

# Resident Evil 2 Tofu No-Weapon Walkthrough

by Da Ass Man

Updated to v1.0 on Oct 3, 2002

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: Tofu No Weapons Walk-Through

System: Playstation

Version 1.0

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1. Disclaimer

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2. Updates

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Version 1.0 - 9/25/02 - This is my very first FAQ, expect at least one or two more updates with user feedback and tips, other than that, good luck!

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3. Introduction

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Tofu's Mission is the most difficult in Resident Evil 2. Tofu, who coincidentally is a big block of Tofu, has obtained the G-Virus and needs to deliver it to Umbrella at a rendezvous point. Seems simple enough, but to get to this point, you will be bombarded with

enemies through a seemingly endless amount of rooms and to combat them, you have nothing but the KNIFE. If that wasn't difficult enough, beating the whole thing without even using the Knife, because that's what this FAQ is going to do.

This is by no means an easy task, Tofu's mission without the knife is incredibly difficult and will take razor sharp timing, fast thinking, and major skill, but I'm going to help you acquire all these things to complete his mission. Let's get started.

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#### 4. Obtaining Tofu

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To obtain Tofu, you must complete Claire or Leon's A game combined with the other person's B game together 3 times (for a total of beating the game six times). In the first 2 attempts, you must obtain Hunk's secret mission meaning that you must get an A rank on both games the. This is important, as it is time consuming to get Tofu's mission. I highly recommend using the speed FAQs on [gamefaqs.com](http://gamefaqs.com).

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#### 5. Item List and Uses

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The Knife - Yup, the rumors are true, the only weapon you will get in this mission is the knife. The knife is an extremely short ranged weapon that does VERY little damage. With my help however, you won't even need it. Your first couple of tries however, you may need it just to get an idea of what it takes to get through the mission. Your best bet is to use this when you aren't swarmed with zombies and takes as many stabs as quickly as possible to knock the zombie down and then quickly run past it. Lower stabs reach out farther and upper stabs do slightly more damage, so use this to your advantage. More than likely, battling against a single enemy with the knife will get you killed.

2 Green Herbs - Tofu by himself has a surprisingly large amount of health, where as Leon will die after 5 bites, Tofu can be on fine after 6. The green herbs healing effects seem to be proportional to the health bar of it's user, because one herb can get Tofu a long way, believe me, you'll need them. If you have used both herbs before you get to the first Licker room, you may want to consider restarting.

Blue Herb - This will heal you from being poisoned, if you do managed to get poisoned within the third room, you should probably restart as you will more than likely get poisoned again. It's very easy to die once Tofu is poisoned, one good hit and you'll be on Caution or Danger, which almost guarantees you will not make it.

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## 6. Tofu Tricks and Maneuvers

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First off, it's important to know that Tofu becomes more red as he becomes weaker. He is slower as well, but his speed isn't weakened too much. Taking an herb will make him a little whiter, as well as restoring some health.

It's important that you know and use various tricks on zombies, as many things can happen to mess up your plan to get through a room. Here are some techniques you should learn if you expect to master Tofu's mission.

Juke - Running around a zombie very quickly so that when it becomes alerted to your presence, you will already be past it. This is best done when you immediately enter a room. You can also walk close to a zombie from behind and then juke past it.

Push - Some enemies you will have to just push into to get by since the rooms they are in are narrow. It's best off to push them at a time when they are recovering from an attack.

Domnino - In rooms that are packed with zombies, sometimes it is useful to take a hit from one, push it into 3-4 others, and then run through. It's important to make sure you aren't surrounded when you do this move, and that the zombies are somewhat linear, otherwise the domino effect won't happen.

Lure - This can be done two ways. First, for juking, you will want to lure an enemy into attacking you. Like with spiders, watch and wait until they raise their front legs, then run past them. On zombies, you will want to get them to walk towards and in the process leave an area wide open to run through. The other way to lure zombies is to let them lunge at your ankle, as this does minimal damage and will eliminate the zombie.

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## 7. Walk Through

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Room 1 - Un-equip the knife, and run up the stairs to the door.

