

Resident Evil 2 Claire Scenario 2 Guide

by marshmallow

Updated to v1.0 on Mar 2, 2000

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.

A strategy / walkthrough guide for...

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Version 1.0

To be sure, Resident Evil 2 is an old game. However, with its recent translation to the Nintendo 64 and Dreamcast systems, I felt it was my duty to write another FAQ for it, regardless of the fact there are already several, several quality FAQs for this game. Call it a work of love if you must (and good practice for the upcoming Resident Evil: Code Veronica, the true sequel to RE2, unlike that weird side story of RE3).

Also, I decided to do a FAQ for Claire Scenario 2 because most of the existing guides already deal with her first one.

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1. REVISION HISTORY / UPDATES

March 2nd, 2000 (Version 1.0):

This FAQ's first release.

I intended this to come out a LONG time ago (like November), but due to circumstances beyond my control I was forced to delay it. Eventually, writing to this FAQ became more of a chore than anything, but I was so close to finishing it I couldn't just can it. You'll notice that near the end of the walkthrough, I start to rush things a bit. I apologize.

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2. IMPORTANT LEGAL INFORMATION

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This FAQ can only appear on the following sites:

- GameFAQs <www.gamefaqs.com>
- Cheat Code Central <www.cheatcc.com>
- GameSages <www.gamesages.com>

Why? Because those are the only three sites that can keep my FAQs updated. GameFAQs gets away with murder, though, on account of the fact I send my FAQs there myself. Gamesages is GameFAQs sister site, so they share information. Cheat Code Central is great, because they always seem to have the most updated version without me having to tell them. Great job, guys and gals.

I just hate it when people have outdated versions of my FAQs, because I get loads (e.g. 100+) of e-mails telling me to "update my FAQ" even though it IS updated, or they ask a question that has been answered in the new versions, or make additions that are already there, etc., etc. I've had problems with this with other FAQs, and I'm taking steps (e.g. this note) to put an end to it!

Here are a few "do's" and "don'ts". Webmasters! Take note...

WEBMASTERS! DO NOT:

Post this FAQ on your site directly. The only sites that this rule DOES NOT apply to are GameFAQs, GameSages, and Cheat Code Central, as shown above.

WEBMASTERS! PLEASE DO:

If you are a webmaster of a site that wants to post this FAQ, what do you do? As you read above, you can not post it directly. Instead, link to the page at www.gamefaqs.com that lists all the FAQs for this game. Why GameFAQs? Because I said so. To clear up some confusion, you can not link to the URL if it ends in ".txt" or ".doc", you just can't use that. If it ends in anything else, such as the page where it lists all the FAQs for a game, you can link to THAT, but not to the actual FAQ. I'm only repeating myself, but I had to because some people have to be told something twice. If you have any questions on linking, notify me. To answer the most common question I'll get, you can not link to any GameFAQs URL that ends in ".txt" or ".doc" because it's in GameFAQs' legal section. So there.

This FAQ cannot be used in magazines, guides, books, etc. or in any other form of printed or electronic media involved in a commercial business, in part or in whole, in any way, shape, or form, PERIOD. It may not be given away freely, as a "bonus" or "prize", or given away with the game itself, etc. This FAQ cannot be used for either profitable or promotional purposes, regardless of the situation. Breaking any of these rules is in direction violation of U.S. law.

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3. ITEMS
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Herbs: Those little potted plants you find throughout the game are called herbs, and you had better collect them if you have the space, because you will need them to restore your limited amount of energy. There are three types of herbs: Green, blue, and red. By mixing them in the item screen, you can achieve a variety of different effects AND save tons of precious space to boot...because your running and turning speed reduces with your status (Fine being the best, caution being okay, and danger being near death), you should always keep a herb on hand.

1 green = energy revived 1 blue = poison cured
2 green = lots of energy revived 1 green + 1 red = all energy
3 green = all energy revived revived

1 green, 1 blue = energy revived, poison cured
2 green, 1 blue = lots of energy revived, poison cured
1 green, 1 red, 1 blue = all energy revived, poison cured

And etc., etc...

First Aid Spray: To the novice, this is a life saver, as it will immediately recover all health. However, to the advanced player, this is useless, because it will make your rank go down to a "B" if you just use ONE of these things. I ignore them in my walkthrough.

