

Resident Evil 2 Weapon Guide

by SilverSpot221

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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.

RESIDENT EVIL 2 WEAPON GUIDE

By SilverSpot221

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1. Introduction

Welcome to my first guide. This guide will provide information on the weapons of Resident Evil 2. Enjoy!

2. The Weapons

Resident Evil 2 has a lot of weapons. Leon's weapons are far more stronger than Claire's, but Claire gets a Grenade Launcher with different rounds, which is pretty cool.

The information will be shown in this order:

- Ingame Name
- Full Name
- Ingame Description
- Description
- Clip Size
- Ammo
- Where to find
- Tip

The tips will include the weapon's general strategies, as well as various other things.

2.1 Leon Weapons

Leon has a bigger selection of guns than Claire has. He gets a Shotgun and a Magnum, which are his main advantage over Claire's arsenal. His weapons are very effective against bosses. He also has the ability to upgrade his weapons.

[[Knife]]

Full Name: Combat Knife

Ingame Description: A combat knife. It could come in handy...

Description: The knife, as CODE: Veronica states, is a veteran survivor's first choice. This is true if you're doing a knife only run, but otherwise get rid of this thing as soon as you can. It inflicts low damage, and is dangerous to use against stronger enemies.

Clip Size: -

Ammo: -

Where To Find: You begin the game with this in your inventory.

Tip: As said earlier, stash this thing in the Item Box once you get a chance.

[[Handgun]]

Full Name: H&K VP70

Ingame Description: H&K VP70. Manufactured by H&K, Germany. It uses 9mm parabellum rounds.

Description: The trusty handgun. It's a good gun to waste zombies or cerebus. Ammo is plentiful. It isn't strong though, so avoid using this on lickers and other stronger enemies.

Clip Size: 18 Rounds

Ammo: Hand Gun Bullets

Where To Find: Leon begins with this weapon in his inventory.

Tip: Great gun to use against weaker enemies.

[[Custom Handgun]]

Full Name: H&K VP70 Burst

Ingame Description: H&K VP70 Burst. VP70 with stock holster. Capable of firing three round auto bursts.

Description: The Custom Handgun, also known as the Burst Handgun, is perfect for killing zombies and cerebus. The 3 round auto burst function is perfect for quick zombie kills.

Clip Size: 18 Rounds

Ammo: Hand Gun Bullets

Where To Find: You will find the handgun parts in the locked drawer in the 2F Break Room. Combine the parts with the handgun to get the Custom Handgun.

Tip: The burst function is quite effective. It has a nice knockback against zombies, but don't overuse it though, because it will chew through your ammo in a matter of time. Use manual mode if you think you're low.

[[Shotgun]]

Full Name: Remington M1100-P

Ingame Description: Remington M1100-P. It uses 12 gauge rounds. Smaller than a standard M1100, as it's barrel is cut.

Description: A classic anti-zombie weapon. Ammo is scarce at the beginning of the game, but later on you will find plentiful amounts of shells.

Clip Size: 5 Shells

Ammo: Shotgun Shells

Where To Find:

1) In the very beginning, when the gunshop owner dies, run to him and check his body twice.

2) A Game: In the S.T.A.R.S office weapon locker 2F.

B Game: On the reception desk in the R.P.D Main Hall.

Tip: Save your shells by decapitating zombies. It can also strike multiple headshots if there is a group of zombies. Also handy against lickens.

[[Custom Shotgun]]

Full Name : Remington M1100

Ingame Description: Remington M1100. M1100 full size semi-automatic. The longer barrel results in more concentrated blasts.

Description: A powerhouse of a weapon. Highly damaging, and effective against stronger enemies, but due to it's sheer kick, it has a long recovery time.

Clip Size : 7 Shells

Ammo: Shotgun Shells

Where To Find: You will find the parts on a dead body in the vacant factory.
Combine the parts with the shotgun.

Tip: By the time you find the parts for this, you'll have plenty of Shotgun Shells. This boomstick should be your main weapon during the lab part.

