Resident Evil 2 FAQ/Walkthrough
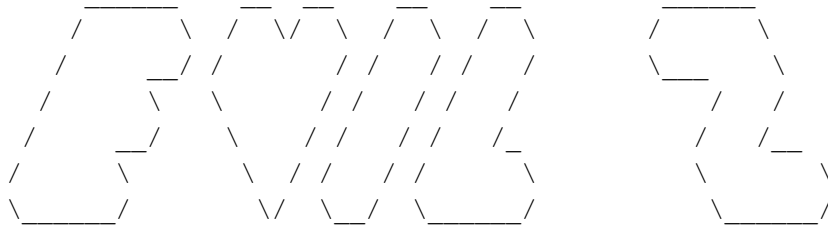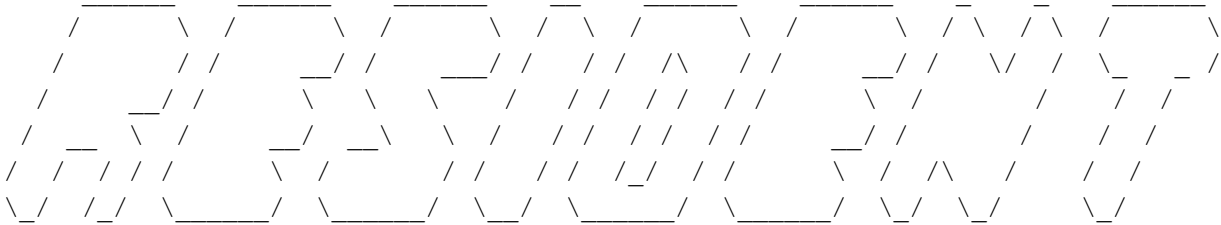
by Duo Maxwell

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

```
Date: Thu, 28 December 2000 03:16:00


     _____   _____   _____    __    _____   _____   __  _  _   _____
    /       \ /       \ /       \  /  \  /       \ /       \ /  \/ \/  \ /       \
   /       / /    ___/ /    ___/ /    /\/     _  / /       / \/  /  \_ _/
  /    __ / /        \   \    /    / // / /    / /        \ /       /   / /
 /  __  \ /    __/ __\   \  / // / // // /    __// //     /       /  / /
 / / / / / /      \ /  /  / // / /_/ // /      \ /  /\  / /  / /
 \_/  /_/ _____/  \____/  \__/  \____/ _____/ \__/  \__/   \_/


          _____   __  __   __   __   _____
         /       \ /  \/  \ /  \ /  \ /       \
        /    ___/ /       / /  / /  /  \___    \
       /        \ \    / // / //   / /  /
      /    __/    \   \ / // / /  /_      / /__
     /       \     \ / // / /     \     \     \
     _____/       \/ \_/ _____/      _____/


-------------------------------------------------------------------------------

                    RESIDENT EVIL 2 WALKTHROUGH v0.2 (US VERSION)
                             for Sony Playstation
                               by Stinger 3:16


    This  FAQ  is  for  private  and  personal  use.  It  can  only  be  reproduced
    electronically,   and if placed on a web page or site,  may be altered as long as
    this disclaimer and the copyright notice appear unaltered and in full.  This FAQ
    is not to be used for profitable or promotional purposes, etc. Please do not use
    this FAQ on your website without asking my permission first. And don't take some
    part or whole part of this walkthrough  and  put your names on it.  I don't made
    this walkthrough for some damn plagiarist  put their names on it. I work hard on
    making this walkthrough, so please don't rip-off my work.
    Resident Evil 2 is (c) Capcom and (c) Sony Entertainment.



                                **ATTENTION**
    1. For Webmaster
       If you want to post my faq  in your site, please ask me for permission first.
       I guarantee that I will give you that permission.  However, I have some terms
       that you must fulfill, which is :
       - You don't sell it away or give it for some kind of bonus
       - You don't change anything  inside my faq,  that's  including my name as the
         author and my disclaimer.
       - You must check  for any new updates  from  http://www.cheatcc.com  at least
         once in a month for a new games, or once in 2-3 months for an old games.
       That's all. I'm not asking much and it's not hard to do, so please do that.


    2. For Reader
       If you want to ask me a question,  don't forget to put the game's name in the
```

subject field. I had told this in author's note, but I keep receiving some
mail without subject. It's not so hard to do that, right?
Oh yeah, never say this in your mail "Sorry to waste your time for reading
my mail". You're NOT wasting my time. Trust me. I like reading your mail
(except those a**holes that send me flames and hate mail) and helping you (if
I can).
One last thing, from now on I will not reply any flames and hate mail. It's
only a waste of time.

That's all. I hope you like my faq and can find some useful info.

==
T A B L E O F C O N T E N T S
==

01. R E V I S I O N H I S T O R Y

02. B A S I C M O V E S

03. S A V I N G Y O U R G A M E

04. W A L K T H R O U G H
     * LEON KENNEDY SCENARIO A
     * CLAIRE REDFIELD SCENARIO B
     * CLAIRE REDFIELD SCENARIO A
     * LEON KENNEDY SCENARIO B
     * TOFU SCENARIO
     * HUNK SCENARIO

05. M A P S
     * MAP #01 : CITY AREA
     * MAP #02 : POLICE STATION 1F
     * MAP #03 : POLICE STATION 2F
     * MAP #04 : POLICE STATION 3F
     * MAP #05 : POLICE STATION B1
     * MAP #06 : SEWAGE DISPOSAL
     * MAP #07 : SEWER B1
     * MAP #08 : SEWER B2
     * MAP #09 : VACANT FACTORY B1
     * MAP #10 : VACANT FACTORY 1F
     * MAP #11 : LABORATORY B4
     * MAP #12 : LABORATORY B5
     * MAP #13 : TRANSPORT
     * MAP LEGENDS

06. E N D I N G S

07. W E A P O N L I S T

08. I T E M L I S T

09. F I L E S

10. L O S T A N D F O U N D

11. A C T I O N R E P L A Y C O D E S
     * LEON CODES
     * CLAIRE CODES
     * SUPER CODES
     * ITEM AND CHEST MODIFIER DIGITS

```
================================================================================
01.  R E V I S I O N   H I S T O R Y
================================================================================
```

VERSION 0.2 (28 December 2000)
Minor update. Added Room 36 in the Map Section. Special Thanks to all who remind
me about this.

VERSION 0.1 (21 October 1999)
First release. This walkthrough is FAR from complete, only walkthrough for Leon
Scenario A has been complete, so right now please don't mail me about this game
(info, question, etc).

```
================================================================================
02.  B A S I C   M O V E S
================================================================================
```

```
  Up            Move forward
  Down          Move backward
  Right         Turn right
  Left          Turn left
  X             Action/Shoot (while holding R1)
  Square        Run (while holding forward)
  Circle        Open Character Menu
  Triangle      Cancel
  R1            Aim
  Start         Pause
  Select        Game Option
```

```
================================================================================
03.  S A V I N G   Y O U R   G A M E
================================================================================
```

Just like the previous series of Resident Evil, you need an ink ribbon to save
your progress. One ink ribbon for one save. You can find the ink ribbon
scattered on the city of Raccoon, usually near a typewriter. So, think first
before you save your progress because maybe when you must save, you don't have
ink ribbon anymore.

```
================================================================================
04.  W A L K T H R O U G H
================================================================================
```

* LEON KENNEDY SCENARIO A
You're now in the city area. There are many zombies here so don't waste you ammo
to kill those damn thing. Just run to the other side and enter the gunshop.
Inside the shop, there will be a scene. Exit through the south door. You're in
an alley. Move forward a little bit, and you will hear a shattered window sound
and a screaming. If you re-enter the shop, you will find that the shop owner
now is a dinner for the zombies. You can take his weapon if you want. In the
alley, follow the path until you see a court and some zombies inside. Continue

walks South, and the fence will open. You must get past those zombies and enter
the court and enter the West door. Again, follow the path and ascend the stairs.
On the other end, descend the stairs. Hop into the garbage trash. There are many
zombies here. You can run and avoid them or you can kill them. If you choose to
kill them, using a knife is not a bad idea but it will take a long time.
Whatever you want to do, now enter the South door. There are some zombies here,
they are eating so don't disturb them. Never, ever disturb a zombie while they
eat. Just run East and enter the bus. Inside the bus, there are two zombies. You
must kill them. Exit from the bus through the other door. Many, many zombies
here. Avoid if you can, or just slaughter them. E ner the North door. You are
near to the Police Station. Walk forward and if you don't take anything along
the way, you will see Brad, but unfortunately he's not Brad anymore. He's just
a damn zombie, so kill him. After he's dead check his body to take the Special
Key / Locker Key. After that continue the path. Then enter the Police Station.

You're in the Hall. Enter Room 1. A scene will occur. You will receive Blue Card
Key. Go to the computer on the Hall. Use the computer. This will unlock the Hall
side doors. Now go to Room 2. Six zombies in this room. Go to Room 3. Four
zombies in this room. Enter Room 4. Take the Small Key. Now go to Room 5. Five
zombies in this room. There's a safe in this room. Open it. The combination
number is 2236. Take the Shotgun Shells and the Police Station Map.

Go back to the Hall. Go to Room 6. Open the desk in the corner of this room.
Take the Spray if you want. Now enter Room 7. Follow the path until you see a
FMV. Kill that bastard that called "Licker". Enter Room 8. Enter Room 9. No
zombies here. Go to the back room. Use lighter on the painting. Take the Virgin
Heart. Enter Room 10. 4 zombies in this room. Enter the Dark Room. Use the
Locker Key to open the locker. Inside the locker, there's two outfit you can
use. Exit and go upstairs. You're now in Room 11. Follow the path until you see
3 statue.

```
             _____  _____  _____
            |gray   ||center||brown |          /|\
            |statue||statue||statue|          | N
            |_____||_____||_____|
```

Now, take notice where are both statues looking at. You should see a brown tiles
on the floor. There are where you must move those statues. But, if you read the
note on the center statue, which read "The god of sun and the god of moon. Their
gaze upon me is the only thing that can release the red soul". So, here's what
you must do.

```
            _____
           |           _____  _____  __|___
           |          |gray   ||center||brown |
            \|/        |statue||statue||statue|       /|\
                       |_____||_____||_____|        |
                        |_____|
```

If you done correctly, the Virgin Heart will drop. Take it. Now enter Room 12. 3
zombies here. Enter the S.T.A.R.S. Office. Walks forward and take Chris' Diary.
You will also receive the Unicorn Medal. Claire will enter the room. After the
scene, open the safe and take the Shotgun. Exit from this room.

Go back to the Hall. Use the Unicorn Medal on the statue on the center of this
room. Take the Spade Key. Now enter Room 13. Go to the other end of this room.
Push the ladder. Ascend it. Take the Square Crank. Go back to the second floor.
Enter Room 14. Four zombies. Enter Room 15. Ascend the stairs. Follow the path.
After you fall, check the bronze plate on your right. Now walk forward and push
the red switch. Go back to Room 15. Right now, the shelf will have a red light.

```
        ___      ___      ___      ___
```

```
|   |   |   |   |   |   |   |   |
|   |   |   |   |   |   |   |   |
| 1 |   | 2 |   | 3 |   | 4 |
|   |   |   |   |   |   |   |   |
|___|   |___|   |___|   |___|
```
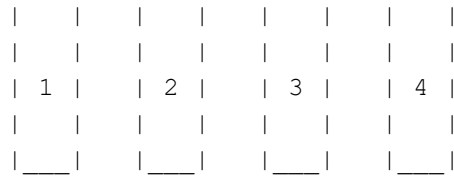
1. Push the switch on shelf #1 and move it to the right
2. Push the switch on shelf #2 and move it to the right

Go back to the bronze plate. Take the Bishop Plug. Exit to Room 16. There are 4
zombies in this room. Two on each side. In the center of the path, there's an
emergency ladder. Push the emergency ladder. Now enter the Waiting Room. Take
the Small Key. Enter Room 17. Two zombies here. Enter Room 18. Unlock the East
door. Then run to the other end and open the door. You're now on Room 19.
Descend the stairs. Four zombies down here. Enter the door in the other end.
Take the Valve Handle. Don't open the door unless you want to kick some zombies'
ass.

Go back to Room 19. Near the door, you should see a passageway. Go there and use
the Valve Handle. That should put off the fire. Go back to Room 17. Enter Room
20. Use Virgin Heart on a woman relief. After you put both jewel, the statue's
chest will open. Take the King Plug. Then take the Diamond Key on your left. Go
back to Room 15. Ascend the stairs and enter Room 21. From there, go to Room 22.
In the North wall of this room, there's a square hole. Use the Square Crank.
Right now, there's nothing you can do in this room.

Go to Room 23. Take the cord. And take the Rook Plug on the shelf. When you're
trying to exit, a Licker will shatter the window. Kill it of just escape. Back
to Room 7. Use the cord on the circuit box. Now go to Room 10. Enter Room 24.
Six zombies in this room. Open the other door. You're back on Room 1. Enter the
small room. You will see the black cop turned into zombie (Nice scene). Kill
that poor bastard. Take the Heart Key.

Go to Room 25. Descend the stairs on the end of this room. You're now in Room 26
and there are 3 cereberus in this room. Enter Room 27. Take the B1 map. On the
North wall, there's a circuit box. Activate it. The combination is Up, Down, Up,
Up, Down. Exit this room. Enter the Parking Area. Move forward and you will see
a scene that introduce Ada Wong. After the scene, push the truck. Enter Room 28.
Scene. Enter Room 29. After the scene, take the Manhole Opener. Go to Room 30.
Use the manhole opener on the lid. Descend the ladder.

You're in the Sewage Disposal. There are 2 spiders in this room. Go to the other
end. Ascend the stairs. You're now in Room 31. Enter Room 32. Across the bridge.
Hey, if the e-mail address on the top of this faq isn't arunraya@centrin.net.id
and the name of the author isn't Stinger 3:16, then, this is a faq that has been
plagiarized. So please send his name and email address to Stinger 3:16
(arunraya@centrin.net.id). Now you can continue reading this walkthrough. You
will see a door and a panel on its right side. Use the King Plug on the panel.
Then use the Rock Plug, and the Bishop Plug. Exit from this room. Another scene.
You will meet with Ada.

Right now, you control Ada. Exit from this room. You're now in Room 33. There
are two cereberus in this room. Enter Room 34. Take the Sewage Disposal map. Go
down. Here's another puzzle. What you must do is to align those crates so you
can across to the other side.

```
            _____
           |1st    |
           |   |   |                              /|\
           |  \|/  |                              | N
```

```
                         |_____|

                          _____
                         |3rd     |
                         |    |   |
                         |  \|/   |
                    ___|_____|
                   |2nd     |
                   | /___   |
                   | \      |
                   |_____|
```

Go back up and activate the panel. Across the crates and take the Club Key. Go
back to Room 31. There will be some more scene. Now, you control Leon again.
Take the Club Key. Go back to Room 26. There's two licker in this room. Enter
the Autopsy Room. Take the Red Card Key on the shelf. After you take the card,
all the corpse start to attacking you. Kill 'em all.

Now enter the Arms Storage / Weapon Storage (use the Red Card Key on the card
reader). Open the locker. You can take either the Machine Gun or the side pack.
Exit. Go to Room 36. Take the Film on the table. On the North wall of this room,
there are 3 statues (from left to right) 11, 12, and 13. On the left side of
statue 11, there are some kind of furnace. Use your lighter. If you examine the
painting on the South wall, which read "Light the queen, the king and the jack..
then the carriage will start running". If you're a card player, then you will
know that Jack is 11, Queen is 12, and King is 13. So turn the faucet on statue
12, statue 13, and statue 11. take the G. Cogwheel.

Go back to Room 22. Ascend the stairs and use the G. Cogwheel on the wheel thing
then take the Knight Plug. Go down the ventilation. Another scene. Enter Room 29
and a scene will occur. Go back to Room 32. Ah hah, a new enemy. Dispose that
creature. Now use the Knight Plug. Enter Room 37. Scene. Enter Room 38. Go to
the Control Room 2. Use the elevator. Scene.

Now you control Ada again. Take the Sewer map. Enter Room 40. Walk left a little
and you will see a ladder. Ascend it. Quickly run forward and descend the ladder
to trigger another scene. You're in Room 41. Across the bridge and down the
ladder. The control back to Leon.

Enter Room 40. Go South and take the Wolf Medal on the corpse. Enter Room 41.
There are 2 spiders in this room. Enter the South door. You're now in the Water
Pool. Use the valve handle to lower the bridge. Across the bridge and again, use
the valve handle to raise the bridge. Enter Room 42. Follow the path. Another
scene. On the East wall, there is a gas cylinder. Release it. When the alligator
eat the cylinder, the shoot it. BOOM, the alligator is history. Enter Room 43.
Go across and meet Ada. Scene.

You're now in Room 41. Across the bridge and go to your left. Take the Eagle
Medal. Go back to Room 41. Near the waterfall there is a panel. Use Wolf Medal
and Eagle Medal. Enter Room 44. Enter Room 45. Turn on the power for the sky
tram. Enter the sky tram. Scene again. Shoot that filthy hand.