Ink ribbon: Use these with a typewriter to be able to save your game. The amount of ribbons you pick up in a game does affect your overall rank, even if you don't actually use them...

Claire's weapons: Claire starts off with a dinky handgun that can hold 13 bullets per cartridge, which will just barely be able to kill a Zombie in five or six shots. Thankfully, ammo for this weapon is abundant.

Later, you find the grenade launcher, which can literally blow the enemy to pieces. On the plus side, this can clear an entire group of zombies in one or two blasts. Flame is good for zombies, plants, or bosses, acid for lickers or groups of zombies, and regular grenades are rather useless unless you run out

of the other two types.

The bowgun is decent, and can kill Zombie's quickly, but there is no way to re-fill its ammunition.

The bolts gun will lower your rank, so don't use it.

Magic Box: These are usually found in the same room as a typewriter, and will allow you to store various items. Seeing as you can only hold six items (without a sidepack), and there are literally dozens of items to find even at the start of the game, you will need to make use of these frequently. Smart planning and foresight will enable you to only be required to backtrack a few times...

Miscellaneous stuff: Throughout the game, you will find a huge number of items that will allow you to unlock various obstacles blocking your path, enabling you to go deeper and deeper into the game. For obvious space reasons, I did not include them all in this section.

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4. ENEMY CHARACTERS
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Zombie: You can always tell the worth of an enemy in a game by thinking what the game would be like without it. Without Zombies, RE2 would be so boring it isn't funny!

The entire challenge of the game is mainly on the shoulders of these putrid walkers of death, and the point of them is to soak up your already low-supply of ammunition in order to make you panic. Zombies by themselves are relatively harmless, but when you come upon a group of five or six with only 14 handgun bullets and are in "danger" with only one herb...you will be "scared" in more ways than one.

There are basically four ways to get around zombies. (1) The most inefficient way is to keep shooting until they die. You never want to do this unless they are severely blocking your path, you're low on health, or if you will be going through the area they inhabit many times throughout the game, and don't feel like dodging them everytime you return

(2) Shoot them three or four times and they will fall to the floor for several seconds. Run around them...simple. (3) If you have enough health, let a zombie grab you. Press the action buttons rapidly to shake it off, and then if the said zombie is knocked into any others, they will fall as well, creating a perpetual domino effect. Quickly run past...

(4) Simple dodging. There are several ways to do this...if you are in a tight space, try to lead the zombie to one side of the

hall. When they are about to get you, run on the opposite side. Always remember: NEVER run directly in front of a zombie. Run behind them. They can, and will lunge at you if you are close enough. Don't be fooled by their slowish walk...it's the best way to meet a quick death.

An annoying thing with the zombie is that you never can quite tell when it's dead, because it lays on the ground after you shoot it a few times. However, there is one way to tell: if a puddle of blood has formed underneath it, it is truly dead, and you won't have to worry about it the rest of the game.

If you're low on ammo but are good on health, knock down a zombie, and let it grab your leg. Shake it off, and your character will automatically destroy it by either smashing it, or kicking its head clean off its shoulders.

Licker: A twisted monstrosity...imagine a person turned inside-out out, the head of a xenomorph, no eyes whatsoever...and a grotesque tongue that can impale you from afar. Their basic swipe does little damage, and you can run around them when they do this. Their most devastating move, however, is when they run full speed, leap into mid-air, and literally bowl you over with their massive claws. They only do this move when you are running away from them...they will shift their weight on their back legs (check their animation), scream, and then go into the motion. In narrow corridors you will want to take care of them with your shotgun or grenade launcher immediately, but in open spaces you should be able to avoid them with ease. Unfortunately for you, they mainly appear in narrow areas...

On a last note, a Licker will often make their entrances rather abruptly. Bursting through windows, dropping from a ventilation shaft, crashing through walls...when it comes to the element of surprise, they have the upper-hand. Add in the fact they can run as fast as you when in "Fine" mode, and you have the single most dangerous creature in the game. Remember: They CAN kill you in one hit if you are in "Caution" mode if they manage to connect their leaping attack with your body.

