

Resident Evil 2 Monsters Guide

by Outbreak

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This walkthrough was originally written for Resident Evil 2 (1998) on the GC, but the walkthrough is still applicable to the N64 version of the game.

RESIDENT EVIL 2

----- Monsters Research -----

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1. INTRODUCTION/FORE WORD |-----RESIDENT EVIL 2

As a part of my "Monsters Guide" for the "Resident Evil" GC series, this guide is done out of my pure interest and dedication. In this Monsters Guide for the Resident Evil 2 (by Capcom), you can find the details, strategies, fighting tactics, behavior, background and characteristics for all the mosnters that is in the game.

2. BASICS/NOTES |-----RESIDENT EVIL 2

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 In the wonderful world of Resident Evil, we are filled with hideous, gross monsters of all varieties. Rotting humans, freaks, you name it, Capcom has it. The monsters in the game has a certain amount of HP, and have weakness against certain guns. Hence, a gun might inflict more damage when use on a zombie, but lesser damage on a hunter.

Most monsters can be avoided by running out of that area, but in some areas, the zombies will break open the door and stalk you!

 3. MONSTERS / WEAPONS RELATIONSHIP |-----RESIDENT EVIL 2

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The distance where you fire at the monsters will often determine how many bullet it is required to kill a monster. Also, blasting high or low might give more or less damage than usual too, sometime.

Some monsters are exceptionally weak against certain powerarm, hence the same weapon will not inflict the same amount of damage to the different type of monsters.

In here is a chart showing the most effective weapon of the monsters.

MONSTER NAME	WEAPON
Zombie	Handgun
	Shotgun
	Grenade Rounds
	Bowgun
Zombie Dog	Knife
	Handgun
	Shotgun
Licker	Acid Rounds
	Flame Rounds
	Shotgun
	Magnum
Crow	Bowgun
	Handgun
Spider	Magnum
	Flame Rounds
	Shotgun
Large Roach	(Foot steps)
Tentacles	Flame Thrower
	Flame Rounds
Ivy	Flame Thrower
	Flame Rounds
Alligator	(Canister)

Giant Moth	Flame Rounds	
	Shotgun	
	Sparkshot	

Larva	Handgun	
	Flame Thrower	
	Machine Gun	

G-Imago	Magnum	
	Acid Rounds	
	Shotgun	

Tyrant	Grenade Rounds	
	Magnum	
	Flame Rounds	

Super Tyrant	Rocket Launcher	
	Enhanced Magnum	
	Enhanced Shotgun	
	Sparkshot	

G-I	Acid Rounds	
	Flame Rounds	
	Magnum	

G-II	Acid Rounds	
	Flame Rounds	
	Shotgun	
	Magnum	

G-III	Shotgun	
	Flame Rounds	
	Acid Rounds	

G-IV	Enhanced Magnum	
	Enhanced Shotgun	
	Flame Rounds	
	Acid Rounds	

G-V	Rocket Launcher	
	Flame Rounds	
	Acid Rounds	
	Enhanced Magnum	
	Enhanced Shotgun	

 4. CREATURE FILES |-----RESIDENT EVIL 2

 Note that the information from this chart is taken from Biohazard 2 Kodansho.
 Some unavailable weapons have been listed, I know, but still I don't have any
 idea on how to solve this error.

ZOMBIE

Vitality : 40 ~ 118
 Attack Power : 3/10

Agility : 3/10
Poison? : No
One Hit Kill? : No

Effective Weapon Damage Count				
=====				
Weapon	Near	Medium	Far	

Shotgun	200	60	40	

Grenade Rounds	200	50	0	

Bowgun	30	30	30	

Type:

- 1) ノーマルタイプ Standing
- 2) ゾンビ改タイプ Modified
- 3) 這いずりタイプ Crawling
- 4) 寝ばいタイプ Ground
- 5) ゾンビの手 Hand

- 1) The first is the most common type. They will stand upright and go after you if they sees you.
- 2) The modified version have higher vitality than the standing type. They are naked, and can be found in the laboratory area only.
- 3) Their lower torso have been degenerated so badly that they cannot even stand upright anymore. They will crawl towards you and then bite at your ankle
- 4) They will be on the ground, idle. If you got too near they will suddenly bite at your ankle.
- 5) You will see only their hands. You can struggle off or fire at them.

The 'T-virus' is a deadly virus invented by the Umbrella Corporation, which can contaminate human and mutate them into a living dead known as the 'zombie'. They have lost their sense of consciousness, and wonder mindlessly searching for human flesh to survive. Due to the decomposition of their body, they cannot move very fast, and is weak against most firearm. However when they can get very dangerous when gather together. A decapitation can get rid of them easily. They can appear and attack in various forms. If you were to aim up at the head of the zombie with the shotgun and fire, you can kill it in one shot.

Zombie attack by lunging onto your character and then he will start to bite at your neck. Mash on the D-pad and the buttons to shake him off before so as to minimise the damage. The zombie can also vomit acid. If you encounter a crawling zombie or a ground zombie, he/she will chew on your ankle if you gets to near to their head.

The real strategy here is to fire at them from afar. Several shots will be required to kill them from the basic Handgun. Stronger weapons like the Shotgun or the Grenade Launcher have better effect. Do aim for the upper torso in order to inflict bigger damage. A pool of blood will form when they are totally dead.

There are 2 other variations of the zombies too. One of them is the zombie hands, a variation on their full-bodied version. The zombie hands will appear from the crack of the boarded-up windows to grab you.

