

Resident Evil Remake - Jill Any% Speedrun Guide (Normal Difficulty)

Introduction

This comprehensive guide covers speedrunning Resident Evil Remake (HD Remaster) as Jill Valentine in the Any% category on Normal difficulty.

The game that defined the survival-horror genre is back! Check out the remastered HD version of Resident Evil. In 1998, a special forces team is dispatched to investigate bizarre murders near Raccoon City. Attacked by a pack of vicious dogs, they take refuge in a haunted mansion—and quickly discover that survival is anything but guaranteed.

What is Any%: Complete the game as quickly as possible using any legitimate means to reach the credits.

Essential Setup Requirements

Platform & Settings:

- **PC Version Recommended:** HD Remaster on Steam
- **Frame Rate:** Variable FPS (V-Sync off) allows the game to run at maximum frame rate (120fps) which makes actions perform much faster
- **Text Language:** Traditional Chinese (or Japanese) is faster than English for dialogue
- **Controls:** Arranged/Alternative controls recommended for advanced movement
- **Storage:** Install to SSD for faster loading times
- **Timing:** Times are tracked by the in-game timer (displayed on ending screen) rather than real time - for the purposes of this race, ignore IGT

Core Techniques Mastery

Before attempting the route, you must understand these fundamental techniques:

Enemy Baiting: Enemies (especially zombies) will "lunge" at the player when close enough. During this lunge there's a brief window to move away so the enemy misses, leaving them in recovery for roughly two seconds. You can move through or around them during these two seconds.

Stair Skating: Accomplished by mashing the run button whilst walking (d-pad forward) on stairs. Roughly 10Hz (10 button presses per second) is sufficient.

Pump Cancelling: After firing shouldered weapons like the shotgun and the grenade launcher, release aim/fire buttons whilst quickly pressing forward on d-pad immediately after firing.

Quick Shooting: When firing the handgun, there's a one-frame window where the gun can be fired again early up to three times.

Splits and Timing Tools

Install LiveSplit, then download the Jill Any% splits file and autosplitter script from the Resources page on speedrun.com. Open splits file in LiveSplit, then edit layout adding "Scriptable Auto Splitter" pointing to script file.

Detailed Route Walkthrough

Mansion 1 - Opening Sequence

Objectives: Obtain Sword Key, collect essential items

Initial Setup

1. Mash to skip through 4 opening cutscenes (can't mash through "survival horror" text)
2. When gaining control of Jill, un-equip handgun, move back to main hall skipping cutscene and get Lockpick from Barry
3. Run back through the dining room
4. Pick up Emblem from above fireplace

Murder Hallway 1 & Graveyard Section

1. Run through the dining room door past Kenneth's body and up the stairs to Murder Hallway
2. Run past first zombie in upstairs hallway then grab the Arrow
 - **Fast Strat:** Attempt to bait zombie past arrow. If sleeping, fallback to safe strat
 - **Safe Strat:** Wait by arrow until you can move around zombie against wall on other side
3. Unlock door right door with lockpick and run towards the Main Hall, down the stairs but go through the "secret" graveyard entrance at the top of the stairs
4. Proceed to Arrow gravestone, examine arrow to remove arrowhead, then place into gravestone
5. Proceed into crypt to retrieve book, pulling Sword Key from its back

Important Note: Stair skating up and down these stairs is recommended as it is a long staircase; it will save you time

East Wing Collection

1. Navigate to eastern stairwell area
2. Proceed through door past third zombie, avoiding next zombie and entering room with Lighter and Dog Whistle, grabbing them in that order

3. Collect Chemical from outside area

Important Note: There are a few safety herbs you can grab out here before the dogs jump over the fence; be aware of inventory space though

Dog Whistle Encounter

1. Once outside, equip handgun, use whistle, move to upper left corner, aim at wall and spam "change target" button until aiming at dog
 - **Advanced Technique:** Use quick shots to kill dog as close as possible (hampered by health and aggression RNG)
2. Kill dog, un-equip handgun, grab Dog Collar and leave, dropping whistle when prompted

Important Note: If you are on caution going into the fight or leaving the fight, you have a free heal here (3 uses max) - make use of it if you didn't pick up a herb in the Chemical area previously