Plant: Found in the last areas of the game, the plant is a zombified venus flytrap that will remain stationary all of the time. It has both a long range attack and a short range attack, making it a particularly nasty opponent...if you stay away from it, be prepared to be doused in poison gas shots. Luckily, these are easy to avoid, and cause little damage. However, get close enough, and it will grab onto you and strangle the life out of ya! Very, very painful indeed. Conventional weaponry will only stun the creature...its body will still strike out with its long, spindly tentacles. To TRULY destroy it you must use either the flamethrower or fire rounds for the grenade launcher.

Dog: A rabid, diseased dog that travels in packs, this enemy can prove to be a nuisance.

Bug: There are three types of bugs in Resident Evil 2, and they don't make much of a mark in this title at all...

(1) Roaches! They only appear for a brief instant in the sewers, and will fly towards you in an attempt to suck the life out of you. (2) The giant moth guards a secret room in the umbrella factories, but can be ignored with little consequences. (3) The spiders (wooly tarantula to be specific) are the most powerful, but can be avoided with ease. Even when you run right past its gaping jaws, it will do little to hurt you.

Crows: Hitchcock's best friends return yet again, although they are of little threat if you keep running. However, slowing down can have a horrible effect on your health...

G-Infant: Appearing after bursting from someone's chest in classic "Aliens" fashion, the G-Infant is a gruesome beast that fits the mood of the game perfectly. Unfortunately, it is easier to beat than making toast. Simply stand back and unload your most powerful weapons into it, disregarding the convoluted insects it spews out.

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5. CLAIRE SCENARIO "2" WALKTHROUGH
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Resident Evil 2 is set up so you can complete the game in MANY different ways, and I applaud Capcom for this endeavor. However, I believe the way I set this walkthrough up is the most efficient way you can complete Claire's "2" scenario, as it is set up so you will not revisit very many areas, and won't have to backtrack a ton. Good luck, young zombie hunter...

I DO SUGGEST PICKING "FIRST PERSON AUTO" IN THE CONTROL OPTIONS, BECAUSE IT ALLOWS YOU TO MOVE YOUR CHARACTER ***MUCH*** MORE EASILY THAN ANY OF THE OTHERS.

Collecting the "Cabin Key":

Items we will find:
Cabin Key

After the massive introductory FMV, you find yourself near the flaming wreckage of the gas tanker that rammed into your poor police car...and you start the adventure immediately, as you must avoid groups of 2-3 zombies, lunging at you for blood. Since you only have 13 rounds, and

each beast takes five to six shots to put down, you will have to avoid them. Simply walk on the side that has the most room, and even a novice will have little difficulty sliding in and out of the large groups. Continue going forward, and you will find a door. Go through it, and you will end up in a small area with three zombies. Turn to your right to find a small cabin, and pick up the key inside -- the CABIN KEY.

Meeting "Mr. X"; or Meeting the Tyrant:

Items we will find:
Handgun bullets x3
Acid rounds x2
Valve handle

Use the CABIN KEY to open the door, and go inside. This should be familiar from the first scenario...go to the typewriter and grab the handgun bullets, but do not save. Exit through the other door, and continue to weave in and out of the many zombies, who are just kind of hanging outside in the fresh night breeze. When you go up the stairs, you will automatically trigger an interesting FMV that will explain the helicopter accident. Go past the flaming wreckage, and into the crow hallway. All of the demon birds are sitting on the dead body, so simply run past them (or, if you wish, shoot them all down using your pistol, then collecting more pistol ammunition by inspecting the dead body). Go to the blue door, and open it. Go down the metal stairs, collecting the herbs if you wish, and open the door at the bottom to enter the detective's office. Inspect the dead body for more pistol ammo. Go into the main office, and shoot the zombie wandering near the start. Run inside the small cubicle, and plug the dead-head full of lead. Quickly go to the safe, and enter the combination to open it (N64 = 4542) for some easy acid rounds (and we don't even have the grenade launcher yet!). Return to the office, pick up the VALVE HANDLE off of the shelf, and go through the same door we entered through (in front of the dead body).