There is also the Brad Vicker zombie, formerly a S.T.A.R.S player who also appeared in the first Biohazard/Resident Evil game. Due to his kelvar vest, he have higher resistance than an average zombie. However, his weakness is the head, similar to the rest of the zombies. To verify their death, look for the pool of blood that will form upon their defeat.

ZOMBIE DOG

Vitality : 59 ~ 119
Attack Power : 2/10
Agility : 8/10
Poison? : No
One Hit Kill? : No

Effective Weapon Damage Count			
Weapon	Near	Medium	Far
Shotgun	300	75	65
Grenade Rounds	300	50	0
Machine-Gun	10	10	10

Zombie Dog is a mutation created after the T-virus have contaminated a dog. They have grown aggressive, and now attack any human they come across. This agile monster will first run around to confuse its prey before it attempt to leap and bite at its victim. It can be easily kill by most weapon.

Zombie will be knock down by one attack from any weapon. As the Zombie Dog usually attack in a pair, the best tactic in this situation is to switch your aim between them, knocking them alternatively until they fall. Do not focus on killing one, as the rest will be able to attack you easily. Like a zombie, they will die only when a pool of blood have form under their body.

LICKER リッカー

Vitality : 75 ~ 119
Attack Power : 4/10
Agility : 6/10
Poison? : No
One Hit Kill? : Yes (HP below 80)

Type:

- Licker
- Super Licker

Effective Weapon Damage Count			
Weapon	Near	Medium	Far
Acid Rounds	130	60	0
Magnum	200	200	200

| Flame Rounds | 85 | 60 | 5 |

Licker is formed when a zombie is contaminated with the T-virus. They look like a skinless human with enlarged-brain. Licker attacks by swiping its claws and its elongated tongue, capable of tearing a human torso apart easily. Licker is a very dangerous monster, but thankfully, they are blind. Should your character move very silently (eg shuffle their feet) they might be able to get past this monster with no damage. When far, they can leap across the room and do an air claw swipe. When upclose, they will do a closeup claw swipe and a tongue swipe.

Evasion is recommended. Alternatively, use a powerful weapon like the Shotgun or the Grenade Launcher to kill them quickly before they get to you. To detect a Licker presence, open your ear up and hear for a hissing sound, and the click-clack of their claws. They can move on wall and ceiling too.

CROW カラス

Vitality : 10
Attack Power : 1/10
Agility : 10/10
Poison? : No
One Hit Kill? : No

| Effective Weapon Damage Count |
=====

Weapon	Near	Medium	Far
Shotgun	60	20	15
Bowgun	15	15	15
Flame Rounds	85	60	15

The T-virus spill have affected the crows and have turned them into a very vicious and violent animal. The crow will not strike only, and instead they will only attack in a very large group. These aerial monsters will fly around the head of its victim, confusing it before they steal a peck every now and then. Due to their agility, they are often hard to kill.

The crows are more of a nuisance than a threat. They can be easily be taken down with a singular attack attempt from every weapon. The best weapon to use for crow-hunting is the Handgun. However, as they are hard to hit, and couple with the fact that they only attack in groups, the most effective tactic when facing them is to run to the destination and ignore them. If you are standing still, you will become an easy target for them. Try to run and fire at them. Most of the time, watch out when crossing a quiet hallway with windows, as the windows is often the entrance of their invasion. When using a Bowgun, if you score a hit, the bowgun arrow will pin the crow onto the wall.

SPIDER グモ

Vitality : 89 ~ 119
Attack Power : 2/10

Agility : 4/10
Poison? : Yes (Acid Spit)
One Hit Kill? : No

Effective Weapon Damage Count			
Weapon	Near	Medium	Far
Magnum	130	130	130
Flame Rounds	130	130	5
Shotgun	55	45	40

The Spider has been mutated due to the contamination of the spilled T-virus. The Giant Spider is a very annoying monster, due to the fact that it is one of the monsters that is capable of inflicting the poisonous status to your character. The monster do so by spitting an acid at your character, which has a 25% of inflicting the poison status. The Giant Spider is big as well, but due to this reason, they have quite slow, and have difficulty in moving. Hence you can easily defeat a spider by running around it and attack down when facing the spider from its behind. The Spider can also attack by using its tentacle when upclose.

A strong weapon is strongly recommended for killing this monster. You might want to consider using a Shotgun, or even a Grenade Launcher. The Spider is exceptionally weak against the Flame Rounds, because a singular flame round is more than enough to kill the Spider when fire in medium range.

As they exist mostly in underground areas, you might want to carry a Blue Herb before going down a sewer. They can move on ceiling and wall too. You can identify their presence by the 'thump-thump' sound they make.

LARGE ROACH ラージローチ

Vitality : 1
Attack Power : 1/10
Agility : 10/10
Poison? : No
One Hit Kill? : No

Effective Weapon Damage Count			
Weapon	Near	Medium	Far
Shotgun	300	40	20
Handgun	16	15	14
(Foot Step)	*	-	-

The Large Roaches only exist in the Fan Tunnel area near the Underground sewer area. There are literally hundred of them. All of them will swarm to your character and then attempt a bite, which inflict a small amount of damage. But if your character got swarmed by many roaches then your character will die

instantly. The recommended tactic is to run away. If combat is needed, a fast firing weapon or a wide-radius weapon like the Shotgun will be recommended. The Large Roaches can also be defeated by running over them.