Exit from the tram. You're in Room 46. Enter Room 47. There are 4 zombies in
this room. Turn left at the conjuction. Ascend the ladder. You're now in the
Factory. Enter Room 49. Enter the train. Inside the train walks forward and take
the C. Panel Key. Go back outside. Use the key on the panel. Another scene.

Go outside and fight the boss. After you defeated that scum, go back inside.
Scene. You're now in the Security Room. Go outside. Enter Room 50. Continue to
Room 51. Enter Room 52. Activate the computer. Go to Room 53. Enter Room 54.
```

Take the Fuse Case. Use the Fuse Case on the computer. You will get Main Fuse.

Go back to Room 50. Use the Main Fuse on the machine in the center of this room.
go back to Room 52. Use lighter on oil near the plant.  Enter the shaft.  You're
now in Room 55. Two creatures in this room. Go back to Room 51. Open the shutter
and inside there are two creatures. Enter Room 56. Descend the ladder.

Enter Room 57. Three creatures here. Enter the Monitor Room. Take the Laboratory
Map. Enter Room 58.  Enter Room 59. Five zombies in this room. Take the Lab Card
Key on the table.  Enter Room 60.  There is one giant bug in this room.  Operate
the computer on the end of this room. The user name is GUEST.

Go back to B4.  Enter Room 61.  Five zombies.  Push the red switch.  Take the MO
disk . Exit from this room and a scene will take over. You will receive G-virus.
Exit to Room 50. Scene.

Now  go back  to B5.  Enter  Room 57.  Five zombies here. Use the MO disk on the
panel  near  the East door. Enter Room 62.  Enter Room 63.  Walk forward and the
countdown will begin.  Continue walk forward and activate the elevator. You must
fight  this creature  for the last time.  After you kill that bastard, enter the
elevator. Just follow the path and you will see the ending FMV. THE END.


===============================================================================
05.  M A P S
===============================================================================

                  M A P  # 0 1  :  C I T Y  A R E A

                        _____
                       |                 |
                       |                 |
                       |      _____|
                       |    |
                       |    |
                       |    |
                       |    |
                       |    |
                       |    |
                       |    |
                  _____|    |
                 |      |    |
                 |Gun   \    |
                 |Shop  |    |
                 |_/___|_____|
                   |        |
                 __|_____    |
                |  |      |  |
                |_  \      \  |
          _____      |_____|  |
         |      |_      ||_____|  |
         |      _|      ||      |  |
         |  |  |        ||      |  |
         |  |  |        ||      |  |
         |  |  |        ||      |  |                            _/_
         |  |  |        ||      |  |              _____|  |_____
         |  | |_____||      |  |             |                            |
         |  |_____|      |  |             |                            |
         |  |               |  |             |                            |
         |_/_|_____|___|_____|__/_                      |
          |                   |   Bus       |       |\                      |

```
     |                     |_/_____/_|           | _____|
     |                     |               |           |                     |
     |_____|       |_____|
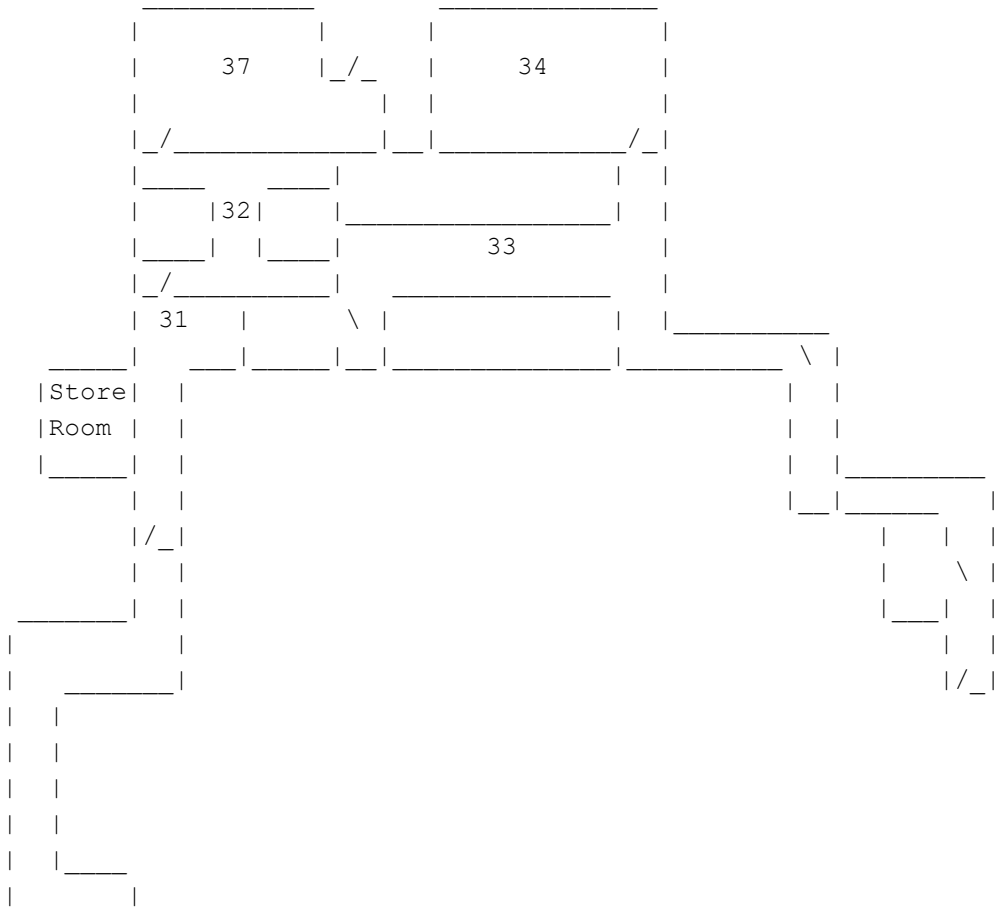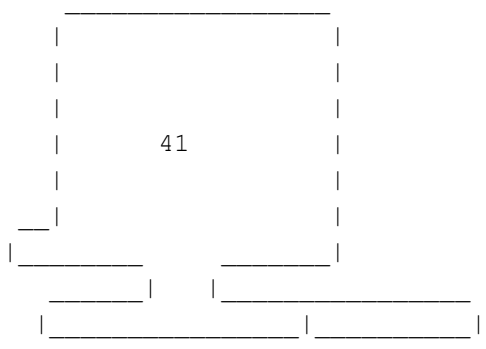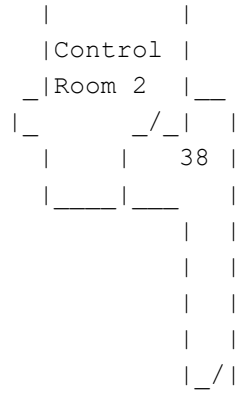

                M A P   # 0 2   :   P O L I C E   S T A T I O N   1 F
 _____       _____
|    ____   ____   |     |     |
|8 |      |/_|   |     |     |      10      |                  _____
|  |      |      |     |     |              |            |     \  ____ 3 |        |
|  |      |      |     |___|   ____/_|      ___|    |  |  |   |  |_/__ |
|  |      |      |       \  |            |             |  |  |   |  |     |  |
|  |     9        |_____|    | Dark  |_____|    23    |  |   |  |     |  |
|  |__       __|       |    | Room  |               |_____|  |  |   |  |     |  |
|     |      |       24    \ |      |               |          | | 36 | |  |     |  |
|__/__|      |___/_____|__|_____|               |    4    |  |   |  |     |  |
|     |      |                  |_           |          \  |   |  |     |  |
|     |      |        1          |           |_____|  |   |  |     |  |
|     |  |_____|                |                    |  \  |  |____| |  |
|     |      |       _____|          Hall    |    2    |__|____|_/|    25 |
|    \ 13 |     |             _|               |        _____|_/_____|
|     |      |     |            |               |    |                      |
|  7  |_____|_____|    6      \           |    |                      |
|                  \          |_      |__    \      5          |
|_____|_____|               |    \          |    ___
                    |                          | |          |   \  |
                    |_____/_____|__|_____|___|


                M A P   # 0 3   :   P O L I C E   S T A T I O N   2 F
                        _____
                       |     |_____        _____
                       |     | _____ _____  |       |          |
  _____|     | |      \/_____ | |       |          |
 |           11       |     | |           | |       |    19      _|
__|    _____| |     | |           | |       |          ___|
|  \      | |            | |           | |       |          \   |
|  |_____| |      _| |           | |       _____|__      |_  |
|  | S O  | |    15     \ 16\          /  |     | 17     |      | |
|12| T f  | |          |_   /          \  |     | ____/_|_____| |
|  \A f  | |          | |           | |     | |           _____|
|  | R i  | |_____/_____| |          | |_____| |  20 | |
|  | S c  | 14  ____|       | |          |  Waiting\ |   |18|_____
|  |___e__|      |          | \          / _|Room  | |_____|   \     |
|_____|          |___\         /___|_____|_____|____|


                M A P   # 0 4   :   P O L I C E   S T A T I O N   3 F
                                       _
                                      |2|
                                      |1|
                          _____| |
                         |_____    \|
                                  | | |
                                  | | |
                                  | | |
                          ____| | |
```

```
                              |_____| |
                              |      | | |
                              | 22    \|
                              |      |_|
                              |_____|
```

M A P   # 0 5   :   P O L I C E   S T A T I O N   B 1

```
                                                                        _____
                                                          _____|____   |
                                                         |        |  ___|  |
                              _____                   |        | | |   | |
                     _____|        |                  |        | | |   | |
                    |        |        |                  |        | | |   | |
                    |   30   |        |             ____|   27    | |   | |
                    |        |        |   _____|Arms|      | |   | |
    _____|_/_     |        |  |               |Str |      |2|  |_/|
   |                |    |   |        |  |               |_/__|____/____|6|___| |
   |_/_____     |   |        |  |              |  |_____/____|
   |     \     |    |     |   |_____|  |  Parking        |  | |                |  |
   |29|_____|       | 28     \  |     Area              |__| |                |  |
   |     \     |         |_____|  |                  __\_|                  |____|
   |__|_____|           |            |
                        |            |
                        |_____|
```

M A P   # 0 6   :   S E W A G E   D I S P O S A L

```
        _____          _____
       |          |        |            |
       |   37     |_/_     |    34      |
       |          | |  |   |            |
       |_/_____|__|_____/_|
       |____    ___|               |  |
       |    |32|    |_____|  |
       |____|  |___|          33      |
       |_/_____|    _____   |
       | 31   |     \ |           |  |_____
    _____|  ___|____|__|_____|_____ \ |
   |Store|  |                      |  |
   |Room |  |                      |  |
   |_____|  |                      |  |_____
       |  |                      |__|_____  |
       |/_|                          |   | |
       |  |                          |   \ |
    _____|  |                      |___| |
   |      |  |                          | |
   |  ____|                            |/_|
   |  |
   |  |
   |  |
   |  |
   |  |____
   |_____|
```

M A P   # 0 7   :   S E W E R   B 1

```
                                  _____
```

```
                                      |            |
                                      |Control     |
                                    _|Room 2      |__
                 _____  |_      _/_|   |
                |                  | |    |    38 |   |
                |                  | |____|___     |   |
                |                  |          |   |   |
                |       41         |          |   |   |
                |                  |          |   |   |
              __|                  |          |_/|
             |_____    _____|
              _____|    |_____
             |_____|_____|



            M A P   # 0 8   :   S E W E R   B 2

         _____
        |            ____/__|
        |  45    __     |__
        |       |    |  |_____|
        |       |    |
        |__/_|                                              _____
        |   |                                    _|            |
        |   |                                   |_             |
        |   |           _____        |            |
        |44|_____|                        |       |  |   _____|
        |_____|          41           \      40    |  |__    |
                     |___    _____|_____      ____|  |  |__|
              _____|_/__|_____            |   |        |  |
             |                  |            |   |        |  |
             |   Water Pool     |            |   |_____|  |
 _____|                  |            |   __|_____ 39|
|  _____|_____|   |   |            |  |
|  /                              |   |            |  |
|  |                              |   |__          |  |
|  |              ___             |   |  |_         |  |
|42 |            |   |            |_____|           |__|
|  |            |   |____
|  |            |  43     |
|  |            |         |
|  _____|_/_____|
|                      |
|_____|


            M A P   # 0 9   :   V A C A N T   F A C T O R Y   B 1

                              _____
              _____     | _____|    _
             |    46    |    | | |       | |
             |__/____    |    | | |       | |
             |       |   |_____|4|     |4|        _
             |_____|_____ 7|     |8|      | |
                              | |          | |_____| |
                              | |          |__   _____|
                              | |             | |
                              | |_____| |
```

```
                                 |_____|




              M A P   # 1 0   :   V A C A N T   F A C T O R Y   1 F
                                  _____
                                 /              \
                                /                \
                  _____/                   \
                  |                               |
                  |                    49         |
                  |_____/_____                  |
                     |Factory|  \                 /
                     |_____|    \              /
                                    _____/
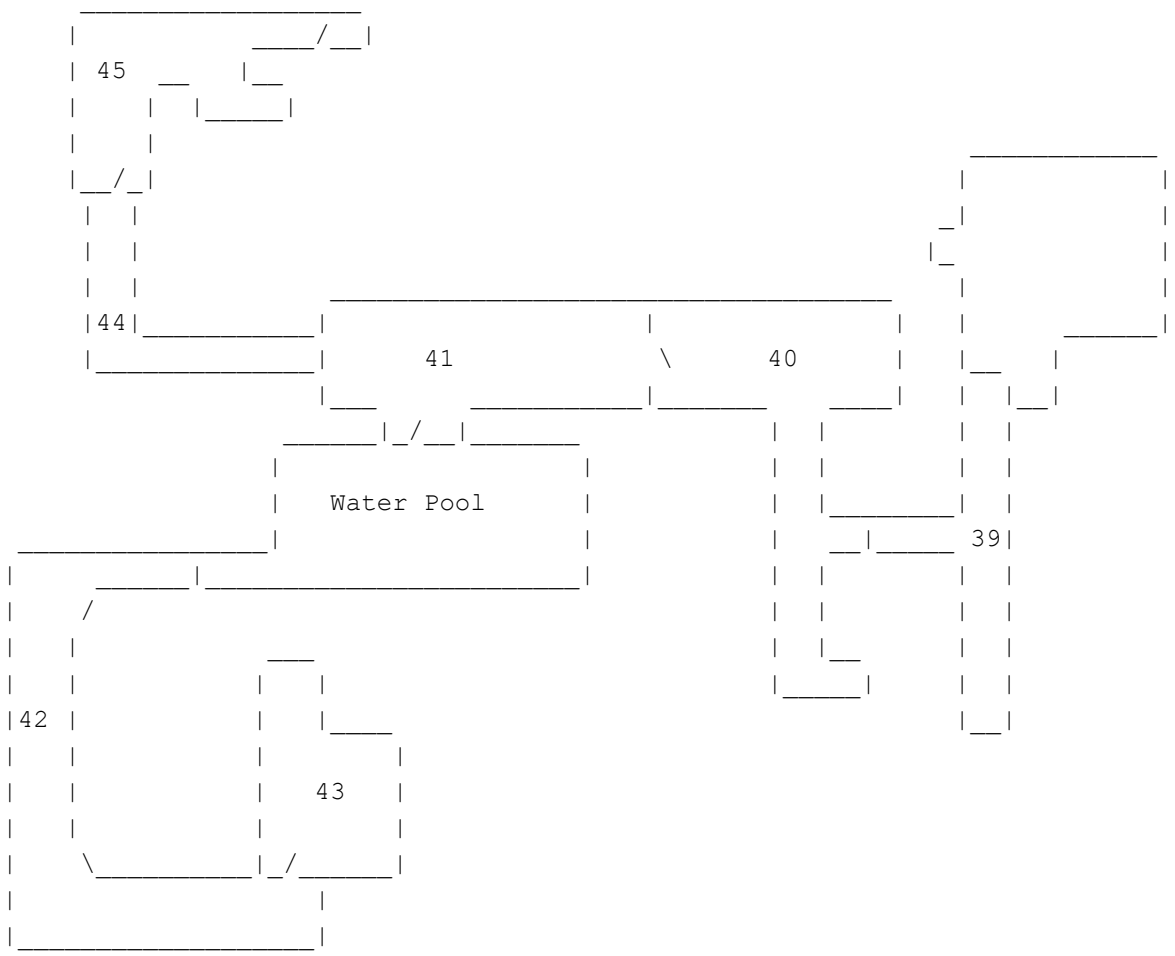