Now, backtrack to the roof of the building, to where the helicopter wreckage is sitting ablaze. You will notice a small gate in the foreground -- so go there, down the "hall", and plug the VALVE HANDLE to the pipe. After turning it several times, the water pipes above will burst, pouring gallons of water on the fire, dousing it completely. Now, go to the wreckage and search it for some acid rounds. Return to the door, and when you attempt to open it an FMV will show a helicopter fly over head, toting a huge rack of cylinders. One of them is released, and explodes like a bomb, unleashing a mutant creature into the crow hallway. Players of the first Resident Evil will recognize him as an upgraded Tyrant (though he is often referred to as "Mr. X"), who will stop at nothing to retrieve a vial of G-virus.

Go inside the crow's tunnel, and a mini-avalanche of stones and wooden planks will forever seal off the wreckage area. As you walk down the hall, you hear footsteps...then the music starts...it's Mr. X, the monster/human hybrid!! He can laugh off your pistol shots without breaking a sweat, so it's a good idea to run past him. He has two attacks: a quick, weak punch, and a long, powerful, two handed HAMMER slam. If you take the weak punch, you can slide by him by the time he powers up the hammer slam. Quickly run down the hall, ignore the blue door, and go inside the brown door at the end.

Collecting the "Blue Card Key":

Items we will find:

Blue Card Key

After avoiding Mr. X and dashing into the wreckage hallway, you will find two doors. Ignore the first one, and go to the area where the head of the helicopter is peaking out (you will now hear a woman scream in the distance very loudly). Behind it is a door: go inside, and you will find a huge statue, along with two relief's of female heads. Go to the stack of crates to the left of the statue, and pick up the shimmering item -- the BLUE CARD KEY. With this, a lickier will suddenly crash through the glass window in the roof, scaring the living shit out of you in the process. As you regain control, the vile monstrosity is already in the "crouching position", meaning any movement will cause him to leap at you, taking away 3/4 of your life (e.g. instant death unless you are in "Fine" mode). So, run in one direction, and when he begins to jump, run to either his left or right side, and he will miss you completely. Run over the broken shards of glass and quickly exit!

Collecting the "Spade Key":

Items we will find:

Handgun bullets x2

Grenade launcher (w/6 grenade rounds)

Unicorn Medal

Spade Key

Back in the wreckage hallway, take the door in the middle, going into the waiting room. Grab the handgun bullets off of the sofa, and go to the magic box. Re-arrange your items until you have it as so:

(1) Handgun (2) Handgun bullets (3) Blue Card Key

Which, of course, leaves five spaces open. Now, exit through the door nearest the magic box, and you appear on the second-story level of the police precinct. Keep running until you find the ladder mechanism; activate it, and you will be able to go to the first floor/second floor in an instant. Instead of going down it, however, continue, and you will eventually find a HUGE mass of zombies all bunched together. Take out your handgun and the 60+ rounds, and just start busting caps left and right. When not a single one is left standing, rush to the cabinet and retrieve the UNICORN MEDAL.

Backtrack to the ladder mechanism and go down it, reaching the computer desk. With a loving coo, take the GRENADE LAUNCHER off of the table ledge (it is plainly visible). Go to the computer, activate it, and when it prompts you, use the Blue Key Card to unlock all the electrical doors. In the middle of the silent lobby is a huge marble statue...go to it, and use the UNICORN MEDAL on it. After the FMV, walk forward and collect the SPADE KEY.

Collecting the first "Red Jewel":

Items we will find:

Handgun bullets x2

Lighter

Red Jewel # 1

After obtaining the SPADE KEY, go through the door that is, roughly speaking, to the left of the unicorn medal statue. Inside, three zombies await. Because of Claire's pathetic amount of hit points, I would advise to shoot them all down using your handgun. Then, go to the magic box and arrange it as so:

(1) Handgun (2) Handgun bullets (3) Spade Key

This leaves five spaces free...

Now, go into the licker hallway (though there are no lickers, or enemies period, in this scenario). Go to the decapitated body, and examine it twice to earn some handgun rounds. Go through the door next to the blood puddle, and then discard the SPADE KEY when prompted. Inside this small supply room, push the metal step-ladder against the shelf, then climb it to retrieve the LIGHTER (this is a main difference between Leon and Claire -- Leon starts the game with the lighter, while Claire starts it off with a bobby pin, which can open locks that Leon would have to find 'small keys' in order to open). Return to the licker hallway, and on to the boarded up green hallway.