Room 2 - There are 5 zombies in this H like room. The one immediately in front of you has it's back turned, so walk around it on one side until it starts to slowly turn around, then go around the other side or make a run for the middle. From here, you can try to lure the zombie to one side or run on the other, or you can make a quick run for past it since this one

takes an above average time to active. Now, there are two zombies in front of the door, it's very possible to run to the right of the one, and then run left to the door, but it's a very tight squeeze. Don't feel bad if you take a bite in this room, or even two, as I'll teach you how to get through most of the rooms without ever getting injured.

Room 3 - This room is easy if you are fast. Immediately run to Tofu's right to get around the zombie right in front of you. Once you pass him, run to Tofu's left and hug the wall as you pass 2 more zombies. The zombie closest to the door is dangerously close, but if you do this even moderately fast and jam the X button for the door, you will make it without getting nicked.

Room 4 - There are 2 spiders in here and they have a good chance of biting you if you are not careful. The goal here is to make sure both spiders are not close to each other as then it is tough to pass them. Slowly walk around the first corner, the spider there should see you and walk towards you, run around it by going through it's legs. It will try to either spit at you or bite you, by raising itself up. If you push through it's legs both attacks will surely miss. Don't stop running because around the next corner is the other spider. It may have come around already. If you move fast, and push past it through it's legs, you will run around it. The ladder will be right past this spider, so if you are encountering problems, pound on the circle button to make sure you get out of the room. It's important not to get poisoned here as it can easily cost you the mission, so if you do get poisoned, you may want to consider restarting.

Room 5 - There are three dogs almost right in front of you as you enter, but if you follow my instructions, this is a very easy room. Hold X and as soon as you get in this room, run forward and turn left for the door, you will not get hit if you do it correctly. If you immediately running forward when you get in this room, you will get hit for sure, as the dogs will swarm you and not easily let you pass.

Room 6 - This is another room in which you must move fast. There are 2 zombies to Tofu's right that you cannot see, 2 ankle bitters on the ground, and 2 standing zombies past the ones that lay on the floor that stand close to the exit. Once you get in, immediately run to the right of the zombie that's crawling towards you (the other zombie on the ground is stationary, but will bite you). If you do it quickly, there will be a small space to the left of this zombie and it will be enough to get through. If you get bitten by the one on the ground, don't worry, he won't do much damage and the 2 zombies you can't see won't in biting distance yet. In any event, once you get past the floor zombies, there will be two more zombies in front of the exit. You can hug either wall

to run past these zombies, but do it quickly, and you won't be touched. If they are activated too early, then you may have to lure them to one side and run around the opposite. This room is fairly easy to master.

Room 7 - This is another room that's easy once you know what to do. There are three dogs heading straight for you, so immediately run forward, then make turn to the left to fake out the dogs, then run straight for the door. The key is getting the dogs to jump at you, as they will miss if you make a quick turn.

Room 8 - There are LOTS of crows here, but it's nothing to be worried about, not with Tofu's health. Just run forward, around the corner, then left down the hallway towards the door. If you run non-stop the birds won't hit you - usually. Sometimes they will block your path, but just keep pushing against them and you will make it. A fairly easy room.

Room 9 - Ah, now here is a tricky room. If you use the knife, this room is easy, simply walk up to one of the dogs, stab it, then run around the corner behind the stairs and wait for it to come back. It won't hit you because it can't jump directly in front of you. The other dogs will shortly follow it. Simply use the downward stab and just keep hitting them until they die.

However, since you aren't using the knife, walk immediately towards the dog, it will be in a walking state to. Once you get close enough that it will be in attack mode, run to it's left or right, it will not hit you, but be careful of the two dogs ahead of you. Hug one side of the wall, and when you see it come by, run to the opposite side of it and continue to the door. Keep running, as the last dog has to go around the corner to reach you, so it is easy to see and dodge.

Room 10 - This can be tricky. Immediately run to the door on Tofu's right, run fast and you won't have to worry about the zombie that's close in front of it. There's quite a few zombies in this room. Run forward until you go past the door on the right. There will then be a zombie to the left of you and one to the right. You can either quickly run past the zombie on the right, or lure it in one direction and run past the opposite. You've got a little bit of time to play this out, but don't take too long. As soon as you get past it, head straight for the door.