                M A P   # 1 1   :   L A B O R A T O R Y   B 4
                        _____        _____
                        |Sec   |      /        \
                        |Room  |     /          \
                        |      _|__/             \
                    _____|____|  |               |
                    \             |               |
                    |_____    |__             |
                          |  |  \            /
                        __|/_|__  \          /
                       /  |  |  \ _____/
                      /   |  |   \
                     /    |  |    \
                    /     |  |     \
                   /      |  |      \
                  /       |  |       \
          _____         |         |__|         |
          |     |__   |         /  \            |
          |  52    | |         | 50 |           |
          |        | |         /\__/\           |      _____
          |__/__/___| |       / /  \ \          | |      |
         _|    \  |    \      / /    \ \    /   |54  ___|
         |      |  |     \   / /      \ \  /    |___\ |
         |  55  | |       \/ /        \ \/      / /
         |_____|\ \      /\/          \/\     / /
                 \ \     / /\          /\ \   / /
                  \5\   / /  _____/  \5\  / /
                   \1\/ /   ___ _____     \3\/ /
                    \  /    |   |     |     \  _____
                    \/\     |   |     |      /\/|       |
                     \ \   |_   |     |     / / |       |
                      \ \_|5| |     |__/ /  |  61     |
                       \__\6| |     \___/___|         |
                        |_| |               |_____|
                        |   |               |
                        |___|_____|
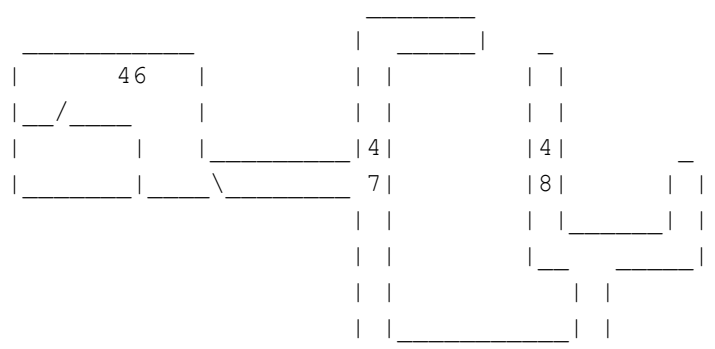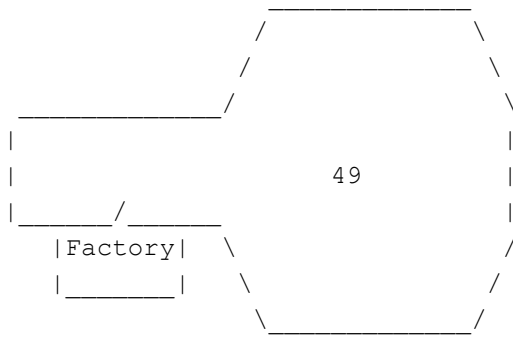



              M A P   #  1 2   :   L A B O R A T O R Y   B 5
           _____
           | |              |
```

```
    |   \     60       |
    |   |               |
    |   |_____|    _____
    |   |               / Monitor  \
    |   |_____/ Room__      \
    |           58           |     /  \       |
    |   _____|_____|__/        |
    |   |_____           |        /
    |   |     |        \        |      /
    |   \     |          \      |_/___/        ____| |_____
    |   |____|            \    |  |         |    __     __  |
    |   |    |             \   |  |         |   |  |   |  |  |
    |   |    |       59       |  |  |         |   |  | 63 |  |  |
    |__|    |                |  |  |         |   |  |   |  |  |
    |        |                |  |  |         |   |__|   |__|  |
    |____|_____|__|  |_____|___/_____|
                    |      |      \      62          |
                    |___   | 57  |_____|
                   __|   | |__    |
                   |   |   |   |   |
                   |   \   |   |   |
                   |   |___|   |   |
                   |   |       |   |
                   |   |_____|   |
                   |_____|
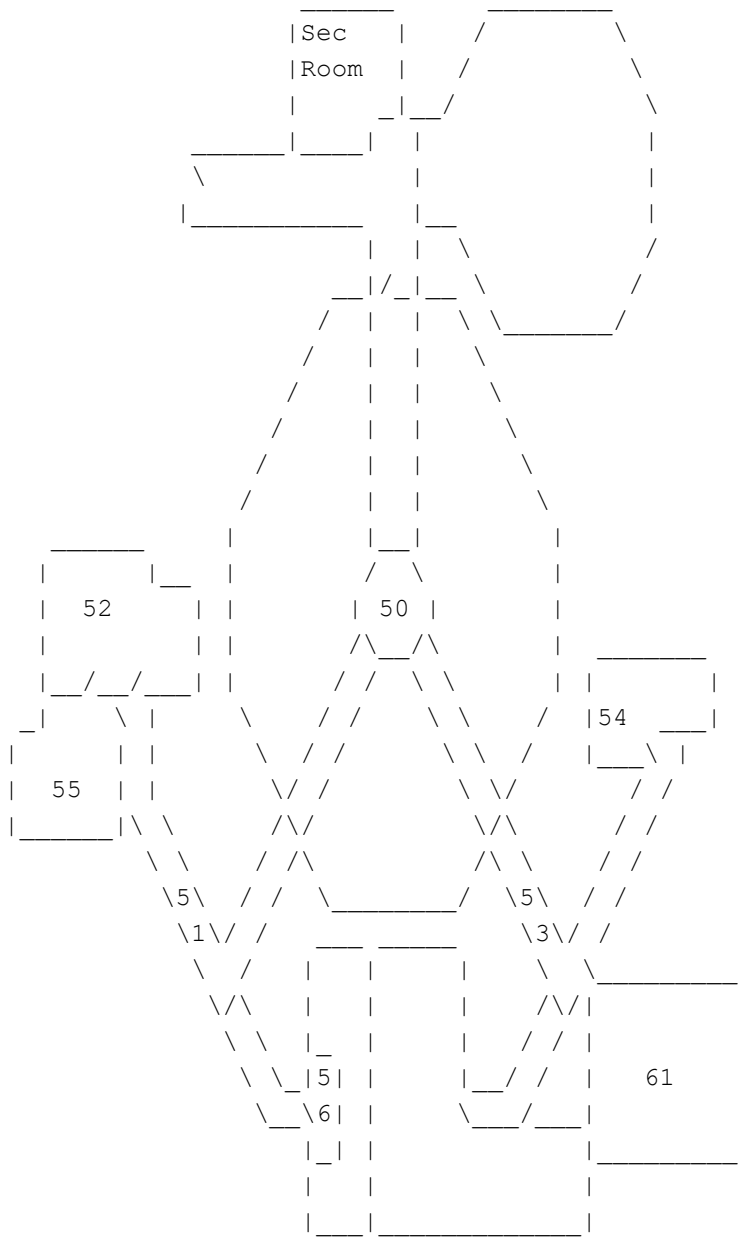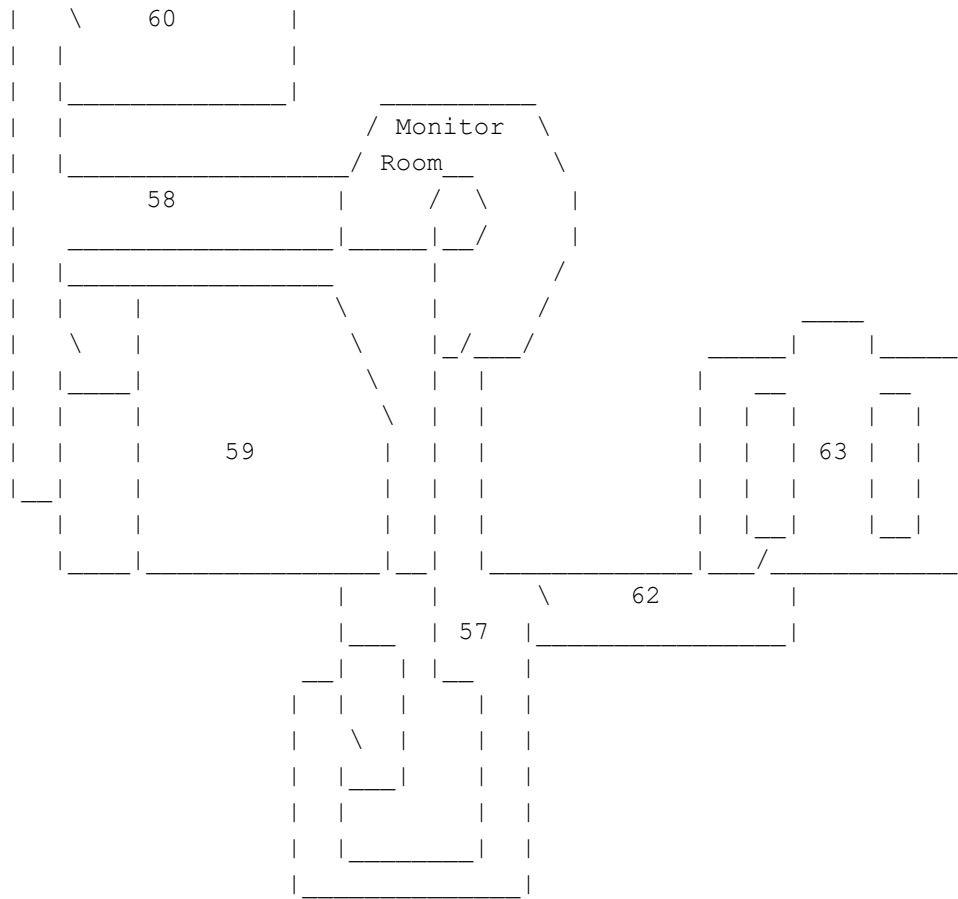

           M A P   # 1 3  :   T R A N S P O R T

                   _____
                   |         |____
                   |             |
                   |_____     |
                           |      |
                           |      |
                           |      |
                           |      |
                           |      |
                           |      |
                           |      |
                           |      |
                           |      |
                           |      |
            _____|  |___
           |                     |
           |_____|
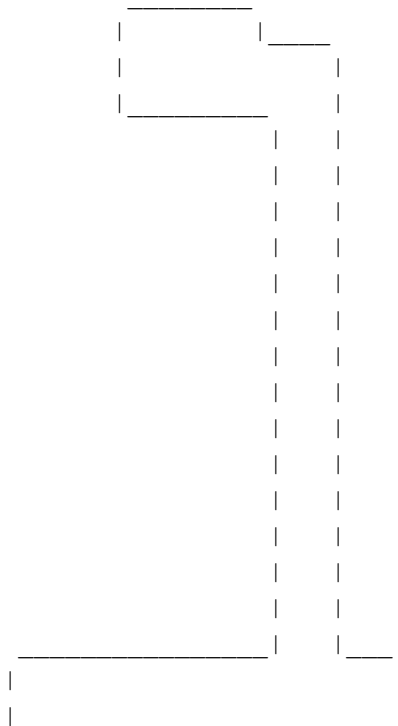

MAP LEGENDS


/ or \     =  Door
Red Area   =  your current area
Blue Area  =  Area you have explore
Blank Area =  Area you haven't explore


================================================================================
06.  E N D I N G S
```

```
===============================================================================



===============================================================================
07.  W E A P O N   L I S T
===============================================================================


 _____
|                       |                                                |
|   Knife               |   A combat knife. It could come in handy...    |
|   Hand Gun            |   H&K VP70. Manufactured by H&K, Germany. It uses 9mm |
|                       |   parabellum rounds.                           |
|   Shotgun             |   Remington M1100-P. It uses 12 gauge rounds. Smaller |
|                       |   than a standard M1100, as its barrel is cut. |
|   Hand Gun Parts      |   They look like parts for a gun.              |
|   Magnum              |   Desert Eagle 50 A.E. A high caliber magnum pistol. It |
|                       |   uses powerful DOT50 A.E rounds. By IMI, Israel. |
|   S. Machine Gun      |   MAC11. Manufactured by Military Armament CORP. It uses |
|                       |   DOT380 rounds.                               |
|   Custom Hand Gun     |   H&K VP70 Burst. VP70 with a stock holster. Capable |
|                       |   of firing three round auto bursts.          |
|_____|_____|



===============================================================================
08.  I T E M   L I S T
===============================================================================


 _____
|                       |                                                |
| Locker Key            |   There must be an unopened locker somewhere.  |
| Blue Card Key         |   A plastic card. It reads : Hall electronic lock. |
| Small Key             |   It looks like the key to a desk.             |
| Virgin Heart          |   A blood-red jewel about the size of a fist.  |
| Unicorn Medal         |   Something is engraved on the back. "Please guide me to |
|                       |   the beautiful maiden who turned into stone as she waited |
|                       |   for me".                                     |
| Spade Key             |   It's in the shape of a spade.                |
| Square Crank          |   The end is square-shaped.                    |
| Bishop Plug           |   A plug of some sort in the shape of a bishop. |
| Valve Handle          |   I can open / close the valves with this.     |
| King Plug             |   A plug of some sort in the shape of king.    |
| Diamond Key           |   It's in the shape of a diamond.              |
| Cord                  |   A cord to connect wires on small electric devices. |
| Rook Plug             |   A plug of some sort in the shape of a rook.  |
| Heart Key             |   It's in the shape of a heart.                |
| Manhole Opener        |   A tool to open the manhole lid.              |
| Club Key              |   It's in the shape of a club.                 |
| Red Card Key          |   A plastic card. It reads : Weapon Storage.   |
| G. Cogwheel           |   It's gold-plated. It looks like a large clock cog. |
| Knight Plug           |   A plug of some sort in the shape of a knight. |
| Wolf Medal            |   A wolf is etched.                            |
| Eagle Medal           |   An eagle is etched.                          |
| C. Panel Key          |   A control panel key. The letter "D" is etched. |
| Fuse Case             |   A case for industrial fuses. It's been designed for |
|                       |   superconductor fuses.                        |
| Main Fuse             |   I can restore the power to the lab with this. |
```

```
| Lab Card Key      | It looks like a card key for lab access.         |
| MO disk           | The label says "For Cargo Room verification.     |
| G-virus           | A purple object in a gel-like state.             |
|_____|_____|


===============================================================================
09.  F I L E S
===============================================================================

01. POLICE MEMORANDUM
    8/23/98
    This  letter  is  just  to  inform  everyone  about  the  recent movement of
    equipment that has happened during the precinct's rearrangement.
    The safe with  four digit lock  has been moved from the S.T.A.R.S. office on
    the second floor, to the eastern office on the first floor.
                                    "2236"
    Raccoon Police Liaison Dept.


02. OPERATION REPORT 1
                          -Operation Report-

                                                            September 26th
    The Raccoon Police Dept was unexpectedly attacked by zombies. Many have been
    injured.  Even  more  were  killed.  During  the  attack,  our  communications
    equipment was destroyed and we no longer have contact with the outside.
    We have  decides  to carry out  an operation with the intent of rescuing any
    possible survivors as well as to prevent this disaster from spreading beyond
    Raccoon City. The details of the operation are as follows :
    Security of armaments and ammunition.
    Chief Irons has voiced  concern  regarding  the issue  of terrorism due to a
    series of recent  unresolved incidents.  On the very day before the zombies'
    attack, he made the decision  to relocate all weapons to scattered intervals
    throughout the building  as a  temporary measure  to prevent  their possible
    seizure. Unfortunately, this decision has made it extremely difficult for us
    to locate all ammunition caches.  It has become our top priority  to recover
    these scattered ammunitions.
    To unlock the weapon storage.
    As  stated  earlier, it  will  be  extremely  difficult  to  secure  all the
    ammunition.  However, a considerable supply still remains in the underground
    weapon storage.  Unfortunately, the person in charge of the card key used to
    access the weapon storage is missing  and we have been unable  to locate the
    key.One of the breakers went down during the battle and the electronic locks
    are not functioning in certain areas.It has become a top priority to restore
    the power in the power room and secure those locks.
                                               Recorder : David Ford


                          -Operation Report-

                                                            September 27th
    1:00 PM.  The west barricard has been  broken through  and  another exchange
    ensued. We sheltered the injured in the confiscation room on the first floor
    temporarily. Twelve more people were injured in the battle.
                                               Recorder : David Ford