As you go down the tunnel, two zombies will suddenly burst through two boarded up windows, taking off anywhere from eight to ten years off of your expected life span. Because the corridor is so narrow, you must shoot them both dead. Go through the double-doors, into some sort of classroom -- it's hard to tell, because everything has been trashed. Run into the back room, and search the far corner for some handgun bullets. Now, go to the fireplace, use the LIGHTER, and the painting above will melt, allowing a shiny, red crystal to lazily fall out onto the cement ledge. Pick it up, and the first RED JEWEL is yours. Now we have four item spaces left...

Collecting the second "Red Jewel":

Items we will find:

Handgun rounds x1

Red Jewel # 2

After collecting the first RED JEWEL, exit back to the green hallway, and continue on, until you reach a door. Go through it to find a large chamber with a stair-case, a locked door, and a back-door which leads to a dark room (and, subsequently, a typewriter). Go up the stairs to find...what...yes, you are right: a puzzle! If you've gotten to the second scenario, you should already know how to solve this, but just in case you have a known history of being senile: push each small statue around the center statue, so the face is looking at the central sculpture. When each statue is on its correct plate, the work of art will drop the second RED JEWEL. Also be sure to search behind the center statue for some handgun rounds (you won't be able to see them directly).

You now have three spaces left...

Collecting the "Diamond Key":

Items we will find:

Bowgun

Diamond Key

After obtaining the second RED JEWEL, go through the door to arrive at the S.T.A.R.S. hall. This is rather strange...we haven't seen sight nor smell of any enemies for quite some time. Go inside of the S.T.A.R.S. office, and you will find Leon, quickly zipping his pants to hide his beating erection from your eyes. After a bit of chit-chat, you regain control. Go to the large weapon storage locker in the foreground to collect the BOWGUN, which comes with a meager 18 shots (and each time you pull the trigger it expends three arrows). Go to the desk behind Leon (the slimy pervert!) to pick up a nice, shiny object...the DIAMOND KEY!

Meeting Chief Irons:

Items we will find:

Plastic Bomb

Detonator

1/2 Blue Stone

When you go into the S.T.A.R.S. hall, a young girl will run away from a zombie...just ignore it.

Backtrack to the chamber before where you obtained the second RED JEWEL...go behind the staircase, into the darkroom, and put away both RED JEWELS, freeing up some space in your inventory screen. Go to the locked door, and open it using your DIAMOND KEY. In this desolate storage room, go forward and search the boxes, eventually finding one you can open, revealing the PLASTIC BOMB. Mmmm...explosives. Go through the door at the end. Inside, finally, zombies will be everywhere. Use your bowgun inches away from their face, and they will be killed with a single pull of the trigger. By the time the room is cleared, the bowgun will become useless, to the dismay of players around the world. After weeping for your loss, go inside the small cubicle at the end and steal the DETONATOR off of the desk. In the inventory screen, combine the DETONATOR and PLASTIC BOMB to make the BIG FAT OLD BOMB (er, not exactly, but close enough, eh?).

At the end of this trashed room you will find yet another door. Go through it, and hey baby, we're back in the lobby of the police precinct! Go to the ladder mechanism, climb up, and make your way to the waiting room. Here, go to the magic box and make your inventory screen as so:

(1) Handgun (2) Handgun rounds (3) Diamond Key (4) Red Jewel 1 (5) Red Jewel 2 (6) Grenade Launcher w/acid rounds

Inside the wreckage hallway, go to the room where you got the BLUE CARD KEY. With a single acid shot, the lickier that broke through the glass near the start of the game will be killed. Go to the statue, and set a RED JEWEL into each relief. After the FMV, go to the open cavity and retrieve 1/2 BLUE STONE...the other 1/2 will be found later, so don't panic.

Now, go to the helicopter wreckage, and stand against the wooden door that has been reduced to nothing more than splinters. Set the BOMB here, and a cinema will show the twisted metal of the chopper being blasted into oblivion...gotta love explosive mayhem! Go through the new tunnel, and into a brand spankin' room.

After a cool cinema, Chief Irons will be revealed in all of his glory...he's an interesting character, that's for sure.