[[Magnum]]

Full Name: Desert Eagle .50 A.E

Ingame Description: Desert Eagle .50 A.E. A high caliber magnum pistol. It uses powerful .50 A.E rounds. By IMI Israel.

Description: The classic Desert Eagle. It's Leon's answer to boss battles. Ammo is scarce, so don't go popping zombies' heads. Save it for the bosses.

Clip Size: 8 Bullets

Ammo: Magnum Bullets

Where To Find:

A Game: In the Night Watchman's room. Go to the area where the beds are. The magnum will be on the cabinet behind the body.

B Game: S.T.A.R.S office weapon locker.

Tip: As said earlier, this is a anti-boss weapon, so save those .50's.

[[Custom Magnum]]

Full Name: Desert Eagle .50 A.E 10 Inch

Ingame Description: Desert Eagle .50 A.E 10 inch. 10 inch barrel is put on to D.E.50 A.E. It can fire .50 A.E rounds more powerfully.

Description: The best weapon for Leon. Basically a Deagle with a longer barrel. It does insane damage, but you get the parts late in the game.

Clip Size: 8 Bullets

Ammo: Magnum Bullets

Where To Find:

(Be sure to grab the Weapon Box key in the Vacant Factory)
You will find the parts in the B5 laboratory.
The parts will be in the locker that has a blue light on it.
Combine the parts with the magnum.

Tip: Use it with the remaining ammo on the final boss.

[[Flamethrower]]

Full Name: Flamethrower

Ingame Description: Chemical fuel flame-thrower made by Umbrella Inc.
The fuel is fed from a small cartridge.

Description: The flamethrower makes an appearance from RE1. It's not the best weapon, but it can come in handy against the plants. It takes up two inventory slots.

Clip Size: 100%

Ammo: -

Where To Find: In the lab's sleeping quarters. Check the locker.

Tip: The Flamethrower isn't worth the two inventory slots it takes up. Skip it, unless you are running low on ammo.

2.2 Claire Weapons

Claire has a smaller choice of weaponry than Leon. Her main advantage is that she has a Grenade Launcher that can use various types of rounds. She can also get the Colt S.A.A, a neat six shooter.

[[Knife]]

^ See "Knife" in Leon Weapons ^

[[Handgun]]

Full Name: Browning HP

Ingame Description: Browning HP. Manufactured by FN, Belgium. It uses 9mm parabellum rounds.

Description: Claire's handgun. It's only difference from Leon's handgun is that Claire's handgun holds 13 rounds instead of 18. Use it against zombies and cerebus.

Clip size: 13 Rounds

Ammo: Hand Gun Bullets

Where To Find: Claire begins the game with this in her inventory.

Tip: Again, ammo is plentiful, so use it against the basic enemies.

[[Colt S.A.A]]

Full Name: Colt Single Action Army

Ingame Description: Colt S.A.A. Artillery model. Used by cowboys in the wild west. Designed for a quick draw.

Description: Claire's special obtainable weapon. Although it rips through zombies in seconds, it chews up ammo like mad.

Clip Size: 6 Rounds

Ammo: Hand Gun Bullets

Where To Find: (THIS WEAPON IS ONLY OBTAINABLE IN NORMAL MODE)

Once you begin the game, proceed to the R.P.D WITHOUT picking up any items. Once there go to the underground passage.

You will see a zombie Brad Vickers. Waste him, then check his body for a Special Key. Proceed to the Dark Room in the R.P.D and use the key on the locker. It will contain an outfit and the gun.

Tip: Though it's a nice weapon, it's a better choice to skip it. It's fast firing rate and small clip size mean you will have to reload alot.

[[Grenade Launcher]]

Full Name: M79 Grenade Launcher

Ingame Description: M79 Grenade Launcher. Various rounds can be used. The cut stock causes a greater recoil. Made in the USA.

Description: The Grenade Launcher is a classic weapon. It uses 3 types of rounds: Grenade rounds, Flame rounds and Acid rounds.

Clip Size: 255 Grenades

Ammo: Grenade Rounds, Flame Rounds, Acid Rounds

Where To Find:

A Game: S.T.A.R.S office weapons locker.

B Game: R.P.D Main Hall, on the reception desk.

