

Resident Evil 2 FAQ/Walkthrough

by Azrael Blade

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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.

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-= 1. Introduction -=
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My fifth FAQ, Resident Evil 2. A very scary game. The number of times it made me jump right out of my seat. It can be quite tricky at times too, so this guide will help with Leon's first mission. Claire's mission is slightly different, but once you've done Leon's, you'll breeze through it. I'll try not to give away any big plot points, or many scares. Anyhoo, on with the guide...

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-= 2. Controls -=
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- N64: (I STRONGLY recommend using first person controls)
- A button- Action/fire/accept
 - Z button- Same as above
 - B button- Run with control stick if using default controls/cancel
 - R button- Aim weapon
 - Start- Pause game/ go to status screen
 - Control stick- If in first person, push in direction you want to go.
If in default, push up to run forward, left/right to rotate on the spot.
 - D-pad- Same as above

-PLAYSTATION:

Up- Forward
Down- Backward
Right- Turn right
Left- Turn left
X- Action/fire/accept (while holding R1)
Square- Run with forward
Circle- Open Character Menu
Triangle- Cancel
R1- Aim weapon
Start- Pause
Select- Game options

-= 3. Characters -=

Leon S. Kennedy: A police rookie, coming into Raccoon city for his first day on the job. While reckless and brash, he is not as naive as his demeanor would suggest. In a poor attempt at plot, falls in love with Ada Wong. Has a stupid fringe. And the personality of a brick. And has his catchphrase: "Why does no one ever listen to me?" *canned laughter*.

Actor's Score- **/***** He's just crap really.

Claire Redfield: A lighthearted, articulate, modern woman. Is in Raccoon city looking for her brother, S.T.A.R.S. member Chris. Is a bit stupid really. Sorry, she just is.

Actor's Score- **/***** "What's the matter, *laugh* don't you trust me?" Not after that, no.

Ada Wong: Some woman, says she's looking for her boyfriend (some bloke called John from RE1). Very mysterious, mainly because she reveals she's an Umbrella agent. For some reason, falls in love with Leon, even after his not at all patronising "Running off like that was reckless AND stupid" speech. Should have given her a slap, the silly cow. Is now a G-Type, presumably, as she was resurrected and had access to a G-Virus in both stories.

Actor's Score- ****/***** Nothing wrong, since she says little.

Sherry Birkin: An extremely annoying 12 year old, wearing very trendy gear. Honest. Is completely oblivious to anything. Keeps sitting down. Makes you bugger about making a vaccine because she is stupid enough to get caught by daddy. Capcom, please kill her off like Newt in Aliens.

Actor's Score- ***/***** The actor's competent. I just hate that "Claire!" she keeps saying.

Brian Irons: Everybody loves ol' Brian. A suspected rapist, who stuffs animals (ahem). And wears his mother's... no, hang on.. He is mad, and is a sadist. Yes, and is the head of the RPD. Well done Raccoon city. And then he dies. Hooray!

Actor's Score- *****/***** "Mwhaahaha, so you've made it this far..", who couldn't like that?

Ben Bertolucci: Some idiot who locks himself in cells. And then dies. Is a journalist, who, instead of leaving Raccoon City, and exposing the truth out there, does it in the place where Umbrella rules supreme. Duh!

Actor's Score- ***/***** Nice hamming it up. And the "Who the heck are you?" line is blatant censorship.

Annette Birkin: A psycho, who doesn't give a toss about her daughter, and is hellbent on finishing the G-Virus. She doesn't seem to know the equation G-Virus= Bad, and ends up dying in 2 amusing ways. Huzzah! I like the way she calls Leon gullible. Someone had to say it...

Actor's Score- ****/***** Not bad. Hams it up at times.

William Birkin: A scientist who gets about 3 lines ("Ah, my precious G-Virus. No one will take you away from me!", "No" and "Ouchooheecrapthathurtsowowow". And "Gawoor!" if that counts). Strangely, instead of letting Annette treat him after being shot, has the bright idea to inject himself with the virus, and proceeds to smash things. Mutates at first really slowly, then really quick. I mean, you wait days for a mutation, then 4 come along at once! For some reason, grows enormous in about 2 minutes.