Collecting the "Heart Key":

Items we will find:

Handgun rounds x1
Heart key

Go through the door near Chief Irons' desk, and down the long, silent corridors. At the very end, you meet the most horrifying creature in the game...a young girl by the name of Sherry Birkin with a voice that rakes across my brain like nails across a chalkboard. Unfortunately for you, she will be a major part of Claire's game. After she runs off, terrified of the monster that is supposedly following her (puberty, perhaps?), open the treasure chest in the foreground to collect some handgun rounds. Now, backtrack to Chief Irons' office, and he will be gone, a sparkling object on his desk. Examine it, and it is true, the HEART KEY is yours!

Collecting the "Club Key":

Items we will find:

Grenade rounds
Club Key

Exit to the wreckage hall, into the waiting room, to the magic box, and get rid of the 1/2 Blue Stone, leaving only with...

(1) Handgun (2) Handgun bullets (3) Diamond Key (4) Heart Key (5)
Grenade launcher w/acid rounds

Return to the crow hallway, and enter the blue door, down the stairs, and into the detective's office. Avoid any would-be enemies, and unlock the door using the HEART KEY, then discard it when prompted. In this narrow corridor, all of the windows have been shattered, and shards of glass litter the floor...uh-oh...a zombie dog! Step back and unload pistol rounds into it until it dies, then go through the corridor, arriving at a locked door and a staircase going down...take the stairs, of course.

In these dark, empty tunnels, go forward until the camera angle shifts, allowing you to see a set of double doors being illuminated with a red light. Go down there, ignore the double doors, round the corner, and go through the doors there. Pick up the red herb if you wish, and frantically run to the manhole (I'm not feeling politically correct today) before the dogs come and rip you limb from limb.

In the sewers, go into the typewriter room, then exit, and...oh no...OH

MY GOD! RUN FOR YOUR LIFE! No, it's not a horde of super lickers, it's...Sherry Birkin. Terrifying! I pissed my pants in terror just hearing this horrible dialogue.

Regardless, you will eventually end up controlling Sherry through a series of events you can not stop (unfortunately). So, go to the elevator (or lift, for you Brits) to arrive at a series of catwalks containing many zombies. Don't worry, they can't grab you...they only vomit hot acid when you get close, so just run past. Go to the door that Ada entered through in Leon's first scenario, then pick up the grenade rounds. Go to the box puzzle room...sheesh, talk about a simple puzzle. You have to push the boxes in Zelda-ish fashion so they form a bridge across when you turn on the water pump above. Just remember you can climb on top of them, and go to the otherside in case they get stuck.

Now, run across your makeshift bridge, and collect the sparkling object on the shelf. Return to where you started Sherry's little mini-quest, and a cinema will show Claire automatically receiving the grenade rounds along with the CLUB KEY. Sweet molasses! Now we can clean out the rest of the police precinct...

Collecting the "Sidepack" (OPTIONAL):

Items we will find:
Red Card Key
Handgun bullets x2
Acid rounds
Sidepack

Yes, this entire thing is TOTALLY optional, but it will save you a lot of hassle, and only takes about two minutes to complete.

After Sherry runs off, go to the typewriter room and manage your inventory screen as so --

(1) Handgun (2) Handgun rounds (3) Diamond Key (4) Club Key (5) Grenade launcher w/acid rounds (6) Lighter

This leaves two item spaces to fill. Now, return to the halls with the red lighting (you'll need to avoid those pesky dogs). Inspect the double doors, it reads "Autopsy Room." Unlock it using your CLUB KEY, enter, and quickly take out the lickers that burst from the ceiling using your handy-dandy grenade launcher (with the acid rounds, of course -- best for lickers). Go to the blue cabinet in the far corner, and open it, shifting through the various pornography magazines, and at the bottom you find the RED CARD KEY. Now, go to the second set of double doors, go inside, and to the generator. Using simple mathematical skills, the code is: up, up, down, down, up. Of course, there are other ways, but that's the easiest one if you ask me.

With this, the key-card operator adjacent the metal door will ring to life. Use the RED CARD KEY on it, and presto, a secret cache with two handgun rounds, acid rounds, and a rusted out locker. Inside, you can collect both the machine gun and sidepack...but don't get the gun! It will lower your rank. So instead, pick the SIDEPACK, and you can now carry a whopping TEN items at once.

*** Note: The sidepack will not be there if you used it in the first

scenario.