Armour Key and Grenade Launcher

Objectives: Access Grenade Launcher, navigate Murder Hall

Armour Key Sequence

1. Pick up Armour Key, open dog collar, spin around "coin", activate its back and place into pedestal
2. Navigate through "Murder Hall" (activated Crimson Head area)
 - **Safety Route:** Run through first doorway in front of crimson head. Crimson will always lunge and fail, giving time to exit early and avoid remaining zombies
3. Back through the door you went through after getting the arrow and through the top of the main hall to the door top right of where you are facing

Grenade Launcher Access

1. Travel around southern walkway to armour key door leading to Grenade Launcher
 - **Essential Item:** This weapon is critical for multiple boss encounters
2. Speak to Barry, mourn Forrest and receive his large powerful weapon. Never return
3. Return to main hall
4. Go into the East Wing and speak to Richard, skip cutscene and leave
5. Proceed to Serum save room in the West Wing, deposit handgun, knife and sword key

Important Note: Pick up Serum before leaving. This is a safety for Yawn - Yawn poison will RIP run.

Death Mask Collection

Objectives: Collect all four Death Masks

Death Mask 1 Collection

1. Move to water tank, use Chemical, examine tank selecting first options until cutscene begins
2. Proceed to pickup Death Mask 1 and exit room
 - **Movement Optimisation:** Angling slightly toward mask whilst mashing A allows grabbing from distance whilst moving

Music Room Sequence

1. Light candle then push shelf, avoid zombie behind it, grab Musical Score 1
 - **Enemy Management:** After finishing shelf push, hold up and left on d-pad to slowly turn into room, then backpedal as zombie lunges to bait
2. Move to piano room, push second shelf for Musical Score 2

Piano Puzzle

1. Combine two scores and use on piano to open wall to Gold Emblem
2. After grabbing emblem, mash menu button and immediately mash confirm to use old emblem
3. Place gold emblem above fireplace

Clock Puzzle Solution

Button inputs are: Confirm, →Confirm, Confirm; Confirm, →Confirm, Confirm; Cancel, Confirm

Grab Shield Key

Important Note: Richard has 5 minutes IRL before he croaks it. All the above should be doable in 5 minutes

Yawn 1 Boss Fight and Death Mask 2

Critical Strategy

- Move toward centre to activate cutscene, hold down-right on control stick whilst mashing to skip second cutscene
- Grab Death Mask 2, turn and exit along outside of room to avoid Yawn
- **Safety Protocol:** After grabbing mask, pause and wait for Yawn if it hasn't moved past left side of beam before continuing

Fun Fact: You saved Richard only to have him brutally murdered by Yawn. Well done, now listen to his blood-curdling screams as you leave the room

Death Mask 3 and 4 Collection

Armour Gallery

1. Push armoured statues in order: upper right, lower left, lower right. Upper left statue moves automatically
2. Press button to open gate to jewellery box containing Death Mask 3

Gallery Section

1. Flip light on first painting, run around to flip lights on remaining two
2. Proceed to final painting to open wall to Death Mask 4

Elder Crimson Boss Fight

Critical Boss Fight

Exit out the nearby gate into the graveyard and proceed down to the crypt to begin placing the masks from left to right:

- Put the masks in this order: Without Mouth (Speak no evil), Without Eyes (See no evil), Without Nose (errr this isn't how the Three Wise Monkeys proverb went), Without Mouth, Eyes and Nose
- Combine the incendiary shells into the grenade launcher, equip it, then place the final mask (5th position) and move toward the coffin to activate the cutscene

Combat Strategy

After you regain control of Jill, immediately close the gap between Jill and the elder crimson about halfway before beginning to fire:

RNG Outcomes:

- He dies in three shots without falling (best RNG)
- He falls down after one or two shots, requiring that you run up to him and aim down to shoot him again and finish him
- He takes 4 shots (worst RNG) which in a high-level run is a reset, but in more casual runs can be mitigated by switching back to regular grenades

Item Collection: After elder crimson goes down, un-equip the grenade launcher, retrieve the Stone and Metal Object from the coffin, and leave out through the graveyard and gallery.