Actor's Score- *****/***** If Deigo (I remember him from the credits) does the roars that is.

Agent T-00: A big guy who wants attention, but everyone ignores him for the most part. The only time anyone says something about him, is when Claire calls him "The Monster" when he's chasing Sherry. Dies humliatingly at the end of a bazooka and a witty one liner.

Actor's Score- *****/***** Wether it was an actor, a machine or a sound from the Sound Bank, you gotta love that final growl when he's on fire at the end.

Robert Kendo: Okay, he dies within the first two minutes, but this guy's great. I love his "I ain't got no clue darlin'". Then he dies. And wastes a bullet. Moron.

Actor's Score- *****/***** As I said, he's brilliant.

Dying cop: If we're gonna have Kendo, we might as well have this guy. The guy played this guy is Mr. Cheese, with more ham than a butcher's shop. "Urrghhhhhh.. oh, it's you..."
"Now go!" *Extremely long gap* "but" *Yet another gap* "Just go!". That bit stinks of missed cues.

Actor's Score- *****/***** His cheesiness gets him 5 stars!

-= 4. Enemies -=

Zombies

Run by when you can but otherwise just shoot them. The pistol should be enough in most cases. For crowds of them, you might use the Shotgun, Bow Gun, or Grenade Launcher.

A tip for when a zombie is advancing at you too fast, shoot a pistol shot low and often he will trip backwards. This will give you time to kill him and maybe save you from a bite. Another tip is when a zombie falls, put a bullet in him to kill him, don't wait for him to get up because he'll regain some strength that way.

Lickers

Think Shotgun, Magnum, or Grenade Launcher, aimed low. If you can, wait until it comes close and you can knock them out with one well-aimed acid round. If one tries to leap at you, shoot it with a big gun in the air and it will get knocked down.

Spiders

Don't shoot them ever. Why bother? Just run past them and they'll hardly ever hurt you. The most that will happen is they'll spit some poison at you. All you do then is find a blue herb and use it. A tip for inventory space-saving is never to carry a blue herb with you. If you're a cautious person, mix it with a green, and carry that. But carrying one alone is useless since they are always some lying around wherever poisonous creatures are located.

The Sewer Creature

Use the Shotgun or Grenade Launcher on him. He's pretty easy but his little larvae are tough since they too small to shoot at. A trick I found is that if you bring the big creature down, exit the room, and then come right back in. You'll find all larvae gone, along with the big creature as well.

William Birkin

Use your biggest weapons on him and never let him corner you. The toughest he gets is when Claire fights him on the tractor lift in the B Scenario. You should run around him and think more defensively than worrying about shooting. Use a big gun and fire when you get a chance and he'll go down easily. William's final mutation is when he becomes a blob in the B Scenarios. He may look big then, but he's actually the easiest here because he can't attack you from afar. In that battle don't bother dodging him, just unload on him with whatever you have left and he'll die easily.

Big Guy

Big Guy is the bio-weapon air dropped by Umbrella in the B Scenarios. He is actually a Tyrant from the original Resident Evil. You'll meet him throughout the police station but never waste ammo on him. Squeeze by him, even if you take a hit. If you don't want to do this, you should start shooting with your best weapon and don't stop until he stops walking towards you. Then he just will keel over. Check his body for ammo. The type of ammo will be what you killed him with. A note for playing with Claire is that never use the Grenade Launcher using Grenade Rounds because he'll beat you to death. Also never use the bow gun because he takes more shots to kill him (about 36) than most people carry. Finally, when you encounter him when trying to leave on the train, give some Magnum or Acid Rounds quickly, then dodge his powerful attacks. Don't let this guy corner you or you'll be killed easily. When Ada tosses you the rocket launcher, hurry up and let him have it. It's exactly like the first game.

Dogs

Shoot them with your weapon of choice, wait until they get up and growl, then fire again. When they yelp loud, they've died. A good tip: In the alley where the dogs hop down at you and there is a manhole at the end, don't stay and fight the dogs. When they jump down, run for the manhole and go down. When you come up, they'll be in a better position to kill.

