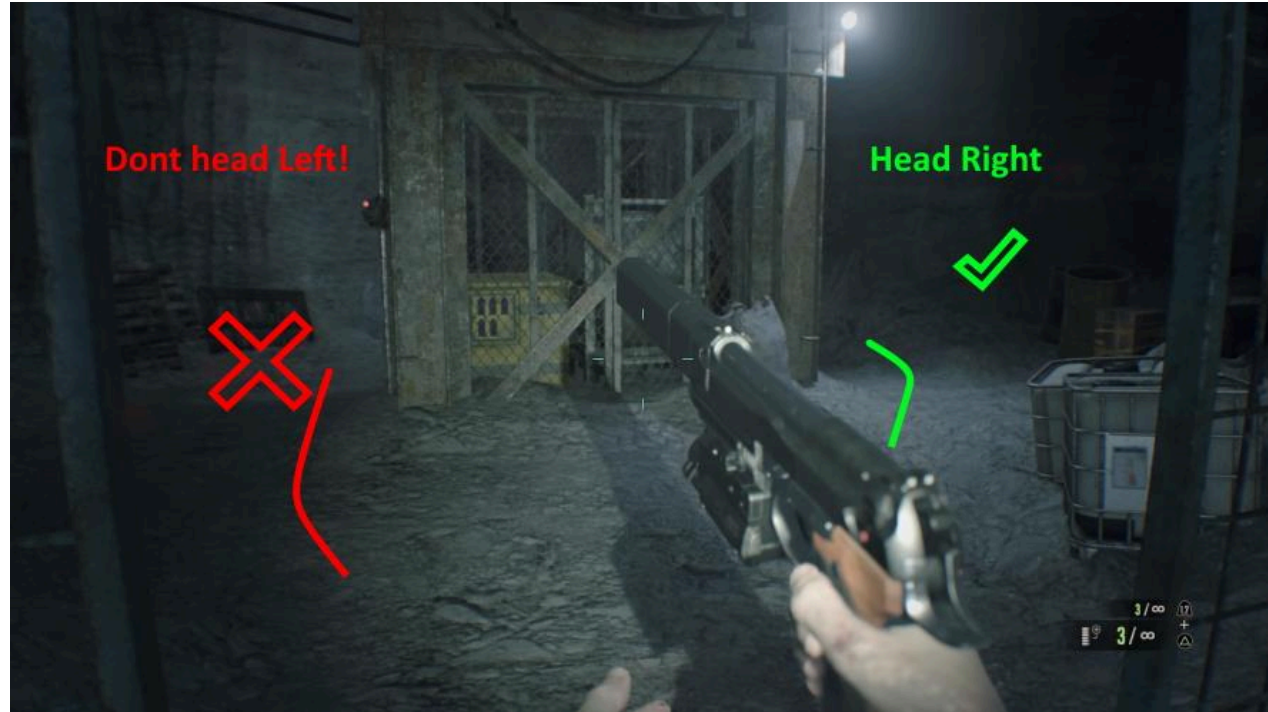
with the Albert or Shoot with a Neuro round.

HEAD RIGHT! Going right cuts the corner more and has no remote bombs in your path.

If you head left it is longer and there are remote bombs in your path.

Make your way down the tunnel. There will be molded that spawn in your path. Ignore them or if you're nervous about them stun them with a Neuro round.

Drop down the ledge and head all the way right once you're out in the open area. Enter the tunnel on the upper left and make your way through.



You will be in a room with a mincart, head up and **interact with the cart** to push it to open another way forward.

The molded that you ran past will start to catch up to you here.

If you need to use your Albert or take out your Grenade Launcher and fire into the tunnel you came from with a neuro round to hold them off, then proceed forward to the new area down the mincart tracks.

Head left and up the stairs. **There is a remote bomb on the stairwell.** Be sure to shoot it.

Up the stairs to the door on the left you will enter a small lab room.

Head through the other door and you will see a **sample box** in the middle of the room connected to tubes.

Interact with it, **insert the tissue sample** and wait for the cure to be made.

Obtaining your NG+ items at the Storage Space Lab Instead of the Mine Office

Founded by **Rossrossy** if you don't grab your NG+ items in the Mine Office but grab them after you insert the tissue sample in the sample case later, while waiting for the necrotoxin. You can save time, about 3 seconds if done right.

As you insert the serum run over to the Storage box that's uptop in the other room, and to a quick turn. Quickly mash all your items/weapons and head back over to grab the necrotoxin. There is little to no room for error when doing this strat.

Do note you must have your inventory perfectly organized and in the correct order in the storage box, because you do not have time to re organize your weapons. If you need to stop to organize your guns, it is not a time save.

You will only have one shot with the Grenade Launcher while you make your way to the storage box.