TENTACLES 触手

Vitality : N/A
Attack Power : N/A
Agility : N/A
Poison? : No
One Hit Kill? : No

Effective Weapon Damage Count			
Weapon	Near	Medium	Far
Flamethrower	*	*	*
Flame Rounds	*	*	*
(Lighter)	*	-	-

The tentacles are a part of a giant plant that is breeding in the Umbrella Laboratory. They can't damage you unless you get too close to them, as they are always anchored to a wall. Like other plant element monsters, they are weak against fire-base weapon. You can easily remove them by spraying the Flamethrower or firing a Flame Rounds at them. Alternatively you can converse bullet by using a Lighter. The tentacles are immune to any other weapon.

IVY イビー

Vitality : 59 ~ 99
Attack Power : 3/10
Agility : 3/10
Poison? : Yes (Acid Mist)
One Hit Kill? : No

Type:
- Ivy
- Poison Ivy

Effective Weapon Damage Count			
Weapon	Near	Medium	Far
Flamethrower	15	15	15
Flame Rounds	300	110	10
Magnum	50	48	45

William Birkin and his team have managed to create a new plant-base BOW from the experiment of the Plant 42 in the Spencer Mansion. This new invention can easily be created by plants, and the advantage is that it is able to spray

acidic mist, which has a 25% of inflicting the poisonous status to its prey. When near, the Ivy can attack using its hand-like vine, as well as to chew and swallow the head of its prey by its mouth-like petals.

Fire-base weapons can be used to defeat this monster with ease. A single shot from the Flame Round at medium range is enough to kill the monster. They have exceptionally high resistance against other weapons. As they are the creation of William Birkin, Ivies can only be found in William's laboratory. If the "Anti-BOW Sprinkler System" is activated in Scenario A, then a more power variation of the Ivy, known as the "Poison Ivy", will appear in Scenario B. You can indentify its new variation by its color. An 'normal' version of the Ivy has in green while the enhanced version have most of its 'body' in red.

ALLIGATOR アリゲーター

Vitality : 800
Attack Power : 5/10
Agility : 4/10
Poison? : No
One Hit Kill? : Yes (Time Expire)

Effective Weapon	Damage Count			
(Canister)	*	*	*	
Magnum	31	31	31	
Machine Gun	10	10	10	

An Alligator is a very strong monster that is far more dangerous than most of the monsters you have encounter so far. The large, stunning alligator will make it way towards you, and if you get too close to its mouth, it will chew you up. Also, if you didn't defeat it within a set amount of time limit, then you will be cornered and get killed by it too, regardless of your vitality.

There are 2 methods to defeat this Alligator. The first is widely favoured due to its ease of execution. By releasing the canistor on the left wall somewhere in the battle area, the Alligator will goes to pick it up using its mouth when it got to the canistor. Then you can fire at the canistor to blow it up and kill the Alligator easily.

Alternatively you can kill it with brute force, by throwing everything at this monster. There is a risk that you might be kill, and further more using this method means that it will return again in Scenario B. The only award for using this method to kill the Alligator is that you will be able to obtain some additional ammunition a while later.

GIANT MOTH 蛾

Vitality : 150
Attack Power : 2/10
Agility : 3/10
Poison? : No
One Hit Kill? : No

Effective Weapon Damage Count			
Weapon	Near	Medium	Far
Flame Rounds	101	101	5
Shotgun	40	38	35
Sparkshot	40	40	40

A Giant Moth has been hibernating deep in the laboratory of William Birkin, capturing and cocooning any invaders that dare to step into its territory. The Moth is gigantic, and it reproduces itself by laying Larva. The Giant Moth can only be found in the Computer Room. A warning of this monster is depicted by the constantly dropping of the larvae in the hallway outside the room.

The Moth will not move until it got attacked. It will execute a headbutt to attack its prey, or even spray mist. Both of these attacks are weak though, so you should counter attack with powerful weapons. Flame Rounds from the Grenade Launcher work best against the Moth.

LARVA 蛾幼体

Vitality : N/A
 Attack Power : 2/10
 Agility : 1/10
 Poison? : No
 One Hit Kill? : No

Effective Weapon Damage Count			
Weapon	Near	Medium	Far
Flamethrower	*	*	*
Machine Gun	*	*	*
Handgun	*	*	*

The larvae are laid by the Giant Moth that is hibernating in the Computer Room of the laboratory. The larvae will drop itself down from the ceiling to try to stop any person that attempts to get into the Computer Room. However, they are very weak, and can be easily defeated by any weapon. Do not bother them. They shouldn't be a concern to you at all. Instead run straight to the destination and ignore them.

G-IMAGO G変異体

Vitality : 600
 Attack Power : 4/10
 Agility : 4/10
 Poison? : No
 One Hit Kill? : No

Effective Weapon Damage Count			
Weapon	Near	Medium	Far
Magnum	105	100	95
Acid Rounds	121	121	121
Shotgun	65	60	55

William Birkin's "G" reproduces by planting parasitic "G" into a human host through the mouth. At this moment, the parasitic embryo will stay in the body and it will attempt to rewrite the body organisation in order to turn the host into a G-type monster. The body code rewriting will only be successful if the DNA of the human host is the same as the original "G" who plants the embryo, and this is a big weakness of Birkin's "G" specimen. Should the code rewriting fails (all these takes a short while), the embryo will force its way out of the host, that is, if the "DEVIL" vaccine is not taken.