Crows

Just run by these whenever possible because firing at them only makes them much more aggressive.

Mothra

This big moth in the Umbrella Labs is fairly easy. Just use the Shotgun or Grenade Launcher on him until he collapses. His little larvae that accompany him are even easier. Just use the pistol or your feet to squash them.

Plants

Not very tough, just give them one or two shotgun shells or flame rounds, and he'll go down without a fight. Watch their corpses though, because they have a tendency to whip you after dying.

Sewer Gator

This guy may look tough, but he's easy. Don't use weapons on him because he can't be killed that way. I once unloaded an entire clip of machine gun into him when I first played the game and he didn't die. Then I found out how to really kill him. When he throws you back, run down the hall until you see a red light on the wall. Hit X on it and a tank will fall out. Now run for cover. The gator will pick it up in his mouth and when he comes around the corner, shoot him with the pistol once and watch the show.

-- 5. Weapons --

Pistol

Leon and Claire begin the game with it. Leon's holds 18 bullets and is upgradable. Claire's holds 13 and is slightly more powerful.

Shotgun

Leon can find this in the gun shop and in locker in the S.T.A.R.S. office. It holds 5 shells and is upgradable. In LeonB he finds it on the desk by the computer in the lobby.

Upgraded Pistol

This add-on allows Leon's pistol to fire bursts of shots. You can find the parts for the upgrade in a brown locked desk outside the library.

Upgraded Shotgun

The better shotgun holds 7 shells and fires a very powerful blast. You'll find the parts in the hallways near the big lift.

Magnum

This killer can hold 7 shots and it takes off the heads of zombies. You find it in the Club Key room at the top of the stairs leading to the basement. If you conserve its ammo, the lab will be a breeze.

Upgraded Magnum

This beast of a handgun fires more powerfully than even the upgraded shotgun. It's so good, it can explode the heads of more than one zombie at a time. You'll find it in the West Area of the Labs in the locker with the blue light above it. To unlock that locker, light the flaregun at the tram station, which will make you see the Weapon Box Key.

Bow Gun

This pitiful weapon is only good for groups of zombies at close range. Since it fires 3 bolts at a time and misses often, it sucks up ammo like a sponge. Claire finds it at the gun shop and in the room with the valve handle in ClaireA and she finds it in the S.T.A.R.S. office in ClaireB.

Grenade Launcher

This weapon can use 3 types of ammo: fire, grenade, and acid. It reloads quickly and can kill a

Licker in one acid shot if you get him at close range. It's found in the S.T.A.R.S. office locker in ClaireA and on the desk in the police station lobby in ClaireB.

Sub-Machine Gun

This special weapon is a rapid-firing killer. It does equally well against zombies and bosses like William and Big Guy. You can find one in the police weapon storage room in the basement. You can also pick another one up in the Umbrella Lab's East Area if you're playing a B Scenario and previously registered your fingerprint. You can also earn one of these with infinite ammo if you receive a "A" or "B" in Scenario B without saving.

Flamethrower

This decent weapon is found in the labs in LeonA. It's most useful on William at the end. However if you get the Upgraded Magnum, you would be better off leaving the Flamethrower behind since it isn't as powerful and costs you one lower grade.

The Spark Shot

This is found during ClaireB where Leon finds the upgraded shotgun parts. It is like the Flamethrower in that it probably isn't worth using because the low damage it inflicts isn't worth the lower grade.

The Rocket Launcher

This is thrown down in the B Scenarios during your fight with Big Guy. This is the only thing that can kill Big Guy. It's also useful on the Train Blob. You can also earn one of these loaded with infinite ammo if you can get an "A" or "B" Ranking in the A Scenarios without saving the game. Overall, I think it is the best weapon because it's fast and very powerful.

The Gatling Gun

This is only available as an infinite ammo special weapon. To get this destruction machine, you must earn an "A" or "B" on Scenario B in under 2 1/2 hours without saving. It is second only to the rocket launcher, because of it's slow warm-up time until it fires (you'll understand if you get it).