Obtaining the three stones:

Items we will find:

Crank
Acid rounds x2
Eagle Stone
Cogwheel
Blue Stone 1/2
Grenade rounds (if you kill Tyrant)
Serpent Stone

This is quite a long mini-section...it deals with collecting the three stones so you can meet up with Mr. Irons again. You should have the following before starting this large feat --

(1) Handgun (2) Handgun rounds (3) Diamond Key (4) Club Key (5) Grenade launcher w/acid rounds (6) Lighter

Inside of the dark hallways (with the autopsy room), go to the parking garage and quickly dodge the demon dogs (or, if you wish, kill them in one hit with an acid round), and into the cellblock. Here, a dog is feeding on a corpse, and you will have to end his evening meal with a bang of your grenade launcher. There is another dog, but you should be able to reach the kennel before it even smells you. Here, two more dogs await, so quickly kill them. Go to the manhole lid (there I go rambling without being PC) and pick up the CRANK. Oh baby...where have you been all of my life?!

Return to the parking garage, the dark tunnels, and to the hallway with broken windows. Go to the locked door, and with the power of the CLUB KEY, go inside. Search behind the lockers for some acid rounds, then exit the watchman's room, back into the broken glass corridor. Go behind the staircase, press the search button next to the bookcase, and you will pick up some invisible acid rounds.

Exit the broken glass corridor, entering the detective's office. Weave in and out of the zombie groups, and through the blue double doors. Here, six-seven zombies will surround you on both sides, so quickly whip out your trusty grenade launcher and pelt them all with acid rounds, killing two-three in a single shot. Take out any survivors with your handgun, and then go behind them, to where the coke machines are held. Run down the nearby hall, and through the door. Here, go to the first door you see, and unlock it using the DIAMOND KEY, then discard it when prompted. Inside this room, go to the nearby shelf and easily collect the EAGLE STONE. Return to the brown hallway, ignore the second door, and use the CLUB KEY on the green entranceway, then discard it when prompted. Here, go to the back, and light the furnace using the LIGHTER. Now, walk up to the three statuettes, and activate them as so: middle, right, left. With this, the cog of a nearby painting will lazily fall out, spilling to the floor with a clang. When you attempt to collect it...*BANG* AHHHHHHHH!!!

pauses the game and goes to wash his pants

Er...okay, so basically Mr. X will burst through the wall, cutting you off and sending debris everywhere. Go around him, quickly collect the

COGWHEEL, and exit. When you try to return to the lobby of the police precinct, Mr. X will make another appearance. To get around, wait at the very edge of a corner. He won't see you, and you'll be able to run behind him before he notices.

In the lobby, go to the ladder mechanism and climb up, then destroy the raspy breathing licker. Turn left, and enter the library...a horrifying (wink, wink) cinema will show zombies flooding into almost every main corridor of the building, but luckily you won't have to have a tea party with them. Go up the stairs, and through the first door you see.

Cross the balcony, and go inside the clock-tower. Use the CRANK on the large hole, and a huge wooden staircase will be lowered. In the second-floor, go to the large gearbox, and insert the COGWHEEL into it, then press the button when prompted. The series of gears will start moving, opening a secret passage. Walk up to it, and obtain the 1/2 BLUE STONE. Backtrack to the library, and Mr. X will vault over the railing, blocking your escape. If you have enough acid rounds, you can kill him before he can reach you. If not...try running around. If you do end up killing the evil Tyrant, be sure to inspect his body for some grenade rounds.

Back inside the library, continue on the catwalk, and the flooring will suddenly give way, causing you to fall into a secret alcove. Press the glowing red button (ooh...glowing) to escape, and activate the buttons on the other book-cases.

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  _____  _____  _____  
  | 1 | | 2 | | 3 |  
  -----  -----  -----
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Press the button so "2" bookcase goes right, and then press the button on "1" bookcase so it goes right as well. With this mentally retarded puzzle completed, a slate beneath the painting will lower, revealing the SERPENT STONE. Be sure to grab it, and go to the waiting room. Go to the magic box, take out the second 1/2 BLUE STONE, and combine both pieces to form the JAGUAR STONE. Organize your inventory screen as so:

(1) Handgun (2) Grenade launcher (w/acid rounds) (3) Serpent Stone (4) Jaguar Stone (5) Eagle Stone (6) Grenade rounds (7) Any herbs you may want

Go to Chief Irons office, and you will meet up with Sherry...the horrid creature. Explore behind Chief Iron's desk, and you will find a small painting on the wall. Search it, and you will press a button, causing it to move away, revealing a plate with three holes. Plug in the SEPERN, JAGUAR, and EAGLE STONES to cause a secret passage to open up!