That shot is used when you first enter the mines. Fire at the 4- legged molded killing him and the remote bomb all in one shot

After obtaining the necrotoxin you now have the serum to dispose of Evie. Head up out the door into a save room.

There are meds to the left if you need them.

Head out the door and down the stairs and go into the tunnel to the left.

You will enter a **big wide open tunnel**. Head **through the water and to the small tunnel** on the other side.

During this you will hear Evie sing the Re7 song "Go Tell Aunt Rhody"

Make sure all your weapons are reloaded and ready to go because this is the home stretch, Evie is about to throw everything she has at you to prevent you from leaving.

The Climb

Crouch under the tunnel and head through to the otherside, You will be greeted with a jump scare by Evie.

This is where the Last retry will also take place.

After evie pops up there will be an autosave. **Pause your game and do the last retry** and Ethan will now be walking super fast.

Doing a retry can save you around 15 seconds here, depending on how good your movement is.

This is the most noticeable retry and here is a comparison video showing the difference

https://www.youtube.com/watch?v=blU_stCos1M - credit to zgl

People do this in many different ways. Some people prefer the Albert, some just use the Grenade Launcher, some use both. Whichever you are comfortable with and gets you through the fastest.

After you **do the retry, ignore** the molded spawning in the ground and **run straight to the hill.**
Turn right and a **molded will be blocking** your path.

Either Pop him in the head or shoot him with a neuro round.

Continue heading up and **another molded will spawn.**

Pop that one in the head with the Albert or fire a neuro round.

Move forward into the tunnel and another **molded will be blocking your path at the foot of stairs.** This one is stronger.

Shoot a neuro at the wall, not at him. You want the neuro splash damage and then **pop** him with an **Albert.**

Head up the stairs, **reload your weapons.** And climb up the other set of stairs that's ahead.



A 4-legged molded will spawn.

Shoot them with a neuro round. Reload that neuro round and proceed forward.

If you are **slow** a molded will drop down in front of you, ignore him and only **One** molded will spawn next to a set of stairs.

If you were **fast** you will get **two** molded spawning next to the set of stairs blocking your way.

Stun the left one with a neuro then **quickly pull out the Abert and fire** at his head or chest..

Turn left and **head up the broken stairs** and then **drop down**.

Reload your neuro round and move forward to the **ladder**.

Two Fat molded will spawn left of the ladder.

While moving toward the ladder **fire a neuro round at them**. You will want to aim between them to **stun both with one shot**,

either fire at the floor or you can aim for the second one's belly.

After you fire climb up the ladder, the neuro round stuns them while you **safely climb the ladder**.



Once on top of the ladder head forward and to the right will be a small hole you can strafe into.

Once you do

You will be in a small open room with a save on a table. You don't need to make a save. Press forward and push down the wooden planks and welcome back to the Guest House!



When you push the planks down Evie will start showing you flashbacks from the beginning of the Guest House. **Head right and you will be welcomed with a flashback of Mia looking for the door.**

Wait in front of the hidden door that leads up into the house.

Head down the corridor and you will be welcomed with another flashback of the Mia 1 fight.

Keep moving forward while this is playing out, you can still move during this.

After the flashback Evie will pop up, chase her and head into the next corridor.

And... you guessed it, another flashback will happen here. This one is of Mia stabbing you into the stairwell.

During this flashback Evie will laugh at you then vanish.

Head back to the kitchen and down the hallway where you first entered the Guest House in the beginning of the game.

Evie will pop up, Ethan threatens her with the necrotoxin and Evie vanishes.

You will now need to turn around and head up to the attic.

During this Evie will send hallucinations of Mia attacking you with a chainsaw. She will not/can not hurt you so just avoid her.

Head up the attic stairs and you will find Evie at the end of the room. We need to reach her to inject the necrotoxin. But once we start to move close to her she begins to throw wave force pushes at us.

There's three ways you can do this part

One is where you don't use a remote bomb and still get the 1-cycle (fastest strat)

Second is where you use a remote bomb that you got from the Ship to get the 1-Cycle (semi Fast)

Third is where you take on more than one force push and just go right for her (slower but less risky)

Evie No Bomb Strat

Founded by **zgl** if your movement is right you can reach Evie with only one wave attack.

Start by keeping to the right side because that's the side you turn/come in from.

Keep sprinting forward but be cautious, Evie will soon attack you with a force wave so be ready with a guard.

