



Right after you obtain the machete, turn around and go in the corner in front of these wooden planks tilted against the wall.



While in the corner, begin to aim down your sight and keep going up and right. You will begin to slide up the planks. Keep doing that until you have some height, it's not super precise.

| When you have some height (about 2-3
| "bumps" up the planks) you want to sprint
| and land on the tiny ledge sticking out from
| the wall. This is easy to land on, the hit box
seems much smaller than it is.



Now you can just walk over the remaining gap. View from the other side. Magical, isn't it?

What this skip does

This would qualify as a sequence break in that regard that it prevents certain things from loading on the other side of the house where you get the machete.

In the first section alone (right after the machete) this skips 2 gates and 2 small fight encounters.

In the later section (behind the house with the machete and onward) this prevents an enemy to spawn and also prevents a small cutscene to play where you look at your apartment.

But, the biggest thing this skip does is that it loads a crate that shouldn't be there right now. My guess would be that this crate is there by default, but is "hidden" or "deactivated" before you go into your apartment and see that whole intro cutscene in there, which you also skip.



WITHOUT SKIP



WITH SKIP

With this, you can jump up on the crate, walk into the fence and reload from checkpoint. This will make the game think you are past the apartment cutscene and will put you to the point of following Mei/Mary

All in all this saves about 2 minutes and 15 seconds, roughly timed. The biggest skip in the game so far!