                          -Additional Report-
    Three additional people were killed following the sudden appearance of an as
    of yet unknown creature. This creature  is identified by missing patches  of
    skin  and  razor-like claws. However, its most distinguishing characterictic
    is its lance-like tongue,  capable of  piercing a human torso in an instant.
    Their numbers as well as their location remains unknown.  We  have tentavely
```

named this creature the "licker" and are currently in the process of developing countermeasures to deal with this new threat.

03. CHRIS' DIARY
August 8th
I talked to the chief today once again, but he refused to listen to me. I know for certain that Umbrella conducted T-virus research in that mansion. Anyone infected turns into a zombie. But the entire mansion went up in that explosion; along with any incriminating evidence. Since Umbrella employs so many people in town, no one is willing to talk about the incident. It looks like I'm running out of options.
August 17th
We've been receiving a lot of local reports about strange monsters appearing at random throughout the city. This must be the work of Umbrella.
August 24th
With the help of Jill and Barry,I finally obtained information vital to this case. Umbrella has begun research on the new G-virus, a variation of the original T-virus. Haven't they done enough damage already?!
We talked it over,and have decides to fly to the main Umbrella HQ in Europe. I won't tell my sister about this trip because doing so could put her in danger.
Please forgive me Claire.

04. PATROL REPORT
                        -Patrol Report-
                                          September 20th 9:30 PM
                                          Reporter : Sgt. Neil Carlsen
We received a report of a suspicious individual skulking around the sewers in the outskirts of Raccoon City. I searched the area and located the individual but he ran away before I was able to question him.
I recovered the following items :
* A small amount of C4 plastic explosive.
* An electronic detonator.
* 9 X 19 parabellum rounds.
* Infrared scope [broken].
                                                         End of report

05. SECRETARY'S DIARY A
April 6th
I accidentally moved one of the stone statues on the second floor when I leaned against it.When the shief found out about it, he was furious. I swear the guy nearly bit my head off , screaming at me never to touch the statue again. If it's so important, then maybe he shouldn't have put it out in the open like that...
April 7th
I heard that all the art pieces from the chief's collection are rare items, literally worth hundreds of thousands of dollars. I don't know which is the bigger mystery: where he finds those tacky things, or where he's getting the money to pay for them.
May 10th
I wasn't surprised to see the chief come in today with yet another large picture frame in his hands. This time it was a really disturbing painting depicting a nude person being hanged. It was appalled by the expression on the chief's face as he leered at that painting. Why anyone would consider something like that to be a work of art is beyond my comprehension...

06. WATCHMAN'S DIARY
   August 11th
   I finally had the chance to see blue skies for the first time in ages, but
   it did little to lift my spirits. I was reprimanded by the chief for
   neglecting my duties while I was up on the clock tower.
   There's only one thing I still don't understand: the chief seemed to be more
   concerned about the fact that I was up on the tower rather than that I was
   neglecting my duties.
   Why was access to the tower prohibited in the first place anyway?
   September 5th
   I recently talked to the old man who works in the scrap yard out back. His
   name is Thomas. He's a quiet man and really seems to enjoy chess. He even
   went so far as to design a special key and lock engraved with chess pieces
   on them for one of the doors in the disposal yard.
   We made plans to play chess tomorrow night. I can't help but wonder how good
   he is. One thing that's been bothering me about him is the way that he's
   always scratching himself... Does he have some sort of skin decease or he is
   just rude?
   September 9th
   Thomas was a much better player than I had imagined. I used to think of
   myself as a fairly decent players, but he did a pretty good job of humbling
   me. About the only thing I imagine that could match his skills in chess is
   his appetite. All the guy did was talk about food throughout the entire
   game.
   He sounded fairly healthy, but he didn't look quite right...
   I wonder if he's okay.
   September 12th
   I was supposed to play another game of chess with Thomas, but we had to
   cancel it because he hasn't been feeling too well.
   He stopped by to see me, but I told him to go back and rest since he
   literaly looked like the walking dead. He insisted that he was just fine,
   but I could tell he was really having problems. Come to think of it, I
   haven't been feeling too good myself lately...

07. FILM B
   Pictured in front of the Arukas tailor. Regressed into a zombie within two
   hours.
   Subject repeatedly complained about severe agitation of the epidermis in
   addition to feelings of nausea. This happened up to the moment he lost
   consciousness.

                                                        Picture by R. Lambert

08. MAIL TO THE CHIEF
   To : Mr. Brian Irons, Chief of the Raccoon City Police Dept.
   We have lost the mansion lab facility due to the actions of the renegade
   operative, Albert Wesker.
   Fortunately, his interference will have no lasting effects upon our
   continued virus research.
   Our only present concern is the presence of the remaining S.T.A.R.S.
   members : Redfield, Valentine, Burton, Chambers and Vickers.
   If it comes to light that the S.T.A.R.S. have any evidence as to the
   activities of our research, dispose of them in such a manner that would
   appear to be purely accidental.
   Continue to monitor their progress and make certain their knowledge does not
   go public.
   Annette will continue to be your contact throughout this affair.
                                                              William Birkin
   To : Mr. Brian Irons, Chief of the Raccoon City Police Dept.

I have deposited the amount of US $10.000 to the account for your services
this term as per our agreement.
The development of the G-virus scheduled to replace the T-virus, is near
completion. Once complete, I am certain that I will be appointed to be a
member of the executive board for Umbrella Inc.
It is imperative that we proceed with extreme caution. Redfield and the
remaining S.T.A.R.S. members are still attempting to uncover information on
the project. Continue to monitor their activities and block all attempts to
investigate the underground research facilities.

                                                         William Birkin
To : Mr. Brian Irons, Chief of the Raccoon City Police Dept.
We have a problem. I have received information informing me that Umbrella HQ
has sent spies to recover my research on the G-virus. There are an unknown
number of agents involved. They must not be allowed to take this project
away from me as it represents my entire life's work.
Search the city thoroughly for any suspicious persons. Detain any such
individuals by whatever means deemed necessary and contact me immediately
through Annette. With these precautions, any possible threat should be
eliminated.
I will not allow anyone to steal my work on the G-virus. Not even Umbrella..
                                                         William Birkin

09. SEWER MANAGER FAX
                    -User List of the Connecting Facility-
On the first and third Wednesdays of the month, Angelica Margaret, chief of
maintenance, will make use of the facilities. Be sure to reduce the moisture
levels in the facility by activating the fan, as the equipment she will be
using is susceptible to the effects of water vapors.
On the 28th of every month, the chemical transporter Don Weller will use the
facility. The chemicals he will be transporting are extremely volatile.
Extreme caution should be observed throughout their transport.
On the 6th and 16th of every month, police chief Brian Irons will visit the
facility to attend the regular meetings that take place in the lab.
On the fourth Friday of every other month, William Birkin will use the
facility to conduct a training seminar for the Chicago branch of Umbrella
Inc. As the probability of an attack upon Dr. Birkin will be high, take
every measure conceivable to guard his life. You will be informed of all
other potential visitors and the times they will arrive as needed. Guide
these individuals to their destination safely. We expect nothing but the
best from you.

                                                Charles Coleman
                                                Secretary Chief
                                                Umbrella Headquarters

10. SEWER MANAGER DIARY
    June 28th
    It's been a while, but I saw Don today and we talked after completing our
    work. He told me he had been sick in bed until yesterday.
    It really doesn't come as much of a surprise given how long he's been
    working here.
    He was sweating like a horse and kept scratching his body while we were
    talking. I asked if he was hot, but he just looked at me funny. What's wrong
    with him anyway?
    July 7th
    Chief Irons has been visiting the lab quite often lately. I don't know what
    he's doing over there but he always looks grim. The expression on his face
    has been even more unsettling than usual...
    My guess is that it's because of Dr. Birkin's impossible requests. The chief

has my sympathies though. After all he's done for the town, he doesn't
deserve this.
July 21st
I rarely drink because I'm on the graveyard shift, but I don't suppose I
have much to complain about since this is how I make my living.
August 16th
Chief Irons came in late today, looking grimmer than his usual self. I tried
to joke with him to cheer him up but he wasn't amused. He pulled his gun and
threatened to shoot me! I was able to calm him down, but that guy must have
some serious problems. He knows he can't enter the lab without my help and
my medal. This is what it means for the chief "to serve and protect"!?
August 21st
William informed me that the police and media have begun their investigation
on Umbrella's affairs. He said that the investigation will be citywide and
that there is a possibility they'll even search through the sewers. He asked
me to suspend all Umbrella sewer facility operations until the investigation
has concluded. The sewer will still be used for passage, but he stressed
that I have to be extremely cautions and that I'd lose my job if anyone
finds out about this operation.

11. LABORATORY SECURITY MANUAL
                 -Security measures in case of an emergency-
    In the instance of an uncontainable biohazardous breakout, all security
    measures will be directed toward the underground transport facility.
    In the instance that any abnormalities are detected among cargo in transit,
    all materials will automatically be transported from the loading zone to the
    designated high-speed train. At which point, all materials will be isolated
    and disposed of immediately.
    In the instance of a Class 1 emergency, the entire train will be purged and
    disposed of without delay.
    In the instance that the lab itself becomes contaminated, the northern most
    route currently used to transport materials to and from the facility will be
    designated as the emergency escape route. This route will secure passage to
    the relay point outside the city limits.
    Disclosure about any information regarding research conducted here, or the
    existence of this facility, is strictly prohibited.
    Since it is top priority to keep all research classified, escape access may
    be denied under certain extenuating circumstances.

12. USER REGISTRATION
    Temporary User Registration for the Culture Experiment Room.
    User Name : "GUEST"
    Password : None
    Valid for 24 hours.

===
10. L O S T   A N D   F O U N D
===

I made this section for those of you that already play the game and now you want
to play it again but you stuck somewhere because you don't find the proper key
or card. So rather you read all my walkthrough, it's better for you read this
section. I hope this section is useful for someone out there.

                              LEON SCENARIO A
_____

```
|                                           |                                       |
|                 NAME                      |     LOCATION (CHECK MY MAP)           |
|_____|_____|
|                                           |                                       |
| Locker Key                                | Brad Vickers' body                    |
| Blue Card Key                             | Room 1                                |
| Small Key                                 | Room 4                                |
| Virgin Heart                              | Room 9                                |
| Virgin Heart                              | Room 11                               |
| Unicorn Medal                             | S.T.A.R.S. Office                     |
| Spade Key                                 | Hall                                  |
| Square Crank                              | Room 13                               |
| Bishop Plug                               | Room 15                               |
| Valve Handle                              | City Area                             |
| King Plug                                 | Room 20                               |
| Diamond Key                               | Room 20                               |
| Cord                                      | Room 23                               |
| Rook Plug                                 | Room 23                               |
| Heart Key                                 | Room 1                                |
| Manhole Opener                            | Room 29                               |
| Club Key                                  | Room 34                               |
| Red Card Key                              | Autopsy Room                          |
| G. Cogwheel                               | Room 36                               |
| Knight Plug                               | Room 22                               |
| Wolf Medal                                | Room 40                               |
| Eagle Medal                               | Room 41                               |
| C. Panel Key                              | Inside the train                      |
| Fuse Case                                 | Room 54                               |
| Main Fuse                                 | Room 54                               |
| Lab Card Key                              | Room 59                               |
| MO disk                                   | Room 61                               |
| G-virus                                   | Room 53                               |
|_____|_____|
```

```
================================================================================
11.  A C T I O N   R E P L A Y   C O D E S
================================================================================
```

I got these codes from Cheat Code Central (www.cheatcc.com) and I have got their
permission to put these codes in my walkthrough.

                              LEON CODES

```
     _____
    |                                                 |                   |
    | ITEM MODIFIERS [NOTE 11]                         |                   |
    |     1st Item Modifier                            | 800CCB68 ???? |
    |     2nd Item Modifier                            | 800CCB6C ???? |
    |     3rd Item Modifier                            | 800CCB70 ???? |
    |     4th Item Modifier                            | 800CCB74 ???? |
    |     5th Item Modifier                            | 800CCB78 ???? |
    |     6th Item Modifier                            | 800CCB7C ???? |
    |     7th Item Modifier                            | 800CCB80 ???? |
    |     8th Item Modifier                            | 800CCB84 ???? |
    |     9th Item Modifier [Note 6]                   | 800CCB88 ???? |
    |    10th Item Modifier [Note 6]                   | 800CCB8C ???? |
    |                                                 |                   |
    | Lighter Position Item Modifier                   | 800CCB90 ???? |
    |                                                 |                   |
    | CHEST MODIFIERS [NOTE 11]                        |                   |
```

1st Chest Modifier	800CCB94 ????
2nd Chest Modifier	800CCB98 ????
3rd Chest Modifier	800CCB9C ????
4th Chest Modifier	800CCBA0 ????
5th Chest Modifier	800CCBA4 ????
6th Chest Modifier	800CCBA8 ????
7th Chest Modifier	800CCBAC ????
8th Chest Modifier	800CCBB0 ????
9th Chest Modifier	800CCBB4 ????
10th Chest Modifier	800CCBB8 ????
11th Chest Modifier	800CCBBC ????
12th Chest Modifier	800CCBC0 ????
13th Chest Modifier	800CCBC4 ????
14th Chest Modifier	800CCBC8 ????
15th Chest Modifier	800CCBCC ????
16th Chest Modifier	800CCBD0 ????
17th Chest Modifier	800CCBD4 ????
18th Chest Modifier	800CCBD8 ????
19th Chest Modifier	800CCBDC ????
20th Chest Modifier	800CCBE0 ????
21st Chest Modifier	800CCBE4 ????
22nd Chest Modifier	800CCBE8 ????
23rd Chest Modifier	800CCBEC ????
24th Chest Modifier	800CCBF0 ????
25th Chest Modifier	800CCBF4 ????
26th Chest Modifier	800CCBF8 ????
27th Chest Modifier	800CCBFC ????
28th Chest Modifier	800CCC00 ????
29th Chest Modifier	800CCC04 ????
30th Chest Modifier	800CCC08 ????
31st Chest Modifier	800CCC0C ????
32nd Chest Modifier	800CCC10 ????
33rd Chest Modifier	800CCC14 ????
34th Chest Modifier	800CCC18 ????
35th Chest Modifier	800CCC1C ????
36th Chest Modifier	800CCC20 ????
37th Chest Modifier	800CCC24 ????
38th Chest Modifier	800CCC28 ????
39th Chest Modifier	800CCC2C ????
40th Chest Modifier	800CCC30 ????
41st Chest Modifier	800CCC34 ????
42nd Chest Modifier	800CCC38 ????
43rd Chest Modifier	800CCC3C ????
44th Chest Modifier	800CCC40 ????
45th Chest Modifier	800CCC44 ????
46th Chest Modifier	800CCC48 ????
47th Chest Modifier	800CCC4C ????
48th Chest Modifier	800CCC50 ????
49th Chest Modifier	800CCC54 ????
50th Chest Modifier	800CCC58 ????
51st Chest Modifier	800CCC5C ????
52nd Chest Modifier	800CCC60 ????
53rd Chest Modifier	800CCC64 ????
54th Chest Modifier	800CCC68 ????
55th Chest Modifier	800CCC6C ????
56th Chest Modifier	800CCC70 ????
57th Chest Modifier	800CCC74 ????
58th Chest Modifier	800CCC78 ????
59th Chest Modifier	800CCC7C ????
60th Chest Modifier	800CCC80 ????

```
|      61st Chest Modifier                            | 800CCC84 ???? |
|      62nd Chest Modifier                            | 800CCC88 ???? |
|      63rd Chest Modifier                            | 800CCC8C ???? |
|                                                     |               |
| INFINITE ITEMS IN INVENTORY [NOTE 12]               |               |
|      1st Item                                       | 300CCB69 00?? |
|      2nd Item                                       | 300CCB6D 00?? |
|      3rd Item                                       | 300CCB71 00?? |
|      4th Item                                       | 300CCB75 00?? |
|      5th Item                                       | 300CCB79 00?? |
|      6th Item                                       | 300CCB7D 00?? |
|      7th Item                                       | 300CCB81 00?? |
|      8th Item                                       | 300CCB85 00?? |
|      9th Item [Note 6]                              | 300CCB89 00?? |
|     10th Item [Note 6]                              | 300CCB8D 00?? |
|                                                     |               |
| HAVE FILE MODIFIERS                                 |               |
|      1st File                                       | 300CCC94 00?? |
|      2nd File                                       | 300CCC95 00?? |
|      3rd File                                       | 300CCC96 00?? |
|      4th File                                       | 300CCC97 00?? |
|      5th File                                       | 300CCC98 00?? |
|      6th File                                       | 300CCC99 00?? |
|      7th File                                       | 300CCC9A 00?? |
|      8th File                                       | 300CCC9B 00?? |
|      9th File                                       | 300CCC9C 00?? |
|     10th File                                       | 300CCC9D 00?? |
|     11th File                                       | 300CCC9E 00?? |
|     12th File                                       | 300CCC9F 00?? |
|     13th File                                       | 300CCCA0 00?? |
|     14th File                                       | 300CCCA1 00?? |
|     15th File                                       | 300CCCA2 00?? |
|     16th File                                       | 300CCCA3 00?? |
|     17th File                                       | 300CCCA4 00?? |
|     18th File                                       | 300CCCA5 00?? |
|     19th File                                       | 300CCCA6 00?? |
|     20th File                                       | 300CCCA7 00?? |
|     21st File                                       | 300CCCA8 00?? |
|     22nd File                                       | 300CCCA9 00?? |
|     23rd File                                       | 300CCCAA 00?? |
|     24th File                                       | 300CCCAB 00?? |
|                                                     |               |
| Infinite Items (All Positions) [Note 5]             | 30064D21 0000 |
|                                                     |               |
| The 4th Survivor Mode Main Menu [Note 8]            | 800C7CE4 0048 |
|                                                     |               |
| The Tofu Survivor Mode Main Menu [Note 8]           | 800C7CE4 0049 |
|                                                     |               |
| Play Bio Hazard 2 Mode [Note 14]                    | D000E3A4 0000 |
|                                                     | 300C7CE4 0000 |
|                                                     |               |
| Start on 2nd Scenario From New Game                 | 300C7D07 0040 |
|                                                     |               |
| Instant Reset [Note 16]                             | D00C646C 0900 |
|                                                     | 300C7CE7 0000 |
|                                                     |               |
| Suicide [Note 15]                                   | D00C646C 000F |
|                                                     | 300C7CE4 0045 |
|                                                     |               |
| Infinite Health                                     | 800C7E7A 00C8 |
```