The 'adult' version of the failure "G" is known as the "G-Imago". Though it is a failure, the "G-Imago" still pack a punch though. The reject in its larva form alone can burrow through steel, and is capable of reproducing more G-larvae. G-Imago is best identified by the giant-eyeball on its body. The "G-Imago" have exceptionally high resistance against most weapons too. As it can spawn G-larvae, your best bet is to focus on killing it only and ignore the G-larvae. The G-larvae serves as a distraction while you battle the G-Imago.

TYRANT タイラント

Vitality : 200 ~ 400
 Attack Power : 6/10
 Agility : 4/10
 Poison? : No
 One Hit Kill? : No

Effective Weapon Damage Count			
Weapon	Near	Medium	Far
Rocket Launcher	500	500	500
Enhanced Magnum	100	100	100
Sparkshot	70	70	70

Umbrella Inc have decided to send in a Tyrant to retrieve the G-virus from their top elite scientist William Birkin. However, by the time the Tyrant was dropped in, the only person to have the G-virus is William's daughter, Sherry Birkin. The group, unknowingly that she have the G-virus, were have to constantly shake the giant stalker throughout their journey.

The Tyrant wore green think suit, which serves as a protective armor to provide higher resistance to weaponry for the Tyrant. The down side is that

the Tyrant moves much slower than usual.

The Tyrant attacks by many ways. The most basic of all is to execute a clothesline when near. One of the most deadly attack is the double overhead fist attack, which is almost capable of killing the human character. The sign of things to come is when the Tyrant high both of its fists high up overhead where it will then smash forward down onto the skull of the character. Luckily, this attack move can be easily dodged by running away. You can dodge him and avoid the fight and he will appear numerous times. However if you defeated it, the award comes in the form of a pack of ammunition that you can obtain from its fallen body. The ammunition gets better as it progresses. You are recommended to use powerful weapons like the Shotgun or the Grenade Launcher to defeat it. First use weak weapon like the Handgun when it is far. Then switch to the Shotgun or the Grenade Launcher when it got to the medium range.

SUPER TYRANT スーパータイラント

Vitality : 250
Attack Power : 4/10
Agility : 7/10
Poison? : No
One Hit Kill? : No

Effective Weapon Damage Count				
=====				
Weapon	Near	Medium	Far	
Rocket Launcher	500	500	500	
Enhanced Magnum	100	100	100	
Sparkshot	70	70	70	

After a certain event in the game, the green protective suit on the Tyrant will be melted off. The Tyrant have lesser vitality now, but in exchange the Tyrant gain speed and power. The Tyrant can also execute new attack moves in this naked form.

You will only encounter this monster once. He is very fast, and can run at you. He is harder to dodge unlike most other monsters, and can knock you down easily by any attack moves. You have to defeat it to proceed the game.

The Tyrant has to be taken down by powerful weapons. Use the strongest weapon you have and attack it. The Enhanced Magnum work well against this monster, as do the Grenade Launcher. After a certain period, a Rocket Launcher will be available. Go take it, take aim and fire. One rocket from the Rocket Launcher should be enough to kill the Tyrant once and for all.

G-I G第一形態

Vitality : N/A
Attack Power : 7/10
Agility : 5/10
Poison? : No
One Hit Kill? : Yes (Pipe Bash)

Effective Weapon Damage Count				
Weapon	Near	Medium	Far	
Enhanced Magnum	?	?	?	
Acid Rounds	?	?	?	
Flame Rounds	?	?	?	

William Birkin have injected the G-virus into his body, turning him into a huge monster known as "G".

"G" is what William Birkin has been hoping to create all the while. It is a very strong BOW that can withstand powerful firearms. In this initial stage, "G" attacks by swinging or bashing a pipe at the human character. It is quite slow, and if you were to use powerful weapons, most of the time you should be able to defeat it easily. Close combat is not recommended. The best tactic is to equip the Magnum and then attack from afar. By doing so, you can defeat it before it can get to you most of the time.

G-II G第二形態

Vitality : N/A
 Attack Power : 4/10
 Agility : 5/10
 Poison? : No
 One Hit Kill? : No

Effective Weapon Damage Count				
Weapon	Near	Medium	Far	
Enhanced Magnum	?	?	?	
Acid Rounds	?	?	?	
Flame Rounds	?	?	?	

The second mutation form of the "G" is slightly more dangerous than the first. He have decided to resort to physical combat, as he will no longer uses any weapon. G-II can jump high, and he will have 2 full mutated arms which he uses to attack you. He can inflict lesser damage, but he compensate with better range of attack.

You should use the most powerful weapons and fire at it at medium range. If you are too far, he will make a big jump, whereby he will land in front of you. Keep the pressure, and make use of the large area to your advantage. Run around fire whenever you are at a safe area.

G-III G第三形態

Vitality : N/A

Attack Power : 6/10
Agility : 5/10
Poison? : No
One Hit Kill? : Yes (Danger status)

Effective Weapon Damage Count				
=====				
Weapon	Near	Medium	Far	
Enhanced Magnum	?	?	?	
Acid Rounds	?	?	?	
Flame Rounds	?	?	?	

G-III has 4 arms, a very lethal set which enables the G-III to trap the enemy easily. G-III can jump high up onto the tram, and then jump in front of you. His 4 arms can prevent you from running away easily, and he have several nasty attacks, each one more inflict more damage the the other. Most of them involve a multiply attack combos with his 4 arms. Should your vitality status drop the Danger, you should be heal yourself immediately or be extremely careful, because he has a finishing attack which can kill you in an instant. Be careful not to get too near it, especially when you see that its 2 back arms are raised. It is a signal that something dangerous is coming.