-= 6. Walkthrough -=

The City Streets

At the beginning of this adventure, the Raccoon City Streets are a one-way path to the Raccoon City Police Department (RPD). Make your way as quickly as possible to the RPD. Along the way Leon can acquire the Shotgun and additional Hand Gun Bullets (5). If you are a true adventurer, however, you will not pick up a single item in the City Streets which will allow access to a secret of Resident Evil 2

The Raccoon City Police Department (RPD)

The Main Hall of the RPD contains Hand Gun Bullets, Ink Ribbon, and Typewriter. Head to single door located to back left. It is the only door currently open. Get the Blue Key Card from injured cop and use it on Computer Terminal in Main Hall. Two doors will unlock.

Go through double doors to the west. A file containing information on a safe combination is found here. Ditch Knife in Item Box and make note of locked desk in the corner.

Continue through to the next door and into "L"-shaped Hall. Dead cop on the floor holds Hand Gun Bullets. Proceed a few more steps and you'll be greeted by a Killer. If you already have the Shotgun, blast away. A Pistol will work, but outrunning the beast to the next door is best strategy without the Shotgun.

Move down the "U"-shaped hall to double doors in middle. Use Lighter on Fireplace in back room to get Red Jewel (1 of 2). Also get File and Hand Gun Bullets.

Moving on, have Pistol fully loaded when entering the next hall. Zombies await. If slightly injured, use Greenery under stairs. Move into Store Room/Dark Room and deposit Red Gem. Note the locked locker (see Strategy Extra).

Ascend stairs. At end of hall, move the two statues onto pressure plates. Make sure the statues face toward each other and Red Jewel (2 of 2) is reward. Head through door at end of hall. Three Zombies will greet you. After a few shots, move into STARS office. Get Diary File, Unicorn Medallion, Hand Gun Bullets, Shotgun, and Spray. Meet up with Claire and backtrack to Main Hall. Store Red Jewel and extra health along the way.

Use Unicorn Medallion on central statue in Main Hall to get Spade Precinct Key (blue). Head back toward Second Floor.

Along the way, Records Room on southwest side (consult Map) can be opened with the key. Inside, push stepstool into corner to get Crank. Box of Bullets and Ribbon are also found. Continue to Second Floor and use Spade Key on door just past STARS office. Key can be dropped.

Inside the door four Zombies feast. Drop 'em and replenish ammo at end of narrow corridor. Continue through only door that will open and into Library (note locked desk prior to entering).

Inside Library, go up stairs, across catwalk, and through door. Continue down Third Floor corridor and into Attic. Use Crank on appropriate hole to drop stairs. Rid yourself of Crank. Head back to Library.

On Library catwalk, move to side opposite stairs. Floor will give way dropping Leon to level below. Inspect diagram on wall then hit Red Switch. Starting from left, move first two bookcases one space to right. A panel slides, revealing Bishop Plug. Get it and move through double doors.

Second Floor Concourse is guarded by Zombies. An escape ladder can be dropped. Activate it, but don't go down yet. Instead, proceed to opposite side of Concourse and into door.

Inside is Second Floor Storeroom. Store Bishop Plug and look for Small Key. Backtrack through Library and use Small Key to get Custom Hand Gun Kit. Combine it with Hand Gun. Head back to Second Floor Storeroom.

Continuing through Storeroom, enter hall, and move through door directly across. Proceed toward end and acquire Hand Gun Bullets from deceased. Crows are no match for Custom Pistol. Exit through door that leads to Roof.

Journey down stairs and around four Zombies that are easily avoided.

Enter Power Cabin and grab Valve Handle, Hand Gun Bullets, and Ribbon.

Return to Roof and use Valve Handle on valve to douse flames. Return to

Second Floor Storeroom.

Ditch Valve Handle and grab Red Jewels. Return to previous hall and move to left, where lack of fire reveals a door. Go in.

Place Red Gems in figurines to get King Plug. Grab Diamond Precinct Key (purple) and Shotgun Shells.