Courtyard Transition

Navigation Strategy

1. After exiting the gallery, avoid the zombie ahead of you and exit through the gate behind him towards the Courtyard
 - **Fast:** Bait the zombie, falling back to the safe strat if sleeping
 - **Safe:** Wait for the zombie to come out of the hallway and run around him

2. Run immediately toward the pedestal at the end of this outside hallway, place the Stone and Metal Object, and exit through the door. If you're fast, the dog will not pose a problem

Weather Vane and Lisa's Hut

Objectives: Access residence area through forest section

1. Move down the steps and out towards Lisa's Hut. Proceed to the weather vanes and stop each of them at the same downward position relative to the screen (W for the first/red vane, N for the second/blue vane)
 - **RNG Note:** The movement of these vanes is RNG
2. **Lisa Trevor Encounter:**
 - Move to the very back of Lisa's Hut, picking up the Square Crank
 - Go to the nearby box and deposit the Armor Key and Lighter (first and second items in inventory)
 - At the end of the cutscene, wait roughly half a second before running by Lisa on her right; this will avoid damage every time. Running too soon will almost always cause Lisa to hit you

Courtyard and Residence Access

Water Management

1. Proceed back down the path away from the hut, avoiding the zombie after the stairs
2. Upon returning to the storage room at Courtyard entrance, grab the FAS (First Aid Spray) and proceed around the room through the double doors toward Residence
3. Run past the dogs through the gate up the steps
4. Use the square crank to lower the water and proceed around the path to the elevator
5. Proceed through the gate and the winding path into the Residence

Residence Section

Objectives: Navigate residence puzzles and rooms

Initial Room Navigation

1. Go down the hallway into the Rec Room, grabbing the Red Book and exiting. The spider at the door will only rarely attack you
2. Shake off the tentacle on the way to Room 002 (spin control stick or d-pad and mash confirm and another face button), skipping the cutscenes and entering the bathroom

Important Note: Tentacle does no damage or fractional damage; no need for safe strats. Jill will be able to tank the hits without going into caution or danger

Key Collection

1. Grab the 001 Key and leave back out of the room and down the hallway
2. Again shake off the tentacle and go into the bathroom of Room 001. Grab the Control Room Key and leave

Bookshelf Puzzle

1. Shake off the tentacle and return to Room 002. Push the bookshelves and proceed down the ladder to the Aqua Ring
 - **Advanced Technique:** The left bookshelf can be skipped by beginning movement into it and gradually turning toward the right bookshelf

Aqua Ring and Shark Room

Navigation Strategy

1. Push those boxes into the water and proceed into the shark room
2. **Shark Encounter:**
 - **Fast:** Take the middle path. This causes an almost unavoidable shark bite, but it's always the quick bite and is still faster than outside path
 - **Safe:** Take the outside path all the way to door

Note: If you are concerned about taking a shark bite, pick up the Green Herb before entering the Aqua Ring

3. **Control Room Sequence:** Take the ladder down into the Control Room and follow the steps to drain the water:
 - Use the upward console
 - Turn and use the right-hand console
 - Use the left-hand console
 - Proceed to the table and check the valve that must be turned (it's RNG; you can risk it for a first guess, but 2 guesses are slower than checking the table)
 - Close the indicated valve
 - Again use the right-hand console
 - Use the left-hand console
 - Use the initial console and leave the room
4. **Gallery Key Retrieval:**
 - Proceed into the now drained shark room
 - Manoeuvre around Neptune and around to the platform, try and grab the key inevitably dropping it into the water. Neptune laughs at you the only way a shark can by flapping dangerously towards you

- Push the console into the water and activate the lever electrocuting Neptune
- Jump down into the water from the leftmost side of the platform and immediately run to the right past the shark, grabbing the Gallery Key off screen and leaving

INCREDIBLY RISKY STRAT: Neptune Skip: There is a line near Neptune that enables you to get past him and grab the key. It will save a significant amount of time where you don't have to push the console into the water, but if Neptune gets you it's an instant Game Over.