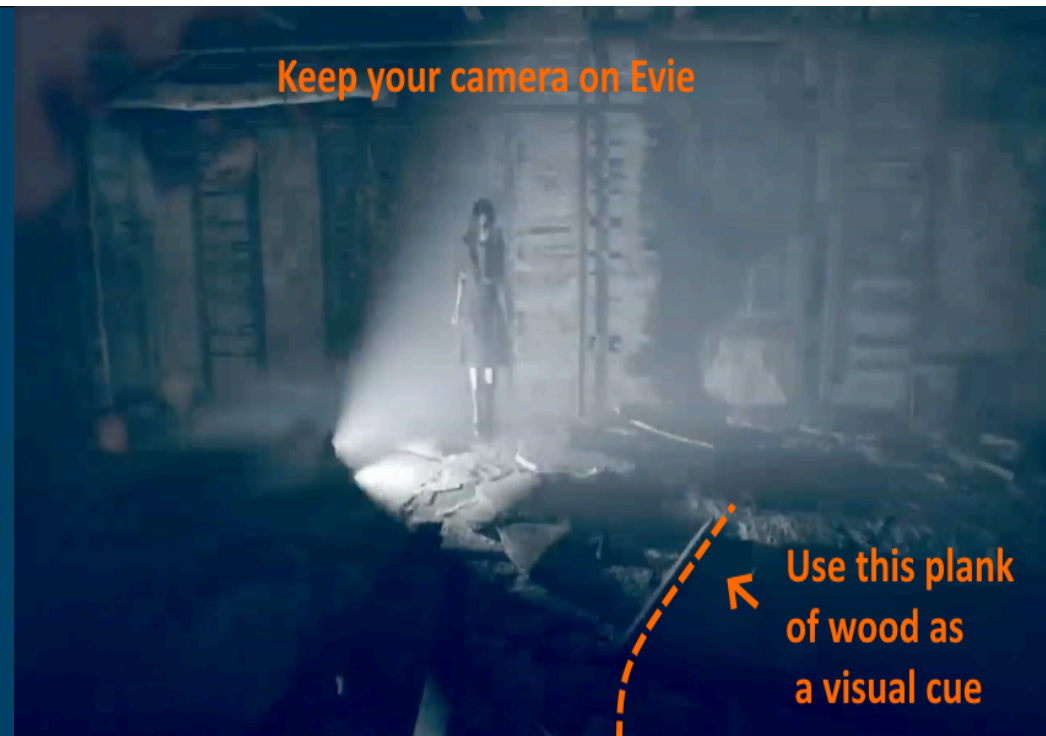
You know she is about to attack you when she holds her hands up to her head.

After she attacks, turn your camera left with your back facing the wall and block/guard. This will reduce the length of you

being pushed back. keep pushing forward. Once you pass the broken wall you want to move to the right. If you keep to the right you avoid some of the resistance of her force and can push through faster. If done right, as she begins her second wave attack you will be in her proximity and Ethan will move into the animation and inject her with the necrotoxin.

Evie has this invisible bubble or circle that you need to reach in order to have this skip work. Once you pass that circle Ethan will force himself into the animation, moving through the wave attack. You need to make sure you keep your camera on Evie so that you can be pulled into the animation. If you are looking away too far it may not work.

Sometimes Evie will do a wave attack and then right after, she will follow up with another attack. This is rare but can



happen. We are not sure why this happens but just be cautious and keep an eye out for it.

Here is a Video Tutorial for the bombless strat <https://www.youtube.com/watch?v=5uKz2R6j4XQ> -credit to zgl

Evie Bomb Strat

If you have a Remote bomb in your inventory. Most runners will pick up this said bomb in the box outside of the God Door room on the ship. You can use that bomb to reach Evie in one cycle.

After the first wave, place the bomb on the floor and keep running forward till she starts to begin her second wave attack then blow up the bomb. The bomb will push Ethan forward reaching Evie.



Evie Boss Fight

After you inject Evie you will discover that she was actually the old lady all along. Evie's body has been aging rapidly and decaying over time.

She yells out in a cry asking why everyone hates her and then mutates into a giant molded being.

This is the final fight.

When you gain control of Ethan Take your saw out and run forward to the wall ahead and start sawing her face.
Don't stop sawing till the next phase begins.



In the next phase you will be outside. During this part Evie can not take damage here. You will see a lot of runners just meme during this sequence. A good spot to practice your Quick Shots by the way.

Once she starts to attack you make sure you still have the Circular Saw out. She will begin to grab you by the leg and lift you up into the air.

With the saw in hand, have your camera turned to the bottom right, hold your aim button and the fire button as you are being lifted into the air.

This will cause Ethan to immediately saw away Evies grasp and have Ethan fall down to the ground.

When you fall you will see a box with a gun in it, followed by a message from Chris Redfield telling you to use that gun.

Grab that gun and start mashing the fire button. Do not move your camera just blindfire.

You need to hit her face, shooting her molded limbs causes no damage and you have limited ammo so be careful.

If you run out of ammo you will die and have to restart the whole fight all over again.



And with that you have completed Re7, GGs!

We hope this helps new or old runners of the game series, and look forward to seeing them PBs!!!

If you need additional help please join our discord!!

<https://discord.gg/tDucRSB>

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