Return to Storeroom and drop King Plug. Move back to Crow Hall, through gray door, and down stairs, observing fine Greenery for the taking.

Entering East Office, Hand Gun Bullets can be found on corpse. Main Office Area is infested with Zombies, but there is an Ink Ribbon to be found. Small inner office holds Safe to be opened with combination of 2-2-3-6. Get ammo and Map. Note Greenery behind desk. Now, move through blue double doors.

Waiting Room is filled with Zombies; but before proceeding, make sure four Inventory Slots are available.

Proceed through Waiting Room and through door at end of hall. More Zombies await.

Move into first door to the right: the Interrogation Room. Rook Plug is on the shelf. Grab electric Cord and Spray and prepare for a surprise.

Exit and enter next door to the right. Grab Small Key.

Head back to Main Hall (where Unicorn Medallion was used) and through double doors. Small Key can be used on locked desk to get Hand Gun Bullets. Continue through to "U"-shaped Hall. Use electric Cord on switch to shut iron window gates. Move to West Side Stairwell and to locked door on right. Drop Precinct Key. Have Shotgun armed and ready.

After Zombies have been cut down, search drawers to find Film and Shotgun Shells. Move out opposite door and return to West Office. (Use Film in Darkroom under stairwell.)

Inside inner office an old acquaintance greets you. Grab Heart Precinct Key (red) from desk. Outer office holds Hand Gun Bullets and Note for file. Move into Main Hall.

Proceed to locked door located at rear of East Office. Drop Precinct Key, enter Back Hall, and move to the end. On shelf are Shotgun Shells. Move down stairs to RPD Basement.

Beware: the Basement Hall is patrolled by Dogs. Move through brown double doors to west and enter Heating Room. On back wall is Map of Basement. Control Panel with five switches will activate Key Card panel on another door. The switch order is Up, Up, Down, Down, Up. Leave.

Continue west and enter Garage at end of Basement Hall. Meet up with Ada and assist with truck. Enter the door.

Ada will bolt. Follow her to end of hall and through gate, while snatching Hand Gun Bullets from desk. Inside Cell Block, Ben will explain how to access Sewers. Grab Manhole Opener from shelf next to cell and backtrack to door just prior to Cell Block. Inside Kennels is a manhole. Use Manhole Opener and proceed down.

In Raccoon City Sewage Disposal Plant, two giant Spiders lurk in corridor. Quickly take them out (or run past) and head up stairs at other end.

At top of stairs, to left is Storeroom. Straight ahead is an "I"-shaped room. Grab all available Chess Pieces and enter "I"-shaped room. Use each Chess Piece on Control Panel and exit the same way you entered. Ada is here and formal introductions are made. A sequence will take place allowing control of Ada.

With Ada, proceed through only door that will open and into area with two Dogs. A few shots later, head to door on opposite side of area and enter.

Don't throw switch. Instead, descend down ledges into Pool Area and climb over box on left. Push center box to right. Climb back over box and push left box into space. Line up other boxes in place from left to right. Move back up ledges and hit switch. Walk across newly formed bridge and grab Club Precinct Key (green). Leave.

Move straight and through open door, down elevator, and grab Shells. Return to area where control of Ada began. Throw Leon Club Key and Shells. Controlling Leon once again, pick up Shells and Club Key and return through Garage to Basement Hall.

Look out for Killers and proceed through double doors at east end of Basement Hall. Once in Autopsy Room, inspect cabinet in far corner. Grab Red Key Card and prepare to meet the undead. Exit and move to opposite end of hall.

Swipe Red Key Card on panel and enter Armory. Find Bullets and Shells on shelves. In one of the lockers is Submachine Gun (take it) and Side Pack (equip it). Return to RPD Floor One.

Enter door next to stairs. In back is Magnum and File. Grab Shells from locker. Inspect Map to discover where to use Club Key (green). Move back through East side of RPD to Media Room. Use Club Key and drop it. Enter.

Use Lighter on stove in corner and hit the three lamp switches in this order: Middle, Right, Left. Golden Cog Wheel will fall from picture. (Note: You can grab the film but it's optional.) Grab Cog and move to RPD Third Floor (3F). Beware, Killer on Second Floor Concourse.