Residence Exit and Insecticide Section

Final Residence Tasks











1. Proceed through the gate, up the ladder, through the locked door, and back into Room 002 of the Residence
2. **Zombie Management:** Run immediately toward the zombie and bait a lunge, then run into him, pushing him backward until you can move around him on the left
3. **Insecticide Puzzle:**
 - Use the gallery key and run to the body to grab the Insect Spray
 - Return to the hallway and grab the map, using the cancel button to exit and skip the text. Use the insect spray on the hole

Important Note: If you accidentally spam on the map, you run the risk of activating the bees coming into the hallway. This will be time loss because of the cutscene and will mean you have bees in the hallway to dodge now

- Return to the gallery and grab the 003 Key at the end of the hall, then proceed into Room 003

Book Puzzle and Plant 42 Access

Final Residence Puzzle

1. Go to the shelf and grab the white book
2. Open your menu, equip the grenade launcher (first slot, should have 3 incendiary shells loaded), then use the Red Book
3. **Book Puzzle Solution:** Solve the book puzzle (note that for books 2 and 3, it's faster to move left and grab books 6 and 7 first):
 -    -    -    - 

Plant 42 Boss Fight

Optimal Strategy

Proceed through the door to Plant 42 and follow these steps to avoid all damage and get a quick kill:

- Run four steps into the room, angling slightly to the left to avoid the staircase
- Immediately turn hard to the left, running toward the angled staircase across the room
- Proceed roughly 5 steps up from the turn on the staircase and aim up at P42
- After it has begun to open (sound effect), fire twice, triggering the midway cutscene
- Immediately aim up and quickly fire again, killing it before it closes

RNG Management

If killed fast enough, the closing and reopening animation during the P42 death cutscene can be skipped, saving time. If P42 is not killed before closing, it will start to spray poison that must be avoided before it will reopen, losing time.

Item Collection: Grab the Helmet Key and leave the room out the double doors.

Return to Mansion

Objectives: Navigate back through Residence and Courtyard

1. **Residence Exit:** Leave the Residence, proceeding back to the Mansion
2. **Snake Encounters:** Upon return to the poolside path, several snakes will jump out to bite Jill. They can be avoided with a specific line that is better seen than described in text. Bites have a chance to poison

Note: If you are concerned about poison, pick up a Blue Herb from the Residence before you leave; there should be a couple close to the exit

3. **Dog Encounter:** Running by the dog in the next room, there is a chance for it to hit or grab you as it is now closer

Mansion 2 - Underground Access

Objectives: Use Helmet Key to access underground areas

Hunter Navigation

1. Proceed to the eastern stairwell room. Move forward until the first camera transition, wait for the upstairs hunter to run all the way to the overhang directly above Jill and stop. As the hunter is about to scream, begin moving and stair skating up

Hunter Staircase Safe Strategy: Hunters can one-shot you if they stop, screech and lunge. There are going to be 3 in this stairway. Equip your Grenade Launcher and load it with grenade rounds if you have any and blow them away should you get cornered.

2. **Crusher Puzzle Room:** Proceed through the furthest door at the end of the hall, through the helmet key door and into the crusher puzzle room

- Push the statue to the end, run back round to the topmost corner of the room and push the switch. Once you push the switch, run back round quickly to push the statue into its slot
- Once the puzzle is solved proceed down the hole, picking up the Last Book 1

Underground Section

Objectives: Navigate to elevator and access caves

1. Go down the ladder and run past the spiders; they are slow so you should be fine dodging their spray should bad RNG occur. If you have been poisoned there is a blue herb through the next door
2. You can get a bait for the zombie blocking the power switch by hugging the inner wall while moving towards him, then moving around his other side after he lunges
3. Flip the switch activating the elevator and manoeuvre around the zombies to the kitchen door
4. Proceed into the kitchen, hugging whichever wall the zombie is closest to while moving towards him to bait a lunge, then moving around his left side to the elevator
5. Quickly move around the corner towards the battery room, grab the battery and then head to Murder Hall

Extra Items: There is a battery pack on the floor (defensive item) and some Acid Shells, should you want extra safety against Hunters as they are now prevalent in the Mansion now

6. **Reverse Murder Hall:** The first zombie must be baited or tanked, check the furthest mirror to see if the second zombie is in front of the crimson head, bait the crimson head unless he swung at the second zombie
7. Head through to the Armour Key puzzle from earlier and go through the door at the end. I hope you didn't miss Yawn. There is a bit of healing on the lead up to the encounter; once you get the cutscene, you won't be able to go back until Yawn is defeated

Yawn 2 Boss Fight

Combat Strategy

Enter Yawn's room and proceed around the corridor to the cutscene trigger. Begin mashing menu while skipping the cutscene to quickly equip the grenade launcher. Shoot four rounds into Yawn using pump cancel, then take the ladder down. Close the gap towards Yawn until you see him pop out then fire once to finish him off.