Room 11 - This room looks extremely intimidating at first. There are two was to get past it:

1: Immediately run to Tofu's right, stay close to the Soda machines and lure as many zombies as you can over there. When you think the time is right, use the large area you are in to run past them, there should be a

zombie or 2 still in the hall, but you should have enough room to run past them.

2. Turn a little to Tofu's left, and run straight for the door, tapping "X" all along the way. This trick is very possible, and once you've tried it two or three times, you won't mess it up. It's got to be a speedy fluid motion though.

Room 12 - At last a room you can rest in. Take a breather if you like, look at your items and plan out what you're going to do next.

Room 13 - This is another easy room, walk in front of the object in the middle of the room. Lure the spiders to one side of the object, and run on the other side. If you have any problems, remember that these spiders will usually raise their front legs before they attack, giving you enough room to run past them.

Room 14 - There are 3 regular lickers in this room. Sounds scary, eh? Immediately walk forward - do not run! Once you get close to the first licker, hug the wall to Tofu's left and run. It will drop down. Then run to the wall on Tofu's right and hug it. Do not turn around the corner just yet, especially if you hear a licker scream. Pause for a second, you will see a licker lunge around the corner, but since you are hugging the wall, it will miss. If it doesn't lunge, it will run, either way it will be easy to run around if you just wait 2 seconds. There is one last licker ahead, but the camera angle makes it hard to see. Doing a zig zag motion or hugging the wall is the best way to get around it.

Room 15 - This room can be very hard if you do not follow these exact instructions. Immediately run forward, but don't turn around the corner. Step past the corner but immediately step back, as an Ivy (those plant things) will shoot spit at you. If you step back fast, it will miss. Then walk forward, get within about 2 walking distance steps of it, it will bend backwards and then try to lean forward to strike you. This is important, right when you see it bend backwards, run around it, it's best to run to Tofu's left. Keep pushing, it will hit you with it's tentacles, but the attack is weak, just keep pushing and you will get past with low damage. The important thing is to make sure you are two steps in front of it. Any closer and it will grab you and do a lot of damage. Any further and it will spit at you. Practice makes perfect. There is one more Ivy ahead. Avoid it's spit by either backing up or slowly walking and then moving fast. Use the same trick, lure it into leaning back to strike, then immediately push forward to Tofu's left. You may get hit by the tentacles again, but they do virtually nothing, you will make it to the door though.

Room 16 - This is one of the toughest rooms in the

whole mission. Immediately to Tofu's right are two Ivy's spitting at him. Pause for a second then run forward. Use the lure trick and hope that they do not spit or grab you. The camera angles make this tough, but if both lean back, run straight through the middle or to Tofu's left. If they lean back, you will not get hit by either one as you push through them. If you do get hit, just make sure you stay in the right range by stepping back or forward and waiting for them to lean back. These guys may poison you, so you better have saved that blue herb. If you didn't, well you better start moving fast.

Room 17 - The Tyrant is in this room, no need to worry as the large space you are in when you immediately get up here is more than enough to get past him. Lean up against the left corner of the furthest wall (that is your left). Just stay there until you see Tyrant on screen. When he gets close, run around him in a U-shape fashion. Just make sure you're never close enough to where he can hit you and you'll be fine. This is a very easy room.

Room 18 - Immediately run forward and hug the wall on your left, wait for the two zombies to get close, and then run around them by hugging the wall on the right. Then, walk forward until you see the large pile of zombies lying on the ground. The one on Tofu's left won't bite, but the two behind it will. There is a zombie crawling around the corner of this room too, so it's a little tricky, but try your best to run in the middle of these two zombies. Sometimes I get hit here, sometimes I don't. If you do get hit though, don't worry, ankle bites are very weak. One time I got my ankle bit by 5 of these zombies when I was on danger and still didn't die!