```
|                                                          |                   |
| Super Mega Rapid Fire (All Weapons) [Note 7]             | D00C646C 0048     |
|                                                          | 800C7E70 000B     |
|                                                          |                   |
| Sub-Machine Rocket Launcher [Note 23]                    | D00C7E32 000F     |
|                                                          | 300C7E32 0011     |
|                                                          |                   |
| Hyper Mode                                               | 800A3FE4 0000     |
|                                                          |                   |
| Slow Motion                                              | 800A3FE4 FFFF     |
|                                                          |                   |
| Quickly Beat The Game [Note 3]                           | D00C646C 0001     |
|                                                          | 8000E3A4 4AC8     |
|                                                          |                   |
| Makes Game Think You Havent Saved Before                 | 800CC7F0 0000     |
|                                                          |                   |
| Always Have Fine Condition                               | 800C7F3C 0000     |
|                                                          |                   |
| Ada Has Invisible Body (Except For Lower Legs & Arms)    | 800C7D2C 800E     |
|                                                          |                   |
| Character Modifier [Note 19]                             | 800CC958 00??     |
|                                                          |                   |
| Walk Thru Walls [Note 2]                                 | D00C646C 0001     |
|                                                          | 800C7E2A 0C0F     |
|                                                          | D00C646C 0004     |
|                                                          | 800C7E2A 1100     |
|                                                          |                   |
| Quick Chest Access [Note 9]                              | D00C646C 0021     |
|                                                          | 800CDC80 0001     |
|                                                          |                   |
| Quick Map Access [Note 10]                               | D00C646C 0024     |
|                                                          | 800CDC80 0003     |
|                                                          |                   |
| Quick Item Access [Note 13]                              | D00C646C 0025     |
|                                                          | 800CDC80 0002     |
|                                                          | D00C646C 0025     |
|                                                          | 300CC35D ????     |
|                                                          |                   |
| Quick Save Access [Note 25]                              | D00C646C 0044     |
|                                                          | 800CC5C8 E5B0     |
|                                                          | D00C646C 0044     |
|                                                          | 800CC5CA 8004     |
|                                                          |                   |
| Always Have Backpack Equipped [Note 4]                   | 800CC9EC 0001     |
|                                                          |                   |
| Stop Clock When Fighting Lass Boss of The Game           | 800CC95E 012C     |
|                                                          |                   |
| Super Ridiculous Code I [Note 21]                        | D00C646C 0004     |
|                                                          | 300C7E72 0009     |
|                                                          |                   |
| Super Ridiculous Code II [Note 22]                       | 300C7D04 0003     |
|                                                          |                   |
| Fun With The Calico 950 [Note 24]                        | D00C7E32 000D     |
|                                                          | 300C7E32 00??     |
|                                                          |                   |
| Always Play FMV Modifier                                 | 300CC366 00??     |
|                                                          |                   |
| Location Modifier [Note 20]                              | D00C646C 000C     |
|                                                          | 300CC948 000?     |
|                                                          | D00C646C 000C     |
```

```
|                                              | 300CC94A 00?? |
|                                              |               |
| COSTUME MODIFIERS                            |               |
|    Normal                                    | 800CC958 0000 |
|                                              | 800CCB5A 0000 |
|    1st Outfit                                | 800CC958 000A |
|                                              | 800CCB5A 0001 |
|    2nd Outfit                                | 800CC958 0008 |
|                                              | 800CCB5A 0400 |
|                                              |               |
| EVENT CODES                                  |               |
|    Costume Locker Open                       | 800CC996 0001 |
|    Unlock Hallside Doors                     | 800CC98A 0200 |
|    Raccoon City Alley Shortcut [Note 17]     | D00CC94A 0002 |
|                                              | 300CC94A 001D |
|    Have All Events Done (1 of 9) [Note 1]    | 800CC95A FFFF |
|                                              | 800CC95C FFFF |
|                                              | 800CC95E FFFF |
|                                              | 800CC960 FFFF |
|                                              | 800CC962 FFFF |
|                                              | 800CC964 FFFF |
|                                              | 800CC966 FFFF |
|                                              | 800CC968 FFFF |
|                                              | 800CC96A FFFF |
|                                              | 800CC96C FFFF |
|                                              | 800CC96E FFFF |
|                                              | 800CC970 FFFF |
|                                              | 800CC972 FFFF |
|                                              | 800CC974 FFFF |
|                                              | 800CC976 FFFF |
|    Have All Events Done (2 of 9) [Note 1]    | 800CC978 FFFF |
|                                              | 800CC97A FFFF |
|                                              | 800CC97C FFFF |
|                                              | 800CC97E FFFF |
|                                              | 800CC980 FFFF |
|                                              | 800CC982 FFFF |
|                                              | 800CC984 FFFF |
|                                              | 800CC986 FFFF |
|                                              | 800CC988 FFFF |
|                                              | 800CC98A FFFF |
|                                              | 800CC98C FFFF |
|                                              | 800CC98E FFFF |
|                                              | 800CC990 FFFF |
|                                              | 800CC992 FFFF |
|                                              | 800CC994 FFFF |
|    Have All Events Done (3 of 9) [Note 1]    | 800CC996 FFFF |
|                                              | 800CC998 FFFF |
|                                              | 800CC99A FFFF |
|                                              | 800CC99C FFFF |
|                                              | 800CC99E FFFF |
|                                              | 800CC9A0 FFFF |
|                                              | 800CC9A2 FFFF |
|                                              | 800CC9A4 FFFF |
|                                              | 800CC9A6 FFFF |
|                                              | 800CC9A8 FFFF |
|                                              | 800CC9AA FFFF |
|                                              | 800CC9AC FFFF |
|                                              | 800CC9AE FFFF |
|                                              | 800CC9B0 FFFF |
|                                              | 800CC9B2 FFFF |
```

Have All Events Done (4 of 9) [Note 1]	800CC9B4 FFFF
	800CC9B6 FFFF
	800CC9B8 FFFF
	800CC9BA FFFF
	800CC9BC FFFF
	800CC9BE FFFF
	800CC9C0 FFFF
	800CC9C2 FFFF
	800CC9C4 FFFF
	800CC9C6 FFFF
	800CC9C8 FFFF
	800CC9CA FFFF
	800CC9CC FFFF
	800CC9CE FFFF
	800CC9D0 FFFF
Have All Events Done (5 of 9) [Note 1]	800CC9D2 FFFF
	800CC9D4 FFFF
	800CC9D6 FFFF
	800CC9D8 FFFF
	800CC9DA FFFF
	800CC9DC FFFF
	800CC9DE FFFF
	800CC9E0 FFFF
	800CC9E2 FFFF
	800CC9E4 FFFF
	800CC9E6 FFFF
	800CC9E8 FFFF
	800CC9EA FFFF
	800CC9EC FFFF
	800CC9EE FFFF
Have All Events Done (6 of 9) [Note 1]	800CC9F0 FFFF
	800CC9F2 FFFF
	800CC9F4 FFFF
	800CC9F6 FFFF
	800CC9F8 FFFF
	800CC9FA FFFF
	800CC9FC FFFF
	800CC9FE FFFF
	800CCA00 FFFF
	800CCA02 FFFF
	800CCA04 FFFF
	800CCA06 FFFF
	800CCA08 FFFF
	800CCA0A FFFF
	800CCA0C FFFF
Have All Events Done (7 of 9) [Note 1]	800CCA0E FFFF
	800CCA10 FFFF
	800CCA12 FFFF
	800CCA14 FFFF
	800CCA16 FFFF
	800CCA18 FFFF
	800CCA1A FFFF
	800CCA1C FFFF
	800CCA1E FFFF
	800CCA20 FFFF
	800CCA22 FFFF
	800CCA24 FFFF
	800CCA26 FFFF
	800CCA28 FFFF
	800CCA2A FFFF

```
|     Have All Events Done (8 of 9) [Note 1]              | 800CCA2C FFFF |
|                                                        | 800CCA2E FFFF |
|                                                        | 800CCA30 FFFF |
|                                                        | 800CCA32 FFFF |
|                                                        | 800CCA34 FFFF |
|                                                        | 800CCA36 FFFF |
|                                                        | 800CCA38 FFFF |
|                                                        | 800CCA3A FFFF |
|                                                        | 800CCA3C FFFF |
|                                                        | 800CCA3E FFFF |
|                                                        | 800CCA40 FFFF |
|                                                        | 800CCA42 FFFF |
|                                                        | 800CCA44 FFFF |
|                                                        | 800CCA46 FFFF |
|                                                        | 800CCA48 FFFF |
|     Have All Events Done (9 of 9) [Note 1]              | 800CCA4A FFFF |
|                                                        | 800CCA4C FFFF |
|                                                        | 800CCA4E FFFF |
|                                                        | 800CCA50 FFFF |
|                                                        | 800CCA52 FFFF |
|                                                        |               |
| QUANTITY DIGITS TO ACCOMPANY CHARACTER MODIFIER        |               |
| 00 - Leon [Note 18]                                    |               |
| 02 - Leon with Sidepack [Note 18]                      |               |
| 04 - Bandaged Leon                                     |               |
| 06 - Bandaged Leon with Sidepack                       |               |
| 08 - R.P.D. Cap Leon (Secret Costume 1)                |               |
| 0A - Leather Jacket Leon (Secret Costume 2)            |               |
| 0C - Hunk                                              |               |
| 0D - Tofu                                              |               |
| 0E - Ada                                               |               |
|                                                        |               |
| QUANTITY DIGITS TO ACCOMPANY ALWAYS PLAY FMV CODE      |               |
| 00 - Capcom Intro                                      |               |
| 01 - Fountain in 1F Hall / Part of Turntable           |               |
| 02 - Same as Above                                     |               |
| 03 - Leon's Intro (First Part)                         |               |
| 04 - Statue in Art Storage Room                        |               |
| 05 - Fountain in 1F Hall                               |               |
| 06 - Turntable                                         |               |
| 07 - Part of Turntable                                 |               |
| 08 - Helicopter Crash                                  |               |
| 09 - Appearance of T-103                               |               |
| 0A - Appearance of Licker                              |               |
| 0B - William Birkin's Lab                              |               |
| 0C - 1st Scenario Ending                               |               |
| 0D - 2nd Scenario Ending (First Part)                  |               |
| 0E - 2nd Scenario Ending (Second Part)                 |               |
| 0F - Leon's Intro (Second Part/1st Scenario)           |               |
| 10 - Leon's Intro (Second Part/2nd Scenario)           |               |
| 11 - Staff Roll                                        |               |
|_____|_____|
```

Note 01 : With this code, there may be stuff that you might notice that isnt
          really possible in the game, like a section of the wall is missing
          where an enemy might have jumped out, etc!
Note 02 : With this code, be careful, you could get so far out of the wall that
          you might lose your coordinates and make it hard to get back in the
          screen.
Note 03 : With this code, press L2 once to go straight to the ending sequence,

```
                 it will work from any game, saved or new!
Note 04 : With this code, it will give you 10 places in inventory instead of the
          usual eight.
Note 05 : With this code, it will work for all positions!
Note 06 : With these codes,  you must have  the backpack equipped  to be able to
          access them!
Note 07 : With this code, it is activated by the Joker Code, press R1 and 'X' to
          Super Rapidly Fire!
Note 08 : With this code,  it will take you  to the  Appropriate Mode Main Menu,
          when you first turn on the machine,  otherwise if you have exited that
          menu,  you  will  have to load a game,  but  it will not  load a game,
          instead it will save a game,  and then it will take you  into the game
          after some load time,  and then  you will die  almost instantly when a
          zombie  comes  up,  but  after that,  it  will  take you back  to  the
          Appropriate Mode Main Menu!
Note 09 : With this code, all you have to do to access the chest, is hold L2 and
          Press  Circle! (Gliches  Graphics  Somewhat - But  Has  Full  Working
          Functions)
Note 10 : With this code,  all you have to do to access the map,  is hold L1 and
          Press Circle!
Note 11 : With these codes,  they give you the item and Infinite of it, however,
          you cant use that position in your inventory anymore, and if there was
          anything  in  that  position,  it  is  now  overwritten. Also, in your
          inventory,  you  have to use  all the modifiers before the one you are
          using, or all positions before the modifier you are using must be full
Note 12 : With these codes,  it will give you  99 of any item  in that position,
          they do not need to have items in them to have Infinite, Infinity Sign
          will be there, you will just have Infinite of nothing until an item is
          put in that position.
Note 13 : With this code,  Hold L1 & L2,  and press Circle  to get the item that
          you specify!
Note 14 : With this code,  the  game  will  become  Bio Hazard 2,  the  Japanese
          version  of Resident Evil 2!  This means  all text (except the text in
          files)  is in Japanese,  and all cinemas have Japanese subtitles. Note
          that  the title screen will still say Resident Evil 2. Important: This
          code  cannot be used  in combination  with the "Quickly Beat The Game"
          code.
Note 15 : With this code, Press L1+L2+R1+R2 during gameplay to blow yourself up!
          That's right... "You Died!"
Note 16 : With this code, press Select+Start to reset the game instantly.
Note 17 : With this code,  it removes the van  that blocks the alley outside the
          gun shop  at the beginning  of the game,  allowing you  to get  to the
          R.P.D.  much faster than normal. You may recognize this version of the
          alley  from  the RE2 demo disc. Important: Once you're outside the gun
          shop and in the alley, make sure to turn the GameShark switch off!
Note 18 : With this code,  add the code  300CC984 0022 to change 00 (Leon) or 02
          (Leon with Sidepack) into Bloody Leon.
Note 19 : With this code,  if  using this code  from a saved game, make sure the
          game  is  saved with  no  weapons  equipped, or a weapon the character
          you're going to change into can equip. Otherwise, the game will crash.
Note 20 : With this code, it has the first ever 2-part quantity digits, click on
          either  question mark  and  it will tell you the numbers to enter. The
          first one goes in place of the one ?, and after the hyphen, the next 2
          go in place of the next 2 ?'s! And this code needs to be used with the
          Walk Thru Walls code to get your character back on the screen!
Note 21 : With this code,  press and hold L1  at any time  for  some truly crazy
          stuff.  I  won't ruin what it does... you'll have to see for yourself.
          Try  alternating  speeds  of pressing L1, try it in various locations,
          and try it during events.  Only one word  can be used  to descibe this
          code's effects: ridiculous.
```

```
Note 22 : With this code,  can it be?!  A sequel  to the Super Ridiculous Code?!
          Yes!! Well, it's not quite as ridiculous as it predecessor, but still.
          .. er... interesting.
Note 23 : With this code,  equip the Sub Machine Gun with this code active,  and
          by holding down X  you can fire rockets  at an insane speed! You'll be
          able to kill bosses in literally seconds with this code.
Note 24 : With this code, if Leon equips the weapon "Colt S.A.A.," (You must use
          the Item Codes to get this weapon) he actually equips a weapon removed
          from RE2 called the Calico 950. If you equip it normally, it fires but
          does  no  damage.  You  can  make  it fire grenades, rapid-fire normal
          bullets, rockets, magnum bullets  or a huge Custom Shotgun-like blast.
          Important : Do  not  enter  the  item  box  menu  with  the Calico 950
          equipped. If you do, the game will crash. De-equip it first.
Note 25 : With this code, 1) Anytime, anywhere, press L1 and X at the same time.
          You'll get the standard typewriter text: "It's an old typewriter.  You
          can save your progress with this." Note that you must, of course, have
          an  ink ribbon  to save. 2) Choose  "Yes"  and  you'll be able to save
          normally.  Instead  of the location name,  your  save  file  will  say
          "Scenario 1st"  or  "Scenario 2nd."  3) When  you load your save file,
          you'll  have  to  skip  through  the intro, but when the game loads up
          you'll be exactly where you saved!