Important Note: The extra Acid Shells come in handy here should you be low on Grenade Launcher ammo

Item Collection: Grab the Last Book 2 and leave.

Gem Puzzle and Mirror Room

Objectives: Collect Red Gem and access Mirror Room

1. Run back through Murder Hall (again!?) and this time take the door immediately on your left, ignore the door in front of you
2. Then take the door immediately next to you for the Light Puzzle Room

Light Puzzle

1. Turn off light, grab grenade rounds, push the drawers once toward the red gem, move away slightly to let the bird statue turn until roughly facing the centre of the room, jump on the drawers and quickly grab the red gem
2. Once you have the red gem and grenade rounds, leave and walk all the way around the staircase to the furthest exit door
3. You are above the dining room again, with a very aggressive Hunter. Dodge and weave and exit to the Main Hall
4. Go down the stairs towards the mirror room

Mirror Room

Enter the lower door toward the mirror room from the main hall, avoid the zombie and grab the Gem Box.

Courtyard Return to Underground

Pool Navigation

Exit out the back of the main hall to the graveyard, following the path all the way out to the Courtyard again. Proceed to the pool area. The snakes will again jump out, but they're easier to avoid this time. Basically hug the left edge of the pool and walk straight up until the snake on the left jumps.

Safety Herb: There is a blue herb in the courtyard with the dogs should you suffer a bite from the snakes in the pool area

Battery and Pool Management

1. In the waterfall area, plug the Battery into the elevator and take it back up
2. Wait on the dog immediately blocking you off the elevator and when it begins running, run the opposite direction that it turns
3. Use the Square Crank to fill the pool
4. Proceed back down the elevator to the waterfall area

Underground Facility - Hex Crank Section

Objectives: Navigate hunter areas and boulder puzzles

Enrico Encounter

1. Proceed down the ladder into the underground. Go through the first door, heading to the Hex Crank. Talk to Enrico and take the Hex Crank from him when he dies

Safety: The boulder is an insta-kill so considering how far you are into the game you could save in the Caves, just before activating the boulder. There is also a green herb by the door should you be low on health

2. **Boulder Room:** Use the Hex Crank on the wall. Get the boulder rolling, run out of the way, skip the cutscene, and proceed to Black Tiger

Black Tiger Boss Fight

Advanced Strategy

Before regaining control of Jill, begin holding right on analog to immediately run toward the web door

Best RNG: Black Tiger will screech and lunge towards you. As long as you keep moving to the right of the door this can be avoided. Move back towards it, equip the grenade launcher and begin shooting it which will also begin removing web from the door.

Alternative Outcomes:

- Slow Poison: Black Tiger will begin charging a poison (rumbling noise). Quickly equip the grenade launcher and blow off two webs with pump cancelling
- Quick Poison: Black Tiger will spit a poison without charging. Continue running past the door to avoid

Best RNG Again: If you get the angle right and Black Tiger sprays you by the door, it can remove a web from the door

Safety: Good guy Capcom put Blue Herbs after a poison risk, what a guy. Outside of Black Tiger's room are multiple Blue Herbs; you might want to take another on the way back if you are concerned of poison

- Use the crank again to move the cave around, activating another boulder. Run towards the boulder into the space this time

Safety: There is a FAS where the boulder came from should you want a full heal

Cylinder Puzzle

Complex Puzzle Solution

Enter the room and begin the Cylinder puzzle:

- Push the statue up the wall 4 times, use the hex crank, push down once
- Push towards the centre spinner until it spins, push down twice

- Push towards the centre spinner until it spins
- Push back towards the initial wall 3 times, push down until it locks in place and opens the Cylinder

Code Entry

- Grab the Cylinder Shaft, combine with Cylinder
- Go back through Black Tiger's room back to the area before Enrico and use it. Enter the code: 4231

Lisa Trevor Underground Encounters

Bait and Switch: Lisa will spawn at whatever route you first go down. If you are concerned about her, go the wrong route and she will be there, then go the other route. Do this again after the box puzzle to have a Lisa-free experience