Once in Attic, head up stairs and place Cog in mechanism. Panel opens and Knight Plug is found. Answer 'Yes' and slide down Dust Chute to RPD Basement (B1). Go to Cell Block to check on Ben. Get File from Ben. Move to Kennel and down manhole.

Once through sewer corridor and up the stairs, enter door straight ahead with Submachine Gun ready. Make sure you have Knight Plug and prepare for a Boss.

Boss Guide - This guy is cake with the Submachine Gun. Keep your distance and shoot downward when the vermin it spits from its mouth get close.

After taking down the Boss, insert Knight Plug and enter newly opened door. Ada is waiting. Go down stairs and exit.

Raccoon City Sewers

Move through sewers and into Storeroom. Inside is Fax File on table and Hand Gun Bullets in corner drawer. Push large locker to reveal a door. Open door and go down.

Locate Alcohol Lamps (2) and use Lighter to shed light on the subject. A Magnum Clip and Shells become visible. Go back up ladder.

Make sure to grab Valve Handle from Item Box and use Elevator to head down. After a little firefight, control returns to Ada.

With Ada, follow the woman out the door and up the ladder. Once inside corridor, quickly run to other side to avoid bugs. Go down ladder.

A meeting takes place between Ada and Annette. After they're done, move across catwalk and down ladder (the only way to go). Control returns to Leon.

Head through door back out into canal. Near ladder is small alcove with Wolf Medal and Shells on dead soldiers. Move to opposite end of canal and to the left. Spiders are easily avoided. Move through door and two more Spiders await. Straight ahead is waterfall and Clearance Identification Panel. Place Wolf Medal into Panel and move to alcove directly behind you. Enter double doors.

Move to Red Light and use Valve Handle to lower Catwalk. Proceed across and use Valve Handle again to raise Catwalk. If you have an Ink Ribbon, it's probably a good idea to save. Grab Shells and Greenery if possible. Head out door immediately ahead.

Move to the end of corridor and a Giant Alligator will greet you.

Boss Guide - Prior to encountering the Alligator, you will notice a green switch on the wall. After the Gator appears, run back to the Switch. It is now red. Use it to dislodge the Gas Cylinder. When the Gator puts the Cylinder in its mouth, start firing. Boss over.

Move back down corridor to where Alligator was first seen. Use Switch to open door. You are now reunited with Ada. Get patched up and move up ladder.

Head across Catwalk and up ramp. Grab Eagle Medal from deceased and File from console. Backtrack through Alligator corridor to room with Typewriter. Lower Catwalk using Valve Handle. Go across and exit.

Use Eagle Medal on Electric Panel to stop waterfall. Exit through door.

Keep moving and hit Power Switch to right of Tram. Enter Tram and take a trip to the other side. Exit Tram and turn left. Use Lighter to ignite Flare Gun. Pick up Weapon Box Key. Proceed through door.

In this corridor, Zombies are waiting. To the left (at the dead end) is Custom Shotgun Kit. Combine it with Shotgun. To the opposite side is the exit. Take it to enter a similar corridor.

More zombies. To the right is some Greenery and to the left is a ladder up. Take the ladder to the Storeroom/Control Room.

Grab Shells, Magnum Clip, and Spray. Make sure to have one Inventory Slot open before exiting through door.

Enter the Train Cabin and at opposite end grab Control Panel Key (with a "D" on it) and Magnum Clip. Exit.

There is a Control Panel next to the Train. Use Key to power-up the lift.

The Train descends and strange rumblings happen outside. Exit Train to

investigate. A Boss awaits.

Boss Guide - Armed with the Magnum this mutant is a pushover. Create some space between Leon and the foe, and then pump him full of lead. Be sure to take careful aim. Return inside Train to check on Ada. Leon will pick her up and carry her to Lab Storeroom.

The Umbrella Lab

In Lab Storeroom grab Magnum Clip from desk and Shells from locker. Exit.