                              CLAIRE CODES
     _____
    |                                              |                      |
    | ITEM MODIFIERS [NOTE 11]                      |                      |
    |     1st Item Modifier                         | 800CC930 ???? |
    |     2nd Item Modifier                         | 800CC934 ???? |
    |     3rd Item Modifier                         | 800CC938 ???? |
    |     4th Item Modifier                         | 800CC93C ???? |
    |     5th Item Modifier                         | 800CC940 ???? |
    |     6th Item Modifier                         | 800CC944 ???? |
    |     7th Item Modifier                         | 800CC948 ???? |
    |     8th Item Modifier                         | 800CC94C ???? |
    |     9th Item Modifier [Note 6]                | 800CC950 ???? |
    |    10th Item Modifier [Note 6]                | 800CC954 ???? |
    |                                              |                      |
    | Lockpick Position Item Modifier               | 800CC958 ???? |
    |                                              |                      |
    | CHEST MODIFIERS [NOTE 11]                     |                      |
    |     1st Chest Modifier                        | 800CC95C ???? |
    |     2nd Chest Modifier                        | 800CC960 ???? |
    |     3rd Chest Modifier                        | 800CC964 ???? |
    |     4th Chest Modifier                        | 800CC968 ???? |
    |     5th Chest Modifier                        | 800CC96C ???? |
    |     6th Chest Modifier                        | 800CC970 ???? |
    |     7th Chest Modifier                        | 800CC974 ???? |
    |     8th Chest Modifier                        | 800CC978 ???? |
    |     9th Chest Modifier                        | 800CC97C ???? |
    |    10th Chest Modifier                        | 800CC980 ???? |
    |    11th Chest Modifier                        | 800CC984 ???? |
    |    12th Chest Modifier                        | 800CC988 ???? |
    |    13th Chest Modifier                        | 800CC98C ???? |
    |    14th Chest Modifier                        | 800CC990 ???? |
    |    15th Chest Modifier                        | 800CC994 ???? |
    |    16th Chest Modifier                        | 800CC998 ???? |
    |    17th Chest Modifier                        | 800CC99C ???? |
    |    18th Chest Modifier                        | 800CC9A0 ???? |
```

19th Chest Modifier	800CC9A4 ????
20th Chest Modifier	800CC9A8 ????
21st Chest Modifier	800CC9AC ????
22nd Chest Modifier	800CC9B0 ????
23rd Chest Modifier	800CC9B4 ????
24th Chest Modifier	800CC9B8 ????
25th Chest Modifier	800CC9BC ????
26th Chest Modifier	800CC9C0 ????
27th Chest Modifier	800CC9C4 ????
28th Chest Modifier	800CC9C8 ????
29th Chest Modifier	800CC9CC ????
30th Chest Modifier	800CC9D0 ????
31st Chest Modifier	800CC9D4 ????
32nd Chest Modifier	800CC9D8 ????
33rd Chest Modifier	800CC9DC ????
34th Chest Modifier	800CC9E0 ????
35th Chest Modifier	800CC9E4 ????
36th Chest Modifier	800CC9E8 ????
37th Chest Modifier	800CC9EC ????
38th Chest Modifier	800CC9F0 ????
39th Chest Modifier	800CC9F4 ????
40th Chest Modifier	800CC9F8 ????
41st Chest Modifier	800CC9FC ????
42nd Chest Modifier	800CCA00 ????
43rd Chest Modifier	800CCA04 ????
44th Chest Modifier	800CCA08 ????
45th Chest Modifier	800CCA0C ????
46th Chest Modifier	800CCA10 ????
47th Chest Modifier	800CCA14 ????
48th Chest Modifier	800CCA18 ????
49th Chest Modifier	800CCA1C ????
50th Chest Modifier	800CCA20 ????
51st Chest Modifier	800CCA24 ????
52nd Chest Modifier	800CCA28 ????
53rd Chest Modifier	800CCA2C ????
54th Chest Modifier	800CCA30 ????
55th Chest Modifier	800CCA34 ????
56th Chest Modifier	800CCA38 ????
57th Chest Modifier	800CCA3C ????
58th Chest Modifier	800CCA40 ????
59th Chest Modifier	800CCA44 ????
60th Chest Modifier	800CCA48 ????
61st Chest Modifier	800CCA4C ????
62nd Chest Modifier	800CCA50 ????
63rd Chest Modifier	800CCA54 ????
INFINITE ITEMS IN INVENTORY [NOTE 12]	
1st Item	300CC931 00??
2nd Item	300CC935 00??
3rd Item	300CC939 00??
4th Item	300CC93D 00??
5th Item	300CC941 00??
6th Item	300CC945 00??
7th Item	300CC949 00??
8th Item	300CC94D 00??
9th Item [Note 6]	300CC951 00??
10th Item [Note 6]	300CC955 00??
HAVE FILE MODIFIERS	
1st File	300CCA5C 00??

```
|      2nd File                                    | 300CCA5D 00?? |
|      3rd File                                    | 300CCA5E 00?? |
|      4th File                                    | 300CCA5F 00?? |
|      5th File                                    | 300CCA60 00?? |
|      6th File                                    | 300CCA61 00?? |
|      7th File                                    | 300CCA62 00?? |
|      8th File                                    | 300CCA63 00?? |
|      9th File                                    | 300CCA64 00?? |
|     10th File                                    | 300CCA65 00?? |
|     11th File                                    | 300CCA66 00?? |
|     12th File                                    | 300CCA67 00?? |
|     13th File                                    | 300CCA68 00?? |
|     14th File                                    | 300CCA69 00?? |
|     15th File                                    | 300CCA6A 00?? |
|     16th File                                    | 300CCA6B 00?? |
|     17th File                                    | 300CCA6C 00?? |
|     18th File                                    | 300CCA6D 00?? |
|     19th File                                    | 300CCA6E 00?? |
|     20th File                                    | 300CCA6F 00?? |
|     21st File                                    | 300CCA70 00?? |
|     22nd File                                    | 300CCA71 00?? |
|     23rd File                                    | 300CCA72 00?? |
|     24th File                                    | 300CCA73 00?? |
|                                                  |               |
| Infinite Items (All Positions) [Note 5]          | 30064CE9 0000 |
|                                                  |               |
| The 4th Survivor Mode Main Menu [Note 8]         | 800C7AAC 0048 |
|                                                  |               |
| The Tofu Survivor Mode Main Menu [Note 8]        | 800C7AAC 0049 |
|                                                  |               |
| Play Bio Hazard 2 Mode [Note 14]                 | D000E3A4 0000 |
|                                                  | 300C7AAC 0000 |
|                                                  |               |
| Start on 2nd Scenario From New Game              | 300C7ACF 00C0 |
|                                                  |               |
| Instant Reset [Note 16]                          | D00C6234 0900 |
|                                                  | 300C7AAF 0000 |
|                                                  |               |
| Suicide [Note 15]                                | D00C6234 000F |
|                                                  | 300C7AAC 0045 |
|                                                  |               |
| Infinite Health                                  | 800C7C42 00C8 |
|                                                  |               |
| Super Mega Rapid Fire (All Weapons) [Note 7]     | D00C6234 0048 |
|                                                  | 800C7C38 000B |
|                                                  |               |
| Sub-Machine Rocket Launcher [Note 23]            | D00C7BFA 000F |
|                                                  | 300C7BFA 0011 |
|                                                  |               |
| Hyper Mode                                       | 800A3EAC 0000 |
|                                                  |               |
| Slow Motion                                      | 800A3EAC FFFF |
|                                                  |               |
| Quickly Beat The Game [Note 3]                   | D00C6234 0001 |
|                                                  | 8000E3A4 4AC8 |
|                                                  |               |
| Makes Game Think You Havent Saved Before         | 800CC5B8 0000 |
|                                                  |               |
| Always Have Fine Condition                       | 800C7D04 0000 |
|                                                  |               |
```

Character Modifier [Note 19]	800CC720 00??
Walk Thru Walls [Note 2]	D00C6234 0001
	800C7BF2 0C0F
	D00C6234 0004
	800C7BF2 1100
Quick Chest Access [Note 9]	D00C6234 0021
	800CDA48 0001
Quick Map Access [Note 10]	D00C6234 0024
	800CDA48 0003
Quick Item Access [Note 13]	D00C6234 0025
	800CDA48 0002
	D00C6234 0025
	300CC125 ????
Quick Save Access [Note 25]	D00C6234 0044
	800CC390 E534
	D00C6234 0044
	800CC392 8004
Always Have Backpack Equipped [Note 4]	800CC7B4 0001
Stop Clock When Fighting Lass Boss of The Game	800CC726 012C
Super Ridiculous Code I [Note 21]	D00C6234 0004
	300C7C3A 0009
Super Ridiculous Code II [Note 22]	300C7ACC 0003
Always Play FMV Modifier	300CC12E 00??
Location Modifier [Note 20]	D00C6234 000C
	300CC710 000?
	D00C6234 000C
	300CC712 00??
COSTUME MODIFIERS	
Normal	800CC720 0000
	800CCB5A 0000
1st Outfit	800CC720 000A
	800CCB5A 0001
EVENT CODES	
Raccoon City Alley Shortcut [Note 17]	D00CC712 0002
	300CC712 001D
Have All Events Done (1 of 9) [Note 1]	800CC722 FFFF
	800CC724 FFFF
	800CC726 FFFF
	800CC728 FFFF
	800CC72A FFFF
	800CC72C FFFF
	800CC72E FFFF
	800CC730 FFFF
	800CC732 FFFF
	800CC734 FFFF
	800CC736 FFFF
	800CC738 FFFF

		800CC73A FFFF
		800CC73C FFFF
		800CC73E FFFF
	Have All Events Done (2 of 9) [Note 1]	800CC740 FFFF
		800CC742 FFFF
		800CC744 FFFF
		800CC746 FFFF
		800CC748 FFFF
		800CC74A FFFF
		800CC74C FFFF
		800CC74E FFFF
		800CC750 FFFF
		800CC752 FFFF
		800CC754 FFFF
		800CC756 FFFF
		800CC758 FFFF
		800CC75A FFFF
		800CC75C FFFF
	Have All Events Done (3 of 9) [Note 1]	800CC75E FFFF
		800CC760 FFFF
		800CC762 FFFF
		800CC764 FFFF
		800CC766 FFFF
		800CC768 FFFF
		800CC76A FFFF
		800CC76C FFFF
		800CC76E FFFF
		800CC770 FFFF
		800CC772 FFFF
		800CC774 FFFF
		800CC776 FFFF
		800CC778 FFFF
		800CC77A FFFF
	Have All Events Done (4 of 9) [Note 1]	800CC77C FFFF
		800CC77E FFFF
		800CC780 FFFF
		800CC782 FFFF
		800CC784 FFFF
		800CC786 FFFF
		800CC788 FFFF
		800CC78A FFFF
		800CC78C FFFF
		800CC78E FFFF
		800CC790 FFFF
		800CC792 FFFF
		800CC794 FFFF
		800CC796 FFFF
		800CC798 FFFF
	Have All Events Done (5 of 9) [Note 1]	800CC79A FFFF
		800CC79C FFFF
		800CC79E FFFF
		800CC7A0 FFFF
		800CC7A2 FFFF
		800CC7A4 FFFF
		800CC7A6 FFFF
		800CC7A8 FFFF
		800CC7AA FFFF
		800CC7AC FFFF
		800CC7AE FFFF
		800CC7B0 FFFF

	800CC7B2 FFFF
	800CC7B4 FFFF
	800CC7B6 FFFF
Have All Events Done (6 of 9) [Note 1]	800CC7B8 FFFF
	800CC7BA FFFF
	800CC7BC FFFF
	800CC7BE FFFF
	800CC7C0 FFFF
	800CC7C2 FFFF
	800CC7C4 FFFF
	800CC7C6 FFFF
	800CC7C8 FFFF
	800CC7CA FFFF
	800CC7CC FFFF
	800CC7CE FFFF
	800CC7D0 FFFF
	800CC7D2 FFFF
	800CC7D4 FFFF
Have All Events Done (7 of 9) [Note 1]	800CC7D6 FFFF
	800CC7D8 FFFF
	800CC7DA FFFF
	800CC7DC FFFF
	800CC7DE FFFF
	800CC7E0 FFFF
	800CC7E2 FFFF
	800CC7E4 FFFF
	800CC7E6 FFFF
	800CC7E8 FFFF
	800CC7EA FFFF
	800CC7EC FFFF
	800CC7EE FFFF
	800CC7F0 FFFF
	800CC7F2 FFFF
Have All Events Done (8 of 9) [Note 1]	800CC7F4 FFFF
	800CC7F6 FFFF
	800CC7F8 FFFF
	800CC7FA FFFF
	800CC7FC FFFF
	800CC7FE FFFF
	800CC800 FFFF
	800CC802 FFFF
	800CC804 FFFF
	800CC806 FFFF
	800CC808 FFFF
	800CC80A FFFF
	800CC80C FFFF
	800CC80E FFFF
	800CC810 FFFF
Have All Events Done (9 of 9) [Note 1]	800CC812 FFFF
	800CC814 FFFF
	800CC816 FFFF
	800CC818 FFFF
	800CC81A FFFF
QUANTITY DIGITS TO ACCOMPANY CHARACTER MODIFIER	
01 - Claire	
03 - Claire with Sidepack	
05 - No-Vest Claire	
07 - No-Vest Claire with Sidepack	
09 - Cowgirl Claire (Hidden Costume)	

```
          | 0B - Bug/Short-Haired Claire                    |                |
          | 0C - Hunk                                       |                |
          | 0D - Tofu                                       |                |
          | 0F - Sherry                                        |                |      |
          |                                                    |                |
          | QUANTITY DIGITS TO ACCOMPANY INFINITE ITEM IN INV  |                |
          | 00-FE - 0 through 254                             |                |
          | FF    - Infinity Symbol (Infinite)                |                |      |
          |                                                    |                |
          | QUANTITY DIGITS TO ACCOMPANY ALWAYS PLAY FMV CODE  |                |
          | 00 - Capcom Intro                                |                |
          | 01 - Fountain in 1F Hall / Part of Turntable     |                |
          | 02 - Same as Above                               |                |
          | 03 - Claire's Intro (First Part)                 |                |
          | 04 - Statue in Art Storage Room                  |                |
          | 05 - Fountain in 1F Hall                         |                |
          | 06 - Turntable                                   |                |
          | 07 - Part of Turntable                           |                |
          | 08 - Helicopter Crash                            |                |
          | 09 - Appearance of T-103                         |                |
          | 0A - Appearance of Licker                        |                |
          | 0B - William Birkin's Lab                        |                |
          | 0C - 1st Scenario Ending                         |                |
          | 0D - 2nd Scenario Ending (First Part)            |                |
          | 0E - 2nd Scenario Ending (Second Part)           |                |
          | 0F - Claire's Intro (Second Part/1st Scenario)   |                |
          | 10 - Claire's Intro (Second Part/2nd Scenario)   |                |
          | 11 - Staff Roll                                      |                |      |
          |_____|_____|
```

Note 01 : With this code, there may be stuff that you might notice that isnt
          really possible in the game, like a section of the wall is missing
          where an enemy might have jumped out, etc!
Note 02 : With this code, be careful, you could get so far out of the wall that
          you might lose your coordinates and make it hard to get back in the
          screen.
Note 03 : With this code, press L2 once to go straight to the ending sequence,
          it will work from any game, saved or new!
Note 04 : With this code, it will give you 10 places in inventory instead of the
          usual eight.
Note 05 : With this code, it will work for all positions!
Note 06 : With these codes, you must have the backpack equipped to be able to
          access them!
Note 07 : With this code, it is activated by the Joker Code, press R1 and 'X' to
          Super Rapidly Fire!
Note 08 : With this code, it will take you to the Appropriate Mode Main Menu,
          when you first turn on the machine, otherwise if you have exited that
          menu, you will have to load a game, but it will not load a game,
          instead it will save a game, and then it will take you into the game
          after some load time, and then you will die almost instantly when a
          zombie comes up, but after that, it will take you back to the
          Appropriate Mode Main Menu!
Note 09 : With this code, all you have to do to access the chest, is hold L2 and
          Press Circle! (Gliches Graphics Somewhat - But Has Full Working
          Functions)
Note 10 : With this code, all you have to do to access the map, is hold L1 and
          Press Circle!
Note 11 : With these codes, they give you the item and Infinite of it, however,
          you cant use that position in your inventory anymore, and if there was
          anything in that position, it is now overwritten. Also, in your

inventory, you have to use all the modifiers before the one you are
                   using, or all positions before the modifier you are using must be full
Note 12 : With these codes, it will give you 99 of any item in that position,
                   they do not need to have items in them to have Infinite, Infinity Sign
                   will be there, you will just have Infinite of nothing until an item is
                   put in that position.
Note 13 : With this code, Hold L1 & L2, and press Circle to get the item that
                   you specify!
Note 14 : With this code, the game will become Bio Hazard 2, the Japanese
                   version of Resident Evil 2! This means all text (except the text in
                   files) is in Japanese, and all cinemas have Japanese subtitles. Note
                   that the title screen will still say Resident Evil 2. Important: This
                   code cannot be used in combination with the "Quickly Beat The Game"
                   code.
Note 15 : With this code, Press L1+L2+R1+R2 during gameplay to blow yourself up!
                   That's right... "You Died!"
Note 16 : With this code, press Select+Start to reset the game instantly.
Note 17 : With this code, it removes the van that blocks the alley outside the
                   gun shop at the beginning of the game, allowing you to get to the
                   R.P.D. much faster than normal. You may recognize this version of the
                   alley from the RE2 demo disc. Important: Once you're outside the gun
                   shop and in the alley, make sure to turn the GameShark switch off!
Note 19 : With this code, if using this code from a saved game, make sure the
                   game is saved with no weapons equipped, or a weapon the character
                   you're going to change into can equip. Otherwise, the game will crash.
Note 20 : With this code, it has the first ever 2-part quantity digits, click on
                   either question mark and it will tell you the numbers to enter. The
                   first one goes in place of the one ?, and after the hyphen, the next 2
                   go in place of the next 2 ?'s! And this code needs to be used with the
                   Walk Thru Walls code to get your character back on the screen!
Note 21 : With this code, press and hold L1 at any time for some truly crazy
                   stuff. I won't ruin what it does... you'll have to see for yourself.
                   Try alternating speeds of pressing L1, try it in various locations,
                   and try it during events. Only one word can be used to descibe this
                   code's effects: ridiculous.
Note 22 : With this code, can it be?! A sequel to the Super Ridiculous Code?!
                   Yes!! Well, it's not quite as ridiculous as it predecessor, but still.
                   .. er... interesting.
Note 23 : With this code, equip the Sub Machine Gun with this code active, and
                   by holding down X you can fire rockets at an insane speed! You'll be
                   able to kill bosses in literally seconds with this code.
Note 25 : With this code, 1) Anytime, anywhere, press L1 and X at the same time.
                   You'll get the standard typewriter text: "It's an old typewriter. You
                   can save your progress with this." Note that you must, of course, have
                   an ink ribbon to save. 2) Choose "Yes" and you'll be able to save
                   normally. Instead of the location name, your save file will say
                   "Scenario 1st" or "Scenario 2nd." 3) When you load your save file,
                   you'll have to skip through the intro, but when the game loads up
                   you'll be exactly where you saved!

                                        SUPER CODES

    _____
    | | |
    | ANY ITEM IN ANY SLOT DISC 1 (LEON) [NOTE 1] | |
    | Set 1 of 6 | 8006617C 8000 |
    | | 8006617E 3C02 |
    | | 80066180 7690 |
    | | 80066182 3442 |

