

How to Survive the Giant Plant Boss in Resident Evil Requiem on Insanity

Facing the Overgrown Nightmare

When you first step into the boss arena, the sheer scale of the giant enemy hits you. The room is choked with overgrown flora, vines hanging from every surface, and the air feels thick with pollen and decay. This is not your typical boss fight. The plant mutation that towers before you is a grotesque blend of organic tissue and aggressive vegetation, a living fortress that has claimed this part of the facility as its own. In Resident Evil Requiem, the insanity difficulty does not give you any room for error, and this encounter is one of the sharpest tests of patience and precision I have faced in years of gameplay.

I have spent countless hours studying walkthroughs and attempting no damage runs on this particular fight. The first time I saw the giant plant boss, I thought it was just another bullet sponge. I was wrong. It has layers of protection, a surprising mobility for something that size, and a dodge mechanic that punishes even a split second of hesitation. The health bar is long, but the real challenge is not the total damage you need to deal. It is the constant pressure, the environmental hazards, and the need to read its attack patterns while managing your own resources.



This article draws from my own experience recording cinematic 4K gameplay footage of the fight on insanity mode with no HUD and no damage. If you are looking for a strategy guide that goes beyond surface-level tips, you are in the right place. I will walk through the phases of the boss battle, highlight the weak point you need to target, and share the practical adjustments that finally let me survive the encounter without taking a single hit.

Understanding the Boss Arena and the Giant Plant Boss

The room itself is part of the challenge. The boss arena is not a flat circle; it is a multi-tiered space with raised platforms, collapsed pillars, and patches of corrosive slime that the boss spits across the floor. During the fight, the [giant plant boss](#) will periodically slam its root-like limbs into the ground, causing debris to fall from the ceiling. In insanity difficulty, these environmental hazards deal enough damage to end a no damage run in one mistake. I learned quickly that positioning is just as important as dodging the direct attacks.

The giant enemy uses a mix of sweeping melee attacks and ranged projectiles. Its primary melee attack is a wide horizontal swipe that covers most of the central area. The dodge mechanic here is crucial: you need to time your evade toward the boss, not away from it. The

hitbox for the swipe extends farther than it looks, and backing off often puts you in the path of a follow-up slam. On my first few attempts, I kept dying because I instinctively retreated. Once I started dodging into the attack, I found the opening to strike its weak point.

The weak point is a pulsating bulb located on the upper part of its main stalk. It is protected by thick, armored petals that open only when the boss rears back after certain attacks. In the early phase, these petals stay closed most of the time, forcing you to bait specific moves. This is where the no HUD approach becomes both a blessing and a curse. Without a health bar or crosshair, you rely entirely on visual cues: the color change of the bulb, the shudder of the stalk, the sound of its roar. It makes the fight feel more immersive, but it also demands that you know the fight inside out.

Phase One: Testing Your Patience

The first phase of the boss fight is about observation and resource conservation. The giant plant boss will cycle through three main attacks: a ground pound that sends out shockwaves, a spit of corrosive fluid that leaves pools on the ground, and a lunge that covers half the arena. The lunge is the most dangerous because it is fast and has a deceptive range. I found that staying at medium distance, about ten meters away, triggers the ground pound more often than the lunge. The ground pound is easier to dodge and leaves the weak point exposed for a few seconds afterward.

During this phase, the overgrown flora in the arena can work for or against you. Some of the vines hanging from the ceiling can be shot down to create temporary barriers that block the boss's line of sight. But they also obstruct your own movement if you are not careful. I recommend clearing the vines on one side of the arena early, so you have a safe corridor to retreat into when the boss starts its projectile spam. In my no damage run, I spent the first two minutes just kiting the boss around the cleared area, studying its timing, and landing shots only when the weak point was fully exposed.