Room 19 - This is a very dangerous room, 3 super lickers, these babies can be very damaging. There's one right in front of you, one down the narrow hallway straight ahead of you (but you won't have to worry about this one), and one guarding the door around the corner that you will need to go in. There's a few ways you can beat this room, but here's a trick that looks dangerous but works. Walk forward and then run for a second but stop. The licker will sitting in a very attentive state now. Now take one step back. The Licker will now try to dive forward at you, so once you hear the scream, immediately run forward and circle around it. It will completely miss you, but here's the hard part. The next Licker will either try dive at you or walk fast to, so stay around the corner for 1 second then try to circle around it. Speed is essential here, as the room is very tricky. I find no one plan will always work here though, so fast thinking is required.

Room 20 - Ah, the very last room you can relax in. Take another breather, plan out what you're going to do, and exit the room.

Room 21 - There are two more Ivy's in this room, and like the last two you faced, they can poison you, so caution is needed. Off the bat, run straight forward to the first Ivy, trick it into spitting and dodge the spit (this should be easy if you face to the left or right of the plant, as all you need to do is then run forward). Next lure it into bending back by being a distance of two steps away. Once it does this, run right past the thing, either the left or right side will work. Since the room is so big, you can easily run past it without having to worry about it's tentacles whipping you. Just push right through when you see it bend back and you're set. There's one more plant, up ahead, follow the same steps and you will no longer have to worry about poisonous enemies in this mission.

Room 22 - This is the single most dangerous room in the whole game, not just Tofu's mission. You are bombard by what appears to be 8 zombies, although there could be more. What's amazing is that the room is incredibly small. There are fags claiming you can get through this room without getting hit, but I never have. If you have followed all of my steps, you should have plenty of health to take the abuse that's in this room, if you are on fine, regardless of how many herbs you have, you will make it. Immediately run 2 steps forward, as the zombie to your left and right will bite you from both sides if you do not, and you will lose much energy. Now, run Tofu's left around the zombie directly in front of you and hug the wall, if done right, you will pass this zombie and the one behind it. There is one more close to the door, but if you move fast you will beat it. That being said, you will find it nearly impossible to do, more than likely, you will have to domino the zombies and you take your first few steps forward into the room. Don't feel bad if you get bitten once or twice, it happens to all of us. Just make sure that you juke past any zombies you didn't domino and head straight for the door.

Room 23 - There are 4 zombies to Tofu's right, one directly in front of him, and one to the left. You will get bitten once in this room if you don't use the knife and follow my strategy. Immediately turn to Tofu's left and run around the corner, the zombie in front of you will not attack you if you don't delay, and make sure you don't run into the other zombie that was on Tofu's right. Now, hide behind the helicopter. From here, wait for all 6 zombies to come (this will take about 30 seconds to a minute). Don't worry, they won't hit you from here, you can either stab them, by standing in the correct spot, or refuse to use the knife and domino all six zombies when they are lined up right. If they don't all fall down, you will at least be given enough room to run past the rest. Make a mad break for the door. You're almost finished.



Room 24 - This is the very last room, and the only enemy in here is Tyrant. He will get one hit on you and then lurch back for a wild swing that halts his movement for 2 to 3 seconds. If you are on anything but danger, you're set. Just take the hit and run past him. He won't hit you more than once if you simply run past him. If you are on danger, you are in big big trouble as he will more than likely kill you. There is one way to get past him, and it doesn't always work. Immediately run to past the first corner and stand in the middle between the second and first corner and wait until you see the Tyrant. He will be walking forward and somewhat into the wall for a few brief seconds and this is the time to make your move. Run forward close to him and then quickly hug the wall on Tofu's left and run as fast as possible for the exit. If you are lucky, the Tyrant will miss. This is not a fail safe plan though.

Room 25 - You made it to the meeting point and beat Tofu's mission under the harshest difficulty! You are a true Resident Evil expert. Give yourself a pat on the back and watch the ending. I love the typo!

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8. Contact

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Find a problem in the FAQ? Have useful advice? E-mail me at [whose\\_your\\_daddy\\_1999@yahoo.com](mailto:whose_your_daddy_1999@yahoo.com)

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9. Thanks

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Thanks goes to Capcom for making this great game, CjayC, and Mike.

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