```
|                                                  | 80066184 0008 |
|                                                  | 80066186 0040 |
|                                                  | 8006618A 2400 |
|                                                  | 80007690 0018 |
|                                                  | 80007692 AFB2 |
|                                                  | 80007694 800C |
|                                                  | 80007696 3C12 |
|                                                  | 80007698 001C |
|                                                  | 8000769A AFBF |
|                                                  | 8000769C 0004 |
|           Set 2 of 6                             | 8000769E AC03 |
|                                                  | 800076A0 0008 |
|                                                  | 800076A2 AC08 |
|                                                  | 800076A4 0010 |
|                                                  | 800076A6 AC04 |
|                                                  | 800076A8 0018 |
|                                                  | 800076AA AC0A |
|                                                  | 800076AC 000C |
|                                                  | 800076AE 9204 |
|                                                  | 800076B0 CB68 |
|                                                  | 800076B2 3643 |
|                                                  | 800076B6 9008 |
|                                                  | 800076B8 1080 |
|                                                  | 800076BA 0004 |
|           Set 3 of 6                             | 800076BC 0003 |
|                                                  | 800076BE 1100 |
|                                                  | 800076C0 FFFF |
|                                                  | 800076C2 2508 |
|                                                  | 800076C6 A008 |
|                                                  | 800076C8 000F |
|                                                  | 800076CA 1000 |
|                                                  | 800076CC 646C |
|                                                  | 800076CE 9648 |
|                                                  | 800076D0 1820 |
|                                                  | 800076D2 0062 |
|                                                  | 800076D4 000F |
|                                                  | 800076D6 3108 |
|                                                  | 800076D8 7728 |
|           Set 4 of 6                             | 800076DA 3402 |
|                                                  | 800076DC 1021 |
|                                                  | 800076DE 0048 |
|                                                  | 800076E0 0104 |
|                                                  | 800076E2 340A |
|                                                  | 800076E4 5006 |
|                                                  | 800076E6 010A |
|                                                  | 800076E8 0001 |
|                                                  | 800076EA 314A |
|                                                  | 800076EE 8044 |
|                                                  | 800076F0 1821 |
|                                                  | 800076F2 006A |
|                                                  | 800076F6 8062 |
|                                                  | 800076F8 000A |
|           Set 5 of 6                             | 800076FA 340A |
|                                                  | 800076FC 2020 |
|                                                  | 800076FE 0044 |
|                                                  | 80007702 A064 |
|                                                  | 80007706 A00A |
|                                                  | 80007708 0004 |
|                                                  | 8000770A 8C03 |
|                                                  | 8000770C 0008 |
```

	8000770E 8C08
	80007710 0010
	80007712 8C04
	80007714 4358
	80007716 2652
	80007718 8006
Set 6 of 6	8000771A 3C02
	8000771C 618C
	8000771E 3442
	80007720 0008
	80007722 0040
	80007724 0018
	80007726 8C0A
	80007728 FF00
	8000772A 00FF
	8000772C 0001
	80007730 0001
ANY ITEM IN ANY SLOT DISC 2 (CLAIRE) [NOTE 1]	
Set 1 of 6	800660FC 8000
	800660FE 3C02
	80066100 7690
	80066102 3442
	80066104 0008
	80066106 0040
	8006610A 2400
	80007690 0018
	80007692 AFB2
	80007694 800C
	80007696 3C12
	80007698 001C
	8000769A AFBF
	8000769C 0004
Set 2 of 6	8000769E AC03
	800076A0 0008
	800076A2 AC08
	800076A4 0010
	800076A6 AC04
	800076A8 0018
	800076AA AC0A
	800076AC 000C
	800076AE 9204
	800076B0 C930
	800076B2 3643
	800076B6 9008
	800076B8 1080
	800076BA 0004
Set 3 of 6	800076BC 0003
	800076BE 1100
	800076C0 FFFF
	800076C2 2508
	800076C6 A008
	800076C8 000F
	800076CA 1000
	800076CC 6234
	800076CE 9648
	800076D0 1820
	800076D2 0062
	800076D4 000F
	800076D6 3108

```
|                                                    | 800076D8 7728 |
|     Set 4 of 6                                     | 800076DA 3402 |
|                                                    | 800076DC 1021 |
|                                                    | 800076DE 0048 |
|                                                    | 800076E0 0104 |
|                                                    | 800076E2 340A |
|                                                    | 800076E4 5006 |
|                                                    | 800076E6 010A |
|                                                    | 800076E8 0001 |
|                                                    | 800076EA 314A |
|                                                    | 800076EE 8044 |
|                                                    | 800076F0 1821 |
|                                                    | 800076F2 006A |
|                                                    | 800076F6 8062 |
|                                                    | 800076F8 000A |
|     Set 5 of 6                                     | 800076FA 340A |
|                                                    | 800076FC 2020 |
|                                                    | 800076FE 0044 |
|                                                    | 80007702 A064 |
|                                                    | 80007706 A00A |
|                                                    | 80007708 0004 |
|                                                    | 8000770A 8C03 |
|                                                    | 8000770C 0008 |
|                                                    | 8000770E 8C08 |
|                                                    | 80007710 0010 |
|                                                    | 80007712 8C04 |
|                                                    | 80007714 4120 |
|                                                    | 80007716 2652 |
|                                                    | 80007718 8006 |
|     Set 6 of 6                                     | 8000771A 3C02 |
|                                                    | 8000771C 610C |
|                                                    | 8000771E 3442 |
|                                                    | 80007720 0008 |
|                                                    | 80007722 0040 |
|                                                    | 80007724 0018 |
|                                                    | 80007726 8C0A |
|                                                    | 80007728 FF00 |
|                                                    | 8000772A 00FF |
|                                                    | 8000772C 0001 |
|                                                    | 80007730 0001 |
|_____|_____|
```

Note 01 : With these codes, you must enter them all in to get it to work. Now,
          after you have entered this MASS amount of codes, go to your inventory
          select screen and highlight any position in your inventory. Then you
          will notice that if you press one of the top 4 buttons, it will give
          various results. You can change the item to whatever item you want,
          you can also change the quantity to whatever you want. (I will add
          what the buttond do exactly very soon).

                    ITEM AND CHEST MODIFIER DIGITS

 _____
0101 - Knife	
6302 - Handgun	
6303 - Handgun Different	
6304 - Custom Handgun	
6305 - Magnum	
```

```
| 6306 - Custom Magnum                        |                   |              |
| 6307 - Shotgun                              |                   |              |
| 6308 - Custom Shotgun                       |                   |              |
| 6309 - Grenade Launcher                     |                   |              |
| 630A - Grenade Launcher (Flame Rounds)      |                   |              |
| 630B - Grenade Launcher (Acid Rounds)       |                   |              |
| 630C - Bowgun                               |                   |              |
| 630D - Colt S.A.A.                          |                   |              |
| 630E - Spark Shot                           |                   |              |
| 630F - Sub Machine Gun                      |                   |              |
| 6310 - Flamethrower                         |                   |              |
| 6311 - Rocket Launcher                      |                   |              |
| 6312 - Gatling Gun                          |                   |              |
| 6313 - Machine Gun                          |                   |              |
| 6314 - Handgun Bullets                      |                   |              |
| 6315 - Shotgun Shells                       |                   |              |
| 6316 - Magnum Bullets                       |                   |              |
| 6317 - Fuel                                 |                   |              |
| 6318 - Grenade Rounds                       |                   |              |
| 6319 - Flame Rounds                         |                   |              |
| 631A - Acid Rounds                          |                   |              |
| 631B - Machine Gun Bullets                  |                   |              |
| 631C - S. Shot Bullets                      |                   |              |
| 631D - Bow Gun Bolts                        |                   |              |
| 631E - Ink Ribbon                           |                   |              |
| 001F - Small Key                            |                   |              |
| 0020 - Hand Gun Parts                       |                   |              |
| 0021 - Magnum Parts                         |                   |              |
| 0022 - Shotgun Parts                        |                   |              |
| 6323 - First Aid Spray                      |                   |              |
| 0024 - Chemical FR-W09                      |                   |              |
| 0025 - Chemical AC-W24                      |                   |              |
| 0026 - Green Herb                           |                   |              |
| 0027 - Red Herb                             |                   |              |
| 0028 - Blue Herb                            |                   |              |
| 0029 - Mixed Herb (Green)                   |                   |              |
| 002A - Mixed Herb (Red&Green)               |                   |              |
| 002B - Mixed Herb (Blue&Green)              |                   |              |
| 002C - Mixed Herb (?)                       |                   |              |
| 002D - Mixed Herb (?)                       |                   |              |
| 002E - Mixed Herb (?)                       |                   |              |
| 002F - Lighter                              |                   |              |
| 0030 - Lock Pick                            |                   |              |
| 0031 - Picture                              |                   |              |
| 0032 - Valve Handle                         |                   |              |
| 0033 - Red Jewel                            |                   |              |
| 0034 - Red Card Key                         |                   |              |
| 0035 - Blue Card Key                        |                   |              |
| 0036 - Serpent Stone                        |                   |              |
| 0037 - Jaguar Stone                         |                   |              |
| 0038 - Blue Stone                           |                   |              |
| 0039 - Blue Stone (?)                       |                   |              |
| 003A - Eagle Stone                          |                   |              |
| 003B - Bishop Plug                          |                   |              |
| 003C - Rook Plug                            |                   |              |
| 003D - Knight Plug                          |                   |              |
| 003E - King Plug                            |                   |              |
| 003F - W. Box Key                           |                   |              |
| 0040 - Detonator                            |                   |              |
| 0041 - Plastic Bomb                         |                   |              |
```

```
| 0042 - Bomb&Detonator         |                    |                    |
| 0043 - Crank                  |                    |                    |
| 0044 - Film                   |                    |                    |
| 0045 - Film (?)               |                    |                    |
| 0046 - Film (?)               |                    |                    |
| 0047 - Unicorn Medal          |                    |                    |
| 0048 - Eagle Medal            |                    |                    |
| 0049 - Wolf Medal             |                    |                    |
| 004A - G. Cogwheel            |                    |                    |
| 004B - Manhole Opener         |                    |                    |
| 004C - Main Fuse              |                    |                    |
| 004D - Fuse Case              |                    |                    |
| 004E - Vaccine                |                    |                    |
| 004F - Vaccine Cart.          |                    |                    |
| 0050 - Film                   |                    |                    |
| 0051 - Base Vaccine           |                    |                    |
| 0052 - G-Virus                |                    |                    |
| 0053 - Special Key            |                    |                    |
| 0054 - Joint S Plug           |                    |                    |
| 0055 - Joint N Plug           |                    |                    |
| 0056 - Cord                   |                    |                    |
| 0057 - Film                   |                    |                    |
| 0058 - Cabin Key              |                    |                    |
| 0059 - Precinct Key (blue)    |                    |                    |
| 005A - Precinct Key (red)     |                    |                    |
| 005B - Precinct Key (?)       |                    |                    |
| 005C - Precinct Key (green)   |                    |                    |
| 005D - C. Panel Key (red)     |                    |                    |
| 005E - C. Panel Key (yellow)  |                    |                    |
| 005F - P. Room Key            |                    |                    |
| 0060 - MO Disk                |                    |                    |
| 0061 - Lab Card Key           |                    |                    |
| 0062 - Master Key             |                    |                    |
| 0063 - Platform Key           |                    |                    |
| 0068 - Chris's Diary          |                    |                    |
| 0069 - Mail to Chris          |                    |                    |
| 006A - Memo to Leon           |                    |                    |
| 006B - Police Memorandum      |                    |                    |
| 006C - Operation Report 1     |                    |                    |
| 006D - Mail to the Chief      |                    |                    |
| 006E - Mail to the Chief (?)  |                    |                    |
| 006F - Secretary's Diary A    |                    |                    |
| 0070 - Secretary's Diary B    |                    |                    |
| 0071 - Operation Report 2     |                    |                    |
| 0072 - User Registration      |                    |                    |
| 0073 - Film A                 |                    |                    |
| 0074 - Film B                 |                    |                    |
| 0075 - Film C                 |                    |                    |
| 0076 - Patrol Report          |                    |                    |
| 0077 - Watchman's Diary       |                    |                    |
| 0078 - Chief's Diary          |                    |                    |
| 0079 - Sewer Manager Diary    |                    |                    |
| 007A - Sewer Manager Fax      |                    |                    |
| 007B - Film D                 |                    |                    |
| 007C - Vaccine Synthesis      |                    |                    |
| 007D - Lab Security Manual    |                    |                    |
| 007E - P-Epsilon Report       |                    |                    |
| 007F - Rookie Files           |                    |                    |
| 0080 - Rookie Files (?)       |                    |                    |
| 0081 - No Item                |                    |                    |
```

```
| 0082 - Spade Key                                         |                |
| 0083 - Diamond Key                                       |                |
| 0084 - Desk Key                                          |                |
| 0085 - Heart Key                                         |                |
| 0086 - Club Key                                          |                |
| 0087 - Virgin Heart                                      |                |
| 0088 - Square Crank                                      |                |
| 0089 - Down Key                                          |                |
| 008A - Up Key                                            |                |
| 008B - Locker Key                                        |                |
|                                                          |                |
| QUANTITY DIGITS TO ACCOMPANY FUN WITH THE CALICO 950 |                |
| 04 - Rapid Fire                                          |                |
| 06 - Magnum Blast                                        |                |
| 08 - Custom Shotgun Blast                                |                |
| 09 - Grenades                                            |                |
| 0A - Fire Grenades                                       |                |
| 0B - Acid Grenades                                       |                |
| 10 - Rockets                                             |                |
|                                                          |                |
| QUANTITY DIGITS TO ACCOMPANY FILE MODIFIER               |                |
| 00 - Chris's Diary                                       |                |
| 01 - Mail to Chris                                       |                |
| 02 - Memo to Leon                                        |                |
| 03 - Police Memorandum                                   |                |
| 04 - Operation Report 1                                  |                |
| 05 - Mail to The Chief                                   |                |
| 06 - Mail to The Chief (2)                               |                |
| 07 - Secretary's Diary A                                 |                |
| 08 - Secretary's Diary B                                 |                |
| 09 - Operation Report 2                                  |                |
| 0A - User Registration                                   |                |
| 0B - Film A                                              |                |
| 0C - Film B                                              |                |
| 0D - Film C                                              |                |
| 0E - Patrol Report                                       |                |
| 0F - Watchman's Diary                                    |                |
| 10 - Chief's Diary                                       |                |
| 11 - Sewer Manager Diary                                 |                |
| 12 - Sewer Manager Fax                                   |                |
| 13 - Film D                                              |                |
| 14 - Vaccine Synthesis                                   |                |
| 15 - Lab Security Manual                                 |                |
| 16 - P-Epsilon Report                                    |                |
| 17 - Rookie Files                                        |                |
|                                                          |                |
| QUANTITY DIGITS TO ACCOMPANY LOCATION MODIFIER           |                |
| 0-00 - Scenario 1 Start                                  |                |
| 0-01 - Gun Shop                                          |                |
| 0-02 - Alley                                             |                |
| 0-03 - Outside the R.P.D.                                |                |
| 0-04 - Scenario 2 Start                                  |                |
| 0-05 - Outside the R.P.D. - Scenario 2                   |                |
| 0-06 - Cabin                                             |                |
| 0-07 - Behind the R.P.D.                                 |                |
| 0-08 - Roof                                              |                |
| 0-09 - 2F Rear Entrance                                  |                |
| 0-0A - Helicopter Hallway                                |                |
| 0-0B - Art Storage Room                                  |                |
| 0-0C - 2F Stairs                                         |                |
```

```
| 0-0D - Chief's Hallway                                 |            |            |
| 0-0E - Museum Room                                     |            |            |
| 0-0F - 2F Save Room                                    |            |            |
| 0-10 - Hall 2F                                         |            |            |
| 0-11 - Clock Room                                      |            |            |
| 0-12 - Library                                         |            |            |
| 0-13 - Blue Coke Hallway                               |            |            |
| 0-14 - S.T.A.R.S. Hallway                              |            |            |
| 0-15 - S.T.A.R.S. Room                                 |            |            |
| 0-16 - Right Stairs                                    |            |            |
| 0-17 - Hall 3F                                         |            |            |
| 0-18 - Raccoon City 1                                  |            |            |
| 0-19 - Raccoon City 2                                  |            |            |
| 0-1A - Inside Bus                                      |            |            |
| 0-1B - Raccoon City 3                                  |            |            |
| 0-1C - Nothing/Crash Bug                               |            |            |
| 0-1D - Alley (RE2 Preview Disc Version-No Map)         |            |            |
| 1-00 - Hall 1F                                         |            |            |
| 1-01 - Waiting Room                                    |            |            |
| 1-02 - West Office                                     |            |            |
| 1-03 - Filing Room                                     |            |            |
| 1-04 - Licker Hallway                                  |            |            |
| 1-05 - Boarded-Up Hallway                              |            |            |
| 1-06 - Meeting Room                                    |            |            |
| 1-07 - 1F Stairs Hallway                               |            |            |
| 1-08 - Darkroom                                        |            |            |
| 1-09 - Locker Room                                     |            |            |
| 1-0A - Recess Hallway                                  |            |            |
| 1-0B - East Office                                     |            |            |
| 1-0C - East Hallway                                    |            |            |
| 1-0D - Press Conference Room                           |            |            |
| 1-0E - Interrogation Room                              |            |            |
| 1-0F - Right Stairs Hallway                            |            |            |
| 1-10 - Night Duty Room                                 |            |            |
| 1-11 - Basement                                        |            |            |
| 1-12 - Basement Trench                                 |            |            |
| 1-13 - Generator Room                                  |            |            |
| 1-14 - Weapons Cache                                   |            |            |
| 1-15 - Autopsy Room                                    |            |            |
| 1-16 - Basement Parking Lot                            |            |            |
| 1-17 - Nothing/Crash Bug                               |            |            |
| 1-18 - Nothing/Crash Bug                               |            |            |
| 1-19 - Cellblock Hallway                               |            |            |
| 1-1A - Kennel                                          |            |            |
| 1-1B - Chief's Office                                  |            |            |
| 2-00 - Chief's Secret Room                             |            |            |
| 2-01 - Cellblock                                       |            |            |
| 2-02 - Sewage Disposal Hallway 1                       |            |            |
| 2-03 - Leon's Boss Room (Chess Plug Room)              |            |            |
| 2-04 - Leon's Sewer Entrance                           |            |            |
| 2-05 - Sewage Disposal                                 |            |            |
| 2-06 - Sewage Disposal Tank Room                       |            |            |
| 2-07 - Construction Hallway                            |            |            |
| 2-08 - Hidden Corridor                                 |            |            |
| 2-09 - Claire's Boss Room                              |            |            |
| 2-0A - Claire's Sewer Entrance                         |            |            |
| 2-0B - Sewage Disposal Hallway 2                       |            |            |
| 2-0C - Sewer Save Room West                            |            |            |
| 2-0D - Sewer Save Room East                            |            |            |
| 3-00 - Branching-Off Corridor                          |            |            |
```

```
                  | 3-01 - Management Room South                           |                    |
                  | 3-02 - Sewer Hallway 1                                  |                    |
                  | 3-03 - Management Room North                           |                    |
                  | 3-04 - Sewer Hallway 2                                  |                    |
                  | 3-05 - Sewer Hallway 3                                  |                    |
                  | 3-06 - Nothing/Crash Bug                                |                    |
                  | 3-07 - Sewer Hallway 4                                  |                    |
                  | 3-08 - Bridge Chamber 1F                                |                    |
                  | 3-09 - Bridge Chamber 2F                                |                    |
                  | 3-0A - Crocodile Corridor                              |                    |
                  | 3-0B - Fan Corridor                                    |                    |
                  | 3-0C - Dust Chute                                      |                    |
                  | 3-0D - Cave                                            |                    |
                  | 3-0E - Sky Tram Platform - Sewer                       |                    |
                  | 3-0F - Air Vent                                        |                    |
                  | 3-10 - Garbage Room                                    |                    |
                  | 4-00 - Inside Sky Tram                                 |                    |
                  | 4-01 - Sky Tram Platform - Factory                     |                    |
                  | 4-02 - Basement Corridor 1                             |                    |
                  | 4-03 - Panel Room                                      |                    |
                  | 4-04 - Turntable Platform (Turntable Up)               |                    |
                  | 4-05 - Inside Turntable                                |                    |
                  | 4-06 - Turntable Platform (Turntable Down)             |                    |
                  | 4-07 - Turntable Control Room                          |                    |
                  | 4-08 - Basement Coridoor 2                             |                    |
                  | 4-09 - Turntable Going Down                            |                    |
                  | 5-00 - Turntable (Laboratory 1)                        |                    |
                  | 5-01 - Elevator                                        |                    |
                  | 5-02 - Laboratory Corridor                             |                    |
                  | 5-03 - Pump Room                                       |                    |
                  | 5-04 - Power Room - Top                                |                    |
                  | 5-05 - Power Room - Bottom                             |                    |
                  | 5-06 - Turntable (Laboratory 2)                        |                    |
                  | 5-07 - Guardroom                                       |                    |
                  | 5-08 - Main Shaft A                                    |                    |
                  | 5-09 - Private Quarters 1                              |                    |
                  | 5-0A - Private Quarters 2                              |                    |
                  | 5-0B - Left Hallway                                    |                    |
                  | 5-0C - Right Hallway                                   |                    |
                  | 5-0D - Frozen Room                                     |                    |
                  | 5-0E - Plant Ladder Room                               |                    |
                  | 5-0F - G-Capsule Room                                  |                    |
                  | 5-10 - VAM Room                                        |                    |
                  | 5-11 - Main Shaft B                                    |                    |
                  | 5-12 - Laboratory Control Room                         |                    |
                  | 5-13 - Computer Room                                   |                    |
                  | 5-14 - Laboratory Hallway                              |                    |
                  | 5-15 - William Birkin's Lab                            |                    |
                  | 5-16 - MO Disk Verification Hallway                    |                    |
                  | 5-17 - Scenario 1 Last Boss Room                       |                    |
                  | 6-00 - Train Platform Entrance                         |                    |
                  | 6-01 - Train Platform                                  |                    |
                  | 6-02 - Scenario 2 Last Boss Room                       |                    |
                  | 6-03 - Inside Train                                    |                    |
                  | 6-04 - Train Storage Area                              |                    |
                  |_____|_____|


 ==============================================================================
 12.  S P E C I A L   T H A N K S
```

```
===============================================================================

1. GOD for everything
2. My family and my dogs
3. Game FAQs for publishing my faqs
4. Cheat Code Central for allowing me to use their GameShark Codes. Thanks Dave.
5. My computer
6. You for reading my FAQ


===============================================================================
13.  L I S T  O F  T H E  D A M N E D
===============================================================================


I remove all the names  inside my List of the Damned  except the first two. From
now on I will focused this Damned List only for those damn plagiarist.

1.  Name    : VEGA
    E-mail   : vdirect@bdg.centrin.net.id
    Website : http://www.vegindo.com
    He plagiarized my Dino Crisis walkthrough and sell it in his store.He sold it
    for Rp. 12.500,-.  Although  he has translate my walkthrough  into Indonesian
    language,  I can still recognize it.  That stupid son of a ***** translate it
    words-by-words.  The book's title  is  GAME GUIDE Volume 9.  All the previous
    volume  of that book  is  also  ripping  someone else's faq  (especially from
    GameFAQs) and translate it into Indonesian.
    For HS,  the animal that I suspect responsible for that,  I got few words for
    you :
    F*** YOU BASTARD.  HOW DARE YOU PLAGIARIZE MY WALKTHROUGH AND SOLD IT IN YOUR
    FILTHY STORE.  ENJOY THAT MONEY WHILE YOU CAN.  BECAUSE SOON  I WILL MAKE YOU
    REGRET FOR BEING BORN INTO THIS WORLD.
    For any of the reader that want to do me any favor, please send flames, hate
    mail, viruses, bomb, nuclear, or anything to his address.

2.  Name    : Game Station
    E-mail   : gameguys@bdg.centrin.net.id
    Website : http://www.vegindo.com/gamestation
    Address : Jl. Pungkur 155 Lt. 2, Bandung 40251.
    He plagiarized my friend's walkthrough (also from GameFAQs),  so I think that
    this animal is worthy enough to enter my Damned List. They publish it in Game
    Station, October 1999, 3rd week, volume 21, Rp. 3.500,-
    For KSH,  Sir Maul,  Tik Tan, Ratu Bedak, Blue Beo, and anybody that I forgot
    to mention, I just want to say this : SCREW YOU ALL!!!!! Someday I will visit
    your office carrying a BIG Shotgun, ready for blowing your f***ing brains out
    from your f***ing head.
    Reader, please send this a**hole some 'nice' stuff.

3.  Name    : X-Boy a.k.a Pansy-Boy a.k.a X-Gay
    E-mail : x-boy@gundam.com
    This son of a *****  is the webmaster of that ****ing site (www.vegindo.com).
    He's  the world's  dumbest son of a *****  that  I  have  ever met.  In their
    ****ing  messageboard,  it  says  that  we (faq author)  are  the same as the
    plagiarist, cause all we do is just finished the game and then write it down.
    Ha ha ha ha ha ha, what a good reason.  Now you know why I said that he's the
    world's dumbest son of a *****.
    If you said that we just finished the game  and then write it down, why don't
    you do that by yourself, mother****er?!?!?! Why you have to ripp my faqs?!?!

For Pansy-Boy, Miss Maul, and the rest of your ****ing crew :

DIN PAPPA ⱵR EN GRIS KNULLARE, Sⱦ KAN KNULLADE DIN MAMMA OCH HON FꟻDDE DIG!
```