Move down corridor marked "Main Shaft" and enter door. Proceed to the center and down East Shaft (Blue). Enter.

Proceed down corridor and enter "frosty" door. Inside Cold Room is Fuse Case. Use Fuse Case on Machine directly behind to obtain Main Fuse. Also take can of Spray if needed. Exit back to Main Shaft.

Use Main Fuse on mechanism in middle of floor. Now head down to West Corridor (Red). Enter.

Move to the right and enter door at end. Inside is Flamethrower in locker. Hand Gun Bullets and File are also found. Grab Security File and turn on Gas Sprinkler. Use Flamethrower or Lighter to torch the Tentacles. Now, enter the shaft where Tentacles were.

Two Killers will be a surprise in this room. Torch 'em and then grab Shells (2) out of steel cabinet. Ribbon is on desk. Exit.

Proceed down hall to large steel door. Hit Switch to open it. Dispose of Poisonous Plants and continue down hall to the door. Go through door, onto ledge, and down ladder. Enter door at bottom.

Move through the corridor and look out for Killers. There is basically only one way to go and you'll pass a Typewriter and Item Box. Just prior to Item Box is a Map. Continue to large metal door and enter Research Center. The small outer room contains Weapon Box and Custom Magnum Kit.

Equip it. Small room leads to larger lab filled with Zombies. Toward the back of the room is red Lab Key Card. Grab it and exit the lab.

Move straight ahead while avoiding the Slugs that drop from the ceiling. Use the Lab Key Card to enter. Inside is a Giant Moth that is easily taken care of. Head to corner with computer terminal. Slugs must be disposed of before computer can be used. Use computer and enter User ID as 'GUEST'. Exit and return up to Lab B4.

Return to East Shaft (blue) and switch door on right. Go to Control Panel and initiate security switches. Note: the door will not open, but you must do this for Claire to enter later. Return to door just prior to this and use the red Lab Key Card to enter.

Move straight and look out for Zombies. Locate Light Switch and turn it on. More Zombies will appear. Get MO Disk, Spray, and Magnum Clip. Exit.

Annette Birkin confronts Leon, and after a mishap drops the G-Virus. Grab it and after the self-destruct signal, go to West Shaft (red).

After a crazy confrontation in West Shaft, continue into West Shaft (red) and down ladder to Lab (B5).

Move down corridor and beware of Zombies. Go to Computer Terminal next to a huge door. Use MO Disk to open it. Enter the opened passage and proceed through door.

Head straight ahead and hit switch next to elevator. Prepare for the final conflict. See below for Boss strategy.

Boss Guide - This creature takes two forms. First, create some space by running around the perimeter, shooting it a few times before running again. Eventually the creature will morph and leap above. Try to keep moving as it leaps down. It will continue with this pattern until it dies or time runs out. Just hope there is enough time to escape.

Exit the lab via the elevator.

A save slot will be created for Claire's quest which is the second part of the adventure. Only after completing this will the game be finished.

Think You Are Finished?

The adventure is not done! To get the complete ending you must play through Claire's Second Scenario. If you beat Leon's first scenario, you can then view the Resident Evil story from Claire's perspective. Many of Leon's previous actions will directly affect Claire's. Did Leon take the Submachine Gun...dispose of the alligator...partially open the Lab's Security Door? This, plus new puzzles, bosses, and surprises await. Here are some tips to make it easier.

Claire will begin in an unfamiliar area on the City Streets, but once the first two areas are explored, the scenery becomes familiar. The Second Scenario of this epic has identical puzzles as the first, but some of the item locations are different.

The first order of business for Claire is to get to the Main Hall of the RPD via the Crow Hall and Second Floor Storeroom/Waiting Room. The bazooka is located on the desk (next to the Typewriter and Computer). Note: On the Second Floor (2F) Main Hall Concourse the Unicorn Medal can be found at one end.

The second order of business is to find the Valve Crank, which is found in the East Office on the First Floor (1F). Access this area by returning to the Second Floor via the ladder and down the outside stairwell located on the far East side. From there, use the Valve Crank and get ready for a huge surprise when returning. When you confront this new foe, RUN!