----- G-IV G第四形態 -----

Vitality : N/A
Attack Power : 10/10
Agility : 7/10
Poison? : No
One Hit Kill? : Yes (HP below 70)

Effective Weapon Damage Count				
=====				
Weapon	Near	Medium	Far	
Enhanced Magnum	?	?	?	
Acid Rounds	?	?	?	
Flame Rounds	?	?	?	

This is the stage where the "G" is at its most powerful and dangerous. There are 2 'parts' in this stage. G-IV appear at the last area of the Scenario A for both human characters. The battle take place in a large area with narrow passage. At both parts, it is equally dangerous, so you will have to kill it with the strongest weapon available. Use the Enhanced Magnum. After it have sustain a certain amount of damage, it will be transferred to the second form.

In this stage, the G moves like a dog. It is very fast, and is able to leap onto the canisters and strike you down. On ground level, the G can go against the firearm power and charge at its prey, cornering it. With nowhere to go, the G will then bite down at the victim, which inflict a very large amount of damage. If the human character doesn't escape in time, the G might even goes

to kill its prey straightaway.

To defeat it, your best bet is to stock up on healing items and ammunition. Run around and fire it once in a while, be careful not to stay too long in a corner so that it cannot trap you. Use a healing item whenever your vitality ECG drop a level. Do not let your vitality ECG level fall below cautious orange at all time during the battle.

G-V G第五形態

Vitality : N/A
Attack Power : 5/10
Agility : 3/10
Poison? : No
One Hit Kill? : No

Effective Weapon Damage Count				
Weapon	Near	Medium	Far	
Enhanced Magnum	?	?	?	
Acid Rounds	?	?	?	
Flame Rounds	?	?	?	

The last form of the "G" is also the easiest form of all. You will only encounter it at the very last area of the scenario B. "G" will slowly glide towards you with its gigantic mess. When close, the G attacks by biting you.

The best tactic here is to run to the back of the area, and then equip the most powerful weapons and fire at it. At this moment, the Rocket Launcher are highly recommended. Spend the remaining rockets, then switch to the next most powerful weapon (like the Grenade Launcher or the Enhanced Magnum) and continue the pressure.

5. MONSTERS APPEARANCE LIST (LEON A) |-----RESIDENT EVIL 2

=====
STREET
=====

In front of Kendo Gun Shop
zombie - 7 (8 in USA vers)

Kendo Gun Shop
zombie - 4

Behind Kendo Gun Shop
zombie - 4

Back Alley
zombie - 3 (4 in USA vers)

In front of Bus

zombie - 4

Bus

zombie - 2

Behind Bus

zombie - 6

R.P.D front pouch

zombie - 3 (1 as Brad Zombie)

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RACCOON POLICE DEPARTMENT
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R.P.D Main lobby

1F West Wing office

1F West Wing Reception

1F East Wing Waiting Area

zombie - 6 (4 near door, USA vers)

zombie - 6 (4 near vending machine, JPN vers)

1F East Wing office

zombie - 5

1F West Wing Passage

licker - 1

1F Meeting Room Corridor

1F Meeting Room

1F Dark Room Corridor

zombie - 4

1F Dark Room

2F Statues Passage

2F West Wing Passage

2F S.T.A.R.S Office

1F Document Room

2F Waiting Area

zombie - 4 (5 in USA vers)

2F Library

2F Lobby

zombie - 3 (4 in USA vers)

licker - 1 (after you obtain Club Key)

2F East Wing Waiting Room

Art Gallery Passage

zombie - 2

2F East Corridor

crow - 2 (4 more from windows)

Rooftop

1F Northeast Courtyard

zombie - 4

1F Storage Room

zombie - 2 (if you open the door)

Art Gallery

East Wing Stairs

1F "n" shape Passage

zombie - 4

Interrogation Room

licker - 1 (after taking Rook Plug)

Observation Room

1F Evidence Room

zombie - 6

1F West Wing Office

zombie - 1 (zombie Marvin Branagh)

1F East Corridor

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B1 POLICE STATION
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B1 East Passage

zombie dog - 2 (3 in USA vers)

licker - 1 (2 in USA vers, After you obtain Club Key)

Power Supply Room

Construction Site Passage

zombie dog - 2

Construction Site

Construction Site Save Room

Parking Lot

B1 West Passage

Cell

Dog Cell

zombie dog - 2

Sewer Tunnel

Spider - 2

Septic Pool

Storeroom L

Cesspool

Catwalk

Water Work Management Area

Autopsy Room

zombie - 4 (5 in USA ver.)