One common mistake I see in other walkthroughs is trying to rush this phase. The giant plant boss has a lot of health, and if you burn your ammunition early, you will run dry in later phases. On insanity difficulty, ammo drops are scarce, and every bullet counts. Use a high-damage, single-shot weapon for the weak point, and save your burst fire for the adds that spawn in phase two. If you are recording gameplay footage in 4K resolution, you will want to keep the action clean and controlled. Rushing leads to messy fights that look bad on camera and end with a death screen.

Phase Two: The Adds and the Plant Mutation

Once you deplete the first third of the health bar, the boss roars and the floor cracks open. Small, crawling plant mutations emerge from the fissures. These enemies are not individually tough, but they swarm quickly and can stagger you at the worst possible moment. The giant plant boss continues its attack pattern during this phase, but it adds a new move: a vertical slam that creates a shockwave in a straight line across the arena. The combination of adds and the boss's attacks forces you to multitask.

I found that the best strategy is to use the cinematic mode to your advantage. In cinematic mode, the camera pulls back slightly, giving you a wider view of the arena. This helps you spot the adds before they get too close. The trade-off is that the tighter framing of standard gameplay can make dodging more precise, but the wider view lets you plan your movement. For this fight, I switched to cinematic mode and kept my back to a wall whenever possible. That way, adds could only approach from one direction, and I could pick them off with a quick melee attack or a shotgun blast.

Do not ignore the adds. They do not drop much ammo, but they can interrupt your aim and cause you to miss the window on the weak point. I recommend clearing the room of adds before returning to the boss. It takes longer, but it is safer. In a no damage run, safety is everything. You cannot afford to take a single hit from a random enemy while you are lining up a shot on the giant plant boss.

Phase Three: The Final Push

The last phase is where the boss fight becomes truly chaotic. The giant plant boss enters a rage state: its movements become faster, its attacks come in longer combos, and the weak point stays open for shorter durations. The health bar may be low, but the risk is higher than ever. The boss also starts using a new attack where it releases a cloud of spores that temporarily obscures your vision. Without a HUD, this is disorienting. You have to rely on memory and sound cues to know where the boss is.

I practiced this phase dozens of times before I could survive it consistently. The key is to stay calm and not panic when the spores hit. The cloud lasts about five seconds, and during that time, the boss will usually attempt a lunge or a ground pound. If you keep moving in a straight line and dodge at the right moment, you can avoid damage even when you cannot see. Once the spores clear, the boss is often vulnerable for a longer window. That is your chance to unload on the weak point.

In my successful no damage run, I used a single high-powered rifle to chip away at the weak point during the earlier phases. For phase three, I switched to a rapid-fire pistol because the boss moves too fast for a slow weapon. The damage per shot is lower, but the increased hit rate means I land more shots during the brief vulnerability windows. This is a trade-off I had to

figure out through trial and error. A strategy guide can tell you what to do, but only experience teaches you the timing.

Final Thoughts on the Encounter

The giant plant boss is one of the most memorable fights in Resident Evil Requiem, especially on insanity difficulty. It tests your ability to read patterns, manage resources, and stay calm under pressure. If you are attempting a no damage run, I recommend spending a few sessions just observing the boss without trying to kill it. Learn its tells, memorize the dodge timing, and figure out where the safe spots are in the boss arena. The fight is long, but it is fair once you understand its logic.

For those recording gameplay footage, the visual spectacle of this boss battle is worth the effort. The 4K resolution brings out the detail in the overgrown flora and the grotesque plant mutation. Playing with no HUD and in cinematic mode makes the encounter feel like a scene from a horror film. Just remember that the no HUD setting removes your health bar and ammo counter, so you need to keep a mental note of your resources. It is an extra layer of difficulty, but it also makes the victory that much sweeter.

Whether you are here for a walkthrough, a strategy guide, or just to see how the fight looks in high resolution, I hope these insights help you survive the giant plant boss. Take your time, learn the patterns, and do not be afraid to restart. Every death teaches you something. And when you finally land that last shot and watch the health bar drain to zero, you will know it was worth it.