Tip: Use Grenade Rounds on groups of zombies.
Use Flame Rounds on Plants and Bosses.
Use Acid Rounds on lickers and licker B's.

[[Bow gun]]

Full Name: Bowgun

Ingame Description: A powerful bowgun primarily used to hunt large game.

Description: The Bow gun isn't actually powerful like it says in the game. It shoots 3 bolts at a time.

Clip Size: 18 Bolts

Ammo: Bow Gun Bolts

Where To Find:

A Game: 1) Once the gunshop owner dies, check his body twice.
2) In the Powerhouse outside the R.P.D.

B Game: S.T.A.R.S office weapon locker.

Tip: This weapon shoots 3 arrows at a time, so it's quite effective for groups of zombies. When facing a single zombie, try to hit it from a short distance, so that all 3 arrows hit the zombie, causing maximum damage.

[[Spark Shot]]

Full Name: Spark Shot

Ingame Description: High voltage gun to repel experimental animals. It uses spark shot rounds and has a range of 10 feet.

Description: A nice weapon to fry zombies with. It shoots electricity, and is quite effective against Birkin. It takes up two inventory slots.

Clip Size: 100%

Ammo: -

Where To Find:

You will find this weapon on a dead body in the vacant factory.

Tip: Use it for the Birkin platform fight.

2.3 Special and Unlockable Weapons

There are a couple of unlockable weapons in RE2. They can be aquired by beating the game under certain conditions, or found in a minigame.

[[Sub Machine Gun]]

Full Name: MAC 11

Ingame Description: MAC11. Manufactured by Military

Arnament CORP. It uses .380 rounds.

Description: The SMG is a great weapon for mowing down groups of undead. It's also quite effective on the Lickers, Bosses and Plants. It takes up two inventory slots.

Clip Size: 100% / Infinite

Ammo: SMG Ammo

Where To Find:

A and B Games: Once you get the Red Keycard, proceed to the Weapon Storage Room and use the card on the reader next to the door. Once inside, check the lockers.

Unlockable: Beat the B game in under 3 hours with an A or B rank and you'll unlock the Infinite SMG.

Tip: It's quite effective against almost any enemy. If you left the SMG for the B game character, a spare magazine can be found in the Culture Experiment Room in the labs.

[[Gatling Gun]]

Full Name: Gatling Gun

Ingame Description: A powerful weapon that sprays bullets into targets. I should be able to defeat any enemy with this.

Description: The GG is a better weapon for mowing down crowds than the SMG. It's only minus is that it has a wind-up time, so make sure you keep your distance from an enemy. It takes up two inventory slots.

Clip Size: Infinite

Ammo: -

Where To Find:

Unlockable: Beat the the B game in under 2 1/2 hours with a A or B rank to unlock the SMG, R. Launcher and this killing machine.

Tip: Don't use this on faster enemies.

[[Rocket Launcher]]

Full Name: FIM-92 Stinger

Ingame Description: A rocket launcher. One shot from this will kill any enemy.

Description: The all-mighty rocket launcher is the perfect weapon for bosses and harder enemies. If you unlock the

infinite ammo version, blasting zombies is obviously the best thing to do.

Clip Size: 4 Rockets / Infinite Rockets

Ammo: -

Where To Find:

B Game: During the final battle, Ada will throw you this weapon.

Unlockable: Beat the A game in under 2 1/2 hours with a A or B rank.

Tip: Once you get the infinite ammo version, destroy everything that moves.

[[Handgun]]

Full Name: Berreta M92FS

Ingame Description: Berreta M92FS. Semi-automatic.
One of a thousand.

Description: The Berreta is only available in the Extreme Battle minigame, and can only be used while playing as Chris. This version of the handgun is capable of randomly popping headshots, which is pretty cool.

Clip Size: 15 Rounds

Ammo: Hand Gun Bullets

Where To Find:

Extreme Battle: Chris starts wit this weapon in his inventory.

Tip: It's good for killing zombies during your journey to the R.P.D.

3. Credits

I would like to thank Capcom for making such a classic survival-horror game.

Thank you for reading!

SilverSpot221.
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