Weapon Storage

Watchmen Living Quarter

Press Conference Room

3F Passage

Gear Room

"H" shape Passage

G-Imago - 1

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UNDERGROUND SEWER AREA

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North Sewer

Management Control Room

Underground Warehouse

Control Room Connecting Passage

Right Underground Sewer

Spider - 2

Fan Tunnel

large roach - 24

2F Bridge Room

Right Underground Sewer

Left Underground Sewer

Spider - 2

1F Bridge Room

Unloading Passage

Alligator - 1

Garbage Area

Right Underground Sewer
zombie - 3

Wooden Bridge Passage

Sky Tram boarding Area 1

Sky Tram
G-Claw - 1

Sky Tram boarding Area 2

=====
VACANT FACTORY
=====

Factory Left Passage
zombie - 4

Factory Right Passage
zombie - 4

Vacant Factory Save Room

Marshaling Yard

Locomotive Engine Room

Tram Turntable
G-II - 1

B4F Turntable

=====
UMBRELLA LABORATORY
=====

B4F Security Room

Main Shaft

B4F West Area Passage

B4F Low Temperature Laboratory

B4F East Area Passage
Ivy - 2 (2 more behind doors)
Ivy - 2 (reactive again after obtaining Lab Card Key)

B4F Researchers Living Quarter
Tentacles - 1

B4F Break Room
licker - 2 (Super Licker)

Duct
Ivy - 1

B5F Evacuation Passage

licker - 4 (Super Licker)

B5F Save Room

B5F Area B Passage

Larva - (Infinite)

B5F P-4 Laboratory

zombie - 5

B5F Computer Room

Moth - 1

Larva - 6

B4F Laboratory operating Room

zombie - 5

B5F Evacuation Passage

zombie - 5

B5F Elevator

B8F Platform

G-V - 1

Train Platform

=====

6. MONSTERS APPEARANCE LIST (CLAIRE A) |-----RESIDENT EVIL 2

=====

=====

STREET

=====

In front of Kendo Gun Shop
zombie - 7 (8 in USA vers)

Kendo Gun Shop
zombie - 4

Behind Kendo Gun Shop
zombie - 4

Back Alley
zombie - 3 (4 in USA vers)

In front of Bus
zombie - 4

Bus
zombie - 2

Behind Bus
zombie - 6

R.P.D front pouch
zombie - 3 (1 as Brad Zombie)

=====
RACCOON POLICE DEPARTMENT
=====

R.P.D Main lobby

1F West Wing office

1F West Wing Reception

1F East Wing Waiting Area

zombie - 6 (4 near door, USA vers)

zombie - 6 (4 near vending machine, JPN vers)

1F East Wing office

zombie - 5

1F West Wing Passage

licker - 1

1F Meeting Room Corridor

1F Meeting Room

1F Dark Room Corridor

zombie - 4

1F Dark Room

2F Statues Passage

2F West Wing Passage

zombie - 1 (After coming out from S.T.A.R.S Office)

2F S.T.A.R.S Office

1F Document Room

2F Waiting Area

zombie - 4 (5 in USA vers)

2F Library

2F Lobby

zombie - 3 (4 in USA vers)

licker - 1 (after you obtain Club Key)

2F East Wing Waiting Room

Art Gallery Passage

zombie - 2

2F East Corridor

crow - 2 (4 more from windows)

Rooftop

1F Northeast Courtyard

zombie - 4

1F Storage Room
zombie - 2 (if you open the door)

Art Gallery

East Wing Stairs

1F "n" shape Passage
zombie - 4

Interrogation Room
licker - 1 (after taking Rook Plug)

Observation Room

1F Evidence Room
zombie - 6

1F West Wing Office
zombie - 1 (zombie Marvin Branagh)

2F Chief's office

2F Chief's office passage

2F Chief's storage room

1F East Corridor

=====
B1 POLICE STATION
=====

B1 East Passage
zombie dog - 2 (3 in USA vers)
licker - 1 (2 in USA vers, After you obtain Club Key)

Power Supply Room

Construction Site Passage
zombie dog - 2

Construction Site

Construction Site Save Room

Parking Lot

B1 West Passage

Cell

Dog Cell
zombie dog - 2

Sewer Tunnel
Spider - 2

Septic Pool

Storeroom L

Cesspool

Catwalk

Water Work Management Area

Autopsy Room

zombie - 4 (5 in USA ver.)

Weapon Storage

Watchmen Living Quarter

Press Conference Room

3F Passage

Licker - 1

Gear Room

Chief's Secret Passage

Chief's Secret Lair

Metal Bridge

G-Imago - 1

Metal Bridge Exit Passage

=====
UNDERGROUND SEWER AREA
=====

Underground Sewer Passage

Management Control Room 2

Management Control Room

Underground Warehouse

Control Room Connecting Passage

Secret Storage Room

zombie - 1

Right Underground Sewer

Spider - 2

Fan Tunnel

large roach - 24

2F Bridge Room

Right Underground Sewer

Left Underground Sewer

Spider - 2

1F Bridge Room

Unloading Passage

Alligator - 1 (if not killed in Leon A)

Garbage Area

Right Underground Sewer

zombie - 3

Wooden Bridge Passage

Sky Tram boarding Area 1

Sky Tram

Sky Tram boarding Area 2

=====
VACANT FACTORY
=====

Factory Left Passage

zombie - 4

Factory Right Passage

zombie - 4

Vacant Factory Save Room

Marshaling Yard

Locomotive Engine Room

Tram Turntable

G-II - 1

B4F Turntable

- 5 (later in the game)

=====
UMBRELLA LABORATORY
=====

B4F Security Room

Main Shaft

B4F West Area Passage

B4F Low Temperature Laboratory

B4F East Area Passage

Ivy - 2 (2 more behind doors)

Ivy - 2 (reactive again after obtaining Lab Card Key)

B4F Researchers Living Quarter

Tentacles - 1

B4F Break Room
licker - 2 (Super Licker)

Duct
Ivy - 1

B5F Evacuation Passage
licker - 4 (Super Licker)

B5F Save Room

B5F Area B Passage
Larva - (Infinite)