Dein Vater ist ein Schweineficker, darum hat er deine Mutter gefickt und ich in
die Welt gesetzt!

Tu padre es un follador de cerdos, por eso follo a tu madre y hizo possible
tu nacimiento!

tu padre es un cerdo, que se cogio a tu mama y naciste tu pendejo

hijo de toda tu puta madre te voy a matar y vas a sentir mi verga en la
garganta hasta que te salga por el culo,,solo asi sentiras lo mismo que le
hice a tu madre hijo mio bastardo.

jigoku eiku no wa.. omaega saki da. te vas a ir al infierno antes que yo pendejo

Bapaklu tukang ngawinin babi, maka ia kawin sama babi terus tuh babi
ngelahirin elu. Dasar anak babi.

My last note for Damned #1, #2, and Damned #3
   All of you will surely burn in hell for what you did, so enjoy that blood
   money while you can....

==
14. I M P O R T A N T   N O T E
==

Hey, faq-makers, you should read this section. I just receive an e-mail and he
told me that he has asking everybody who made a walkthrough (including myself)
and I'm the ONLY one that answered. Have you all forgot the manner that your
father and mother taught you when you were kids? If someone asking for your help
and you can help him, then do so. If you don't want people to send you an e-mail
then said so on your faq. Don't let people disappointed. I also have the same
experience. I asked someone and he didn't answered me. I don't know if he's a
busy man or not, but he didn't answered me. I'm very disappointed. Just because
you have made a great faq, and a lot of people e-mail you, it don't make you a
great man. What makes you a great man is your attitude.

And for myself, I guarantee that I will answer your questions, even if I can't
answer it. And if I haven't answered your mail within a week , please mail me
back, because maybe I don't read your faq, or something like that.

==
15. A U T H O R ' S   N O T E
==

For those of you who want to send comments, questions, or information regarding
this FAQ, don't hesitate to mail me.

Feel free to e-mail me about any mistakes or additions concerning this FAQ,
but don't forget to mention the game's name in the "Subject" field.

If you read this FAQ not on these sites :
01) GameFAQs (http://www.gamefaqs.com/)
02) Console Gamer (http://www.console-gamer.com/)
03) Absolute Playstation International (http://www.absolute-playstation.com/)
04) Playstation Network (http://www.caratworld.com/psnetwork/)
05) Cheat Code Central (http://www.cheatcc.com/)
06) Video Games Strategies (http://www.vgstrategies.about.com/)
07) Planet Web (http://www.planetweb.purespace.de/)
08) Hype.Se (http://cheats.hype.se/)

```
09) Game Revolution (http://www.game-revolution.com/)
10) Game Core (http://www.videogamecore.com/)
11) Xcheater (http://www.xcheater.com/)
12) PhatGames (http://www.phatgames.com/)
13) Spoiler Centre (http://www.the-spoiler.com/)
14) The Cheat Empire (http://home.planetinternet.be/twuyts)
15) Cheat Code Central (http://www.cheatcc.com/)
16) Survival Horror (http://survivalhorror.com/)
17) Games Blaster (http://www.gamesblaster.com/)
18) Gaming Addiction (http://www.games.prohosting.com/)
19) Diablo Page (http://www2.50megs.com/neo667/diablo.html)
20) Resident Evil Extreme (http://rextreme.evilgaming.net)
21) PsxGamer (http://www.psxgamer.com)
22) SuperCheats (http://www.supercheats.com)
23) All Anime (http://www.allanime.com)
24) Adrenaline Vault (http://www.avault.com/cheats)
25) Blue Crescent's Page (http://members.xoom.com/bluecrescent/credits.html)
26) RPG Classics (http://www.rpgclassics.com)
27) Happy Puppy (http://www.happypuppy.com/)
28) Chi Phan's Page (http://homepages.go.com/~chphan/Rpgdreamersindex.html)
29) Bob Santos' Page (http://www.geocities.com/charmin_guy_011285)
30) Alternative Reality (http://www.alternative-reality.com)
31) DLH (http://DLH.Net)
32) Firesoft (http://www.firesoft.net)
33) Beyond Evil (http://beyondevil.cjb.net/)
34) Random Page of Crap (http://www.geocities.com/frozen4lyfe/index.html)
35) Nemesis' Page (http://www.geocities.com/i_am_nemesis_99/)
36) Boschamp's Page (http://www.angelfire.com/games2/boschamp)
37) Lugia12's Page (http://www.geocities.com/lugia12/index.htm)
38) Our Turf (http://www.ourturf.com)
39) Randar 83's Page (http://www.geocities.com/randar84)
40) Total Video Games (http://www.totalvideogames.com)
41) Cheating.De (http://www.cheating.de)
42) Cheat City (http://www.cheatcity.com)
43) Fei Yuki's Page (http://feiyenkn.homepage.com)
44) Web Spot (http://silverqueen.cjb.net)
45) Tim's Vault (http://www.timsvault.com)
46) Andrea Busia's Page (http://www.ludus.it)
47) Think Evil (http://www.thinkevil.com)
48) Gaming Planet (http://www.gamingplanet.com)
49) Games Angel (http://www.gamesangel.homestead.com)
50) Crosswinds (http://www.crosswinds.net/~hugegameplayer/www_smackdown/index.htm)
51) RPG Classics (http://www.rpgclassics.com)
52) GameCastle
53) RPG Legerdemain (rwartow.tripod.com)
54) Webcheats (http://www.webcheats.de)
55) XCheater (http://www.xcheater.com/)
56) Neoseeker (https://www.neoseeker.com/)
57) GameThrust (http://www.gamethrust.com/)
58) PC Game Revieew (http://www.pcgamereview.com/)
59) DC Guide (http://www.dcguide.co.uk/)
60) RPG DREAMERS (http://www.crosswinds.net/~rpgdreamer)
61) RPG-Vortex (http://www.rpg-vortex.com)
62) CheatPage (http://www.cheatpage.com/)
63) Wrestling Games (http://www.wrestling-games.com/)
64) Resident Evil Mania (http://www.geocities.com/residentevilmania/index.html)
65) GameSpot (http://www.gamespot.com)
66) RPG Temple (http://come.to/sashy)
67) The Horror Is Alive (http://go.to/TheHorror/)
68) PSXCodez (http://www.psxcodez.com/)
```

```
69) RPGamer (http://www.RPGamer.com/)
70) RPGClassics (http://www.rpgclassics.com/)
71) Cheat Store (http://www.cheatstore.de/)
72) Games Domain (http://www.gamesdomain.co.uk/)
73) CHEATS CITY (http://www.online1701.com/)
74) CNET Gamecenter (http://www.gamecenter.com/Faqs/)
75) WarStoke (http://www.WarStoke.com/)
76) Mark Anido's Page (http://www.geocities.com/webzage2/webmaster.html)
77) Joe Chandler's (http://www.angelfire.com/oh/residentevilishome/walkthru.html)
78) Cheatmaster's Gamecheats (http://www.angelfire.com/games/cheats48)
79) Paladins of Light Guild (http://www.pofl.org)
80) Tipsncheats (http://www.tipsncheats.com)
81) RPG Informer (http://www.rpginformer.com)
82) The Gamer (http://www.thegamer.com/)
83) Totally RE (http://www.totallyre.com/)
84) Game United (http://www.gameunited.com/)
85) Stoneages RE (http://angelfire.com/games2/rek)
86) FaQ Headquaters (http://tngh.staticzone.net/)
87) GamePower (http://www.gamepower.com/)
88) United Gamers (http://unitedgamers.staticzone.net/)
89) Fresh Baked Games (http://www.freshbakedgames.com/)
90) DH Gaming (http://dhgaming.freeservers.com/)
91) ResidentFear (http://www.residentfear.cjb.net/)
92) PlayzoneWorld (http://www.playzoneworld.com/)
93) GamersWeb (http://www.the-gamersweb.com/)
94) BDGames (http://www.bdgames.net/)
95) http://www.nonsologiochi.com
96) Sjel's walktrough page (http://www.sjel.org/)
Please  tell  me where you read it.  And if you know someone who has rip-off my
work,  please  tell me his e-mail address  and where you read it,  we will take
care the rest.


Thanks  for  reading  my  FAQ  and  please send in any comments,  questions, or
informations!




This document copyright (c) 1999-2000 Stinger 3:16
```