Proceed by getting the Blue Key Card in the room that can be accessed by putting out the fire.

>From here, most of it is very familiar, but there are some notable areas and events.

Claire does not collect Chess Plugs, but rather Colored Stones that are found in nearly every location where Leon found the Plugs. Claire has access to an additional area of the RPD. The broken door located next to the crashed helicopter can be opened using the Plastique Explosives and Detonator found after locating the Diamond Precinct Key (purple). The Detonator is found in the West Office on the RPD First Floor (1F). The Plastique is found in the small room adjoining it. Combine the two and use it on the door. In this area is the office of Brian Irons. A panel will open behind his desk to reveal the spot to place the Colored Blocks.

In the RPD Basement (B1), Claire does not gain access to the Sewage Plant via the Garage. She must go down a Manhole that is found to the far East of the Basement (beyond the Autopsy Room).

In the Umbrella Lab, Claire will start in a different place. First, find the power switch for the Elevator.

After Claire has escaped the Umbrella Lab, the scene will change to the Transport Area. Find the Platform Key in the back of the Train. Proceed through gate, over catwalk, and look for the Electric Panel. Get two Fuses and head through white door. Place the Fuses and fight the Last Boss (see Strategy below).

The final conflict is almost identical to the first version of Resident Evil. Evade the charging beast as long as possible. A mysterious figure will throw you the Rocket Launcher. Equip it. One shot will do the trick. Escape to the Train.

Strategy Extra

The Special Key

Finding the Special Key is fairly easy. Just get to the RPD without picking up any items. Brad from the STARS Team is now a Zombie and will appear in the tunnel under the RPD entrance. First go inside the RPD and grab the Hand Gun Bullets from the central desk. Return outside and take 'im down. Search his corpse to find it.

The Special Key is used on the locker in the Storeroom/Darkroom. For Leon, it will give him access to two changes of clothes. For Claire, the Special Key will give her a new Western costume complete with authentic Six-Shooter.

Ranking System

After beating Leon and Claire's scenarios, the ranking screen will display a letter grade (A-F), the number of saves, and the time it took to complete the scenario. The main focus is clearly on the time clock, but the number of saves will also factor heavily into a point system that Resident Evil 2 tracks internally. Try not to save more than 10 times per scenario. The point system is also affected by the use of any weapons with infinite ammo - in other words Special Weapons. You will not get an "A" grade with the use of Special Weapons.

Saves

Like a car racing around a track, consider each time through the entire Resident Evil 2 adventure as a lap. As you will see, Resident Evil 2 can track how many laps you have made through the game by the file you start your game with. The more laps, the more secrets you may discover.

Special Weapons

肘 Infinite Ammo Rocket Launcher - Complete the 1st Scenario in under 2 1/2 hours. Achieve a grade of A or B

肘 Infinite Ammo Gatling Gun - Complete the 2nd Scenario in under 2 1/2 hours. Achieve a grade of A or B.

肘 Infinite Ammo Submachine Gunn - Complete the 2nd Scenario in under 3 hours. Achieve a grade of A or B.

柁 All 3 Infinite Weapons - Complete the 2nd Scenario in under 2 1/2 hours. Achieve a grade of A or B.

The 4th Survivor - Hunk

Hunk is one of the Umbrella Corporation's goons sent to steal the G-Virus from William Birkin. To play as Hunk you must beat the 2nd Scenario in under 3 Hours with a grade of A. If you have accomplished this task correctly, a screen with Hunk will be followed by the option to create a Hunk save file. Save and you will be able to load Hunk's game from either Resident Evil 2 disc.

The Tofu Survivor

This trick is completely whacked out and requires incredible dedication to playing the game through and through and through again. Here's how to find Tofu.

The entire game (1st + 2nd Scenario) must be played through three times, plus you must find Hunk along the way. You must start from the newly created Leon or Claire save file each time through. In addition, the Hunk File must exist on your memory card BEFORE playing the game through for the third time.

-- 7. Credits --

- Capcom for making the game
- Neoseeker for hosting this FAQ!