B5F P-4 Laboratory
zombie - 5

B5F Computer Room
Moth - 1
Larva - 6

B4F Laboratory operating Room
zombie - 5

B5F Evacuation Passage
zombie - 5

B5F Elevator

B8F Platform
G-V - 1

Train Platform

=====

7. MONSTERS APPEARANCE LIST (LEON B) |-----RESIDENT EVIL 2

=====

=====
STREET
=====

Back Street
zombie - 8

Back Parking Lot
zombie - 3

R.P.D front pouch
zombie - 3 (1 as Brad Zombie)

=====
RACCOON POLICE DEPARTMENT
=====

1F Storage Room
zombie - 2 (if you open the door)

1F Northeast Courtyard
zombie - 4

Rooftop

2F East Corridor
crow - 8
tyrant - 1 (after pulling out the fire)

East Wing Stairs

1F East Wing office
zombie - 5

Art Gallery Passage
licker - 2

Art Gallery
licker - 1

2F East Wing Waiting Room

2F Lobby
zombie - 3 (4 in USA vers)
licker - 1 (return trip)

R.P.D Main lobby

1F West Wing office

1F West Wing Reception
zombie - 3

1F West Wing Passage

1F Meeting Room Corridor
zombie - 2

1F Meeting Room

1F Dark Room Corridor

1F Dark Room

2F Statues Passage

2F West Wing Passage
zombie - 5

2F S.T.A.R.S Office

2F Waiting Area

2F Library

1F Evidence Room

1F West Wing Office
zombie - 5

1F East Wing Waiting Area
zombie - 6

1F "n" shape Passage
tyrant - 1 (after taking the Gold Cog)

Interrogation Room
licker - 1 (after taking Rog Plug)

Observation Room
licker - 1

1F East Corridor
zombie dog - 1

2F Chief's office

2F Chief's office passage
tyrant - 1

2F Chief's storage room

=====
B1 POLICE STATION
=====

B1 East Passage

Power Supply Room

Construction Site Passage
zombie dog - 2

Construction Site

Construction Site Save Room

Parking Lot
zombie dog - 2

B1 West Passage

Cell

Dog Cell
zombie dog - 2

Sewer Tunnel
Spider - 2

Septic Pool

Storerroom L

Cesspool

Catwalk
zombie - 4

Water Work Management Area

Autopsy Room

licker - 2

Weapon Storage

Watchmen Living Quarter

Press Conference Room

tyrant - 1

3F Passage

tyrant - 1

Gear Room

"H" shape Passage

G1 - 1

Construction Site Passage

zombie dog - 2

Construction Site

Construction Site Save Room

=====
UNDERGROUND SEWER AREA
=====

North Sewer

Management Control Room

Underground Warehouse

Control Room Connecting Passage

Right Underground Sewer

Spider - 2

Fan Tunnel

large roach - 24

2F Bridge Room

Right Underground Sewer

Left Underground Sewer

Spider - 2

1F Bridge Room

Unloading Passage

Alligator - 1

Garbage Area

Right Underground Sewer

zombie - 3

Wooden Bridge Passage

Sky Tram boarding Area 1

Sky Tram

G-Claw - 1

Sky Tram boarding Area 2

=====

VACANT FACTORY

=====

Factory Left Passage

zombie - 4

Factory Right Passage

zombie - 4

Vacant Factory Save Room

Marshaling Yard

Monitor Room

tyrant - 1

Locomotive Engine Room

Tram Turntable

G-III - 1

=====

UMBRELLA LABORATORY

=====

B1 Passage

tyrant - 1 (after obtaining Power Room Key)

Passage To Smelting Pool

Smelting Pool

Licker - 2

Lift

B4F Turntable

zombie - 5

B4F Security Room

Main Shaft

B4F West Area Passage

B4F Low Temperature Laboratory

B4F East Area Passage

Ivy - 2 (2 more behind doors)

Ivy - 2 (reactive again after obtaining Lab Card Key)

B4F Researchers Living Quarter

Tentacles - 1

zombie - 3

B4F Break Room

licker - 2 (Super Licker)

Duct

Ivy - 1

B5F Evacuation Passage

licker - 4 (Super Licker)

B5F Save Room

B5F Area B Passage

Larva - (Infinite)

B5F P-4 Laboratory

zombie - 5

B5F Computer Room

Moth - 1

Larva - 6

B4F Culture Room

licker - 4 (Super Licker)

Power Room

Train Platform

zombie - 5 (after defeating Super Tyrant)

Cargo Train Front

Cargo Train Back

G-V - 1 (after defeating Super Tyrant)

Footbridge

Power Management Area

Super Tyrant - 1

B4F Laboratory operating Room

Licker - 2

=====

8. MONSTERS APPEARANCE LIST (CLAIRE B) |-----RESIDENT EVIL 2

=====

=====
STREET
=====

Back Street

zombie - 8

Back Parking Lot

zombie - 3

R.P.D front pouch

zombie - 3 (1 as Brad Zombie)

=====

RACCOON POLICE DEPARTMENT

=====

1F Storage Room

zombie - 2 (if you open the door)

1F Northeast Courtyard

zombie - 4

Rooftop

2F East Corridor

crow - 8

tyrant - 1 (after pulling out the fire)

East Wing Stairs

1F East Wing office

zombie - 5

Art Gallery Passage

licker - 2

Art Gallery

licker - 1

2F East Wing Waiting Room

2F Lobby

zombie - 3 (4 in USA vers)

licker - 1 (return trip)