Navigation Strategy

1. **Lisa Hallway:** Proceed through Lisa Hallway. Run straight through Lisa on the inside of the turn
2. **Box Room:** Push the box once to the left, and 8 times up, then activate the lift
3. **Compactor Section:**
 - Push the box 9 times to the left, then into the compactor
 - Back to the elevator. Oh hi Barry
 - Activate the compactor, grab the Broken Flamethrower
4. **Lisa Switch:** Back through the caves towards the box room again, flip the switch next to Lisa, then place the Broken Flamethrower and leave
5. **Jewellery Box:**
 - Wade through the flooded hall. Ignore the snakes; they can't catch you unless you stop
 - Proceed around the pathway to Lisa's Jewellery Box and leave up the ladder

Final Mansion Section

- Go back through Lisa Trevor's house and back into the Mansion

Objectives: Access laboratory entrance

Object Collection

1. Grab the Stone and Metal Object from the pedestal before entering the Mansion
2. **Spencer Office:** Turn on the lamp, grab the Metal Object, combine with the ring from the Lisa Trevor box, then leave
3. **Medal Placement:** Use the Stone and Metal Objects on the gate

Lisa Trevor Final Fight

Barry Encounter Strategy

Proceed to the Altar room. Choose NO to decline returning Barry's gun. Grab Barry's Magnum.

Lisa Defeat Strategy

- Move until touching the coffin; as soon as Lisa begins moving, push the bottom left stone off the edge
- **Alternate Strategy:** Run around behind Lisa, equip the magnum, and shoot her off the edge (1 shot to ledge grab, 2 shots to fall)
- Push off the remaining stones, then exit up the elevator

Important Note: It might be worth not shooting Lisa off the edge to preserve ammo; this Magnum is a one-shot kill for all enemies including bosses. The extra shots could be used to clear the route in the fuel canister route

Fountain Access

Open the Lost Books and take the medals, place the Medal of Wolf and Medal of Eagle into fountain slots. Proceed down into the Lab.

Laboratory Section

Final Safety Save: This is a relatively quick section, but also has an insta-kill risk. It might be worth saving before continuing into Labs

Objectives: Navigate final areas and reach Tyrant

Important Note: Before reaching the terminal down the stairs, if you are going for the safe strategy for the fuel canister, it might be worth headshotting the Pale Head in the tunnel

Computer Access

1. Go down the stairs, through the tunnel to far end to access the computer room
2. Enter username JOHN and password ADA. Open both doors, using password CELL

Laboratory Key

1. Go back upstairs and to the room at the top of the stairs
2. Enter code 8462 into wall console and grab Lab Key

Fuel Management

1. Go back down the stairs and head towards the refueling room and the elevator

Important Note: There is another Pale Head before the refueling room; make sure to headshot it with the Magnum and then make sure to kill the Chimeras around the fuel canister and the route back to

the canister should be danger-free

2. Grab Fuel Canister, fill it and head back to input it back into its slot. (4 steps running, 2 steps walking pattern to avoid explosion. Or walk.)

Power Activation

Place canister and activate power to the elevator.

Note: There is lots of safety healing in the Labs

Tyrant Final Boss

Head to the elevator by the refueling room and go up for the final showdown with Wesker.

Combat Strategy

- Skip 3 cutscenes, equip magnum, kill Tyrant with ONE shot, grab key, unlock door and head back up to the helipad

Final Steps

- Proceed to helipad, place Fuse, go up another elevator, pick up Signal Rockets, use Signal Rockets

Completion: GG's

Safety Tips for Beginners

Inventory Management

- Always carry extra healing items; save frequently using multiple slots
- When combining items it's often faster to start with item in furthest inventory slot

Movement Optimisation

- Movement is faster without weapon equipped or with knife
- Movement slows when health is in orange Caution or poisoned

RNG Management

- Every enemy has RNG affecting health, movement, aggression and facing direction. "Sleeping" zombies won't lunge from distance, preventing baits and requiring slower approaches

Menu Efficiency

- Menu can be closed with menu button when no item selected
 - D-pad and control stick inputs can be stacked for quick menu movement
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Additional Resources

- **Primary Resource:** [Speedrun.com Resident Evil Remake](https://www.speedrun.com/Resident%20Evil%20Remake)
- **Video Tutorials:** Watch runs by top players including Pessimism and CarcinogenSDA and Deccyf (LOL)