R.P.D Main lobby

1F West Wing office

1F West Wing Reception

zombie - 3

1F West Wing Passage

1F Meeting Room Corridor

zombie - 2

1F Meeting Room

1F Dark Room Corridor

1F Dark Room

2F Statues Passage

2F West Wing Passage

zombie - 1 (After coming out from S.T.A.R.S Office)

2F S.T.A.R.S Office

2F Waiting Area

zombie - 5

2F Library

1F Evidence Room

1F West Wing Office

zombie - 5

1F East Wing Waiting Area

zombie - 6

1F "n" shape Passage

tyrant - 1 (after taking the Gold Cog)

Interrogation Room

licker - 1 (after taking Rog Plug)

Observation Room

licker - 1

1F East Corridor

zombie dog - 1

2F Chief's office

2F Chief's office passage

2F Chief's storage room

1F East Corridor

zombie dog - 1

=====

B1 POLICE STATION

=====

B1 East Passage

Power Supply Room

Construction Site Passage

zombie dog - 2

Construction Site

Construction Site Save Room

Parking Lot

zombie dog - 2

B1 West Passage

zombie dog - 2

Cell

Dog Cell
zombie dog - 2

Sewer Tunnel
Spider - 2

Septic Pool

Storeroom L

Cesspool

Catwalk
zombie - 3

Water Work Management Area

Autopsy Room
licker - 2

Weapon Storage

Watchmen Living Quarter

Press Conference Room
tyrant - 1

3F Passage
tyrant - 1

Gear Room

"H" shape Passage
G1 - 1

Construction Site Passage
zombie dog - 2

Construction Site

Construction Site Save Room

Chief's Secret Passage

Chief's Secret Lair

Metal Bridge
GI - 1

Metal Bridge Exit Passage

=====
UNDERGROUND SEWER AREA
=====

North Sewer

Management Control Room

Underground Warehouse

Control Room Connecting Passage

Secret Storage Room

zombie - 1

Right Underground Sewer

Spider - 2

Fan Tunnel

large roach - 24

2F Bridge Room

Right Underground Sewer

Left Underground Sewer

Spider - 2

1F Bridge Room

Unloading Passage

Alligator - 1

Garbage Area

Right Underground Sewer

zombie - 3

Wooden Bridge Passage

Sky Tram boarding Area 1

Sky Tram

G-Claw - 1

Sky Tram boarding Area 2

=====

VACANT FACTORY

=====

Factory Left Passage

zombie - 4

Factory Right Passage

zombie - 4

Vacant Factory Save Room

Marshaling Yard

Monitor Room

tyrant - 1

Locomotive Engine Room

Tram Turntable

G-III - 1

=====
UMBRELLA LABORATORY
=====

B1 Passage

tyrant - 1 (after obtaining Power Room Key)

Passage To Smelting Pool

Smelting Pool

Licker - 2

Lift

B4F Turntable

zombie - 5

B4F Security Room

Main Shaft

B4F West Area Passage

B4F Low Temperature Laboratory

B4F East Area Passage

Ivy - 2 (2 more behind doors)

Ivy - 2 (reactive again after obtaining Lab Card Key)

B4F Researchers Living Quarter

Tentacles - 1

zombie - 3

B4F Break Room

licker - 2 (Super Licker)

Duct

Ivy - 1

B5F Evacuation Passage

licker - 4 (Super Licker)

B5F Save Room

B5F Area B Passage

Larva - (Infinite)

B5F P-4 Laboratory

zombie - 5

B5F Computer Room

Moth - 1

Larva - 6

B4F Culture Room

licker - 4 (Super Licker)

Power Room

Train Platform

zombie - 5 (after defeating Super Tyrant)

Cargo Train Front

Cargo Train Back

G-V - 1 (after defeating Super Tyrant)

Footbridge

Power Management Area

Super Tyrant - 1

B4F Laboratory operating Room

Licker - 2

=====

9. VERSION UPDATE |-----RESIDENT EVIL 2

=====

21 May 2004 - 0.1

Created the FAQ, and done up the chart for most monsters.

22 May 2004 - 0.2

Updated the bios for Tyrant, Alligator, G-Imago and Larva

23 May 2004 - 0.3

Completed the monsters information section.

Completed Monsters Appearance List (Leon A)

24 May 2004 - 0.4

Completed Monsters Appearance List (Claire A)

25 Jun 2004 - 0.5

Completed Monsters Appearance List (Leon B)

Completed Monsters Appearance List (Claire B)

28 Jun 2004 - 0.6

Updated content format

4 Aug 2005 - 0.7

Revamped FAQ

=====

10. CONTACT |-----RESIDENT EVIL 2

=====

To contact the author of this FAQ, please send email to this address:

Bioutbreak@hotmail.com

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5)Speaking of virus mails, please, use a virus scanner to scan through your computer/laptop.

=====

11. LEGAL & COPYRIGHT ISSUES |-----RESIDENT EVIL 2

=====

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Update: 25 Feb

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- <http://www.cheats.de>

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- <https://www.neoseeker.com>

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11.3 CREDITS

<<http://www.gamefaqs.com>>

- CJayC, who is in charge of the web site and for hosting this FAQ.

<<http://www.capcom.com>>

- The guys who created this game. Mainly the producers & directors

<<http://www.urban.ne.jp/home/norichi/>>

- Credit to Norichi for the wonderful site =)

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