Finding the sewer entrance:

Items we will find:
Acid rounds

Use the elevator to go down to an underground cave system, and a delightful cinema will unfold, showing Chief Irons's more insane side, as he threatens you with a magnum at point-blank range whilst explaining about the G-virus and Umbrella's plans. Before he kills you, a tentacle

shoots from the nearby chute, grabs the chief, and pulls him down. After seconds of intense screaming, his upper torso is spewed out, shaved of any appendages. Yummy...grab the acid rounds off of the table, and climb down the ladder.

A mutating William Birkin shuffles on the metal grating, breathing heavily. With his tremendous strength, he rips a metallic bar from the railing, and screams in agony as his disfigured arm begins to grow, blood spewing from the shoulder. The first boss fight of the game is on! Stand back and peg five-six acid shots into his body...pretty simple. In pain, William will fall over the railing, splashing into the water below.

Return to pick up Sherry, and go beyond the battle site. Activate the ladder, and climb up into the sewer system!! Finally, we are out of the police precinct!

Collecting the two Medallions / Exiting the Sewer System

Items we will find:

Handgun rounds x2
Grenade rounds x1
Flame rounds x2
Wolf Medallion
Eagle Medallion

After "escaping" from Tyrant, Sherry will be sucked into another passageway, and we will not see her for awhile (thankfully). Follow the path, climb onto the ledge, and go through the door to arrive at a safe room. Save your game if you wish, collect the handgun bullets from the bag (READ: if you have more than 30 bullets, don't bother). Go to the magic box, and arrange your inventory so it looks as so:

(1) Handgun (2) Handgun rounds (3) Valve handle (4) Grenade launcher (w/acid rounds) (5) Grenade rounds

Do not bring any herbs, as there will be plenty to pick up along the way.

Still in the safe room, pick the door's lock using your bobby pin, and then climb down the ladder, lowering yourself into a storage room of some sort. Kill the lone zombie using your handgun, and collect the grenade rounds off of the shelf. Return to the typewriter room.

Use the elevator to go down, and after the cinema showing the wounded Leon, you can either go where Ada ran to, or to the safe room that Leon came from earlier. If you go to the control room, you can get more handgun bullets, and A LOT of herbs (store them in the magic box for later). However, you'll want to go to where Ada did eventually.

Here, you will have to take a dip in a river of sewage. Go to Claire's left, and into the small alcove next to the ladder, finding two bloody bodies that have been mutilated beyond recognition. Search them for your first ever flame rounds and the WOLF MEDALLION. Follow the linear path, escaping the jaws of the deadly spiders that run across the walls and ceiling. You now find yourself at a miniature waterfall that is blocking a door, and there is a machine next to it...slide the WOLF MEDALLION in, and...oh, it seems that we need one more item to insert. Continue, and

you find yourself speaking to a barely conscious Annette Birkin. After she collapses, use the VALVE HANDLE on the mechanism to cause a bridge to come down. Cross it, and use the VALVE HANDLE on the second mechanism to cause it to go back up. Collect the second batch of flame rounds, and through the door we go, entering the alligator hallway.

If you didn't defeat the scaly beast during Leon's first scenario, then here's how: lead it to the area with the yellow light. Activate the light, and a gas canister will drop down. When the great monster has it in his maw, shoot the canister, causing the beast to be decapitated instantly. Go past the large body, through the trash containment chamber, up the ladder, cross the bridge, turn left, grab the EAGLE MEDALLION from the dead sewage worker, turn right, use the VALVE HANDLE to stop the fan, climb the ladder, avoid the flying insects, down the ladder annnnnnnndddd.....we are back in a familiar area, after that ridiculously long run-on sentence.

Return to the water-fall, insert the EAGLE MEDALLION, and all the water from the sewers will be drained, allowing you to exit this slimy place.

Locating the steam elevator:

Items we will find:

Flame rounds x1
Acid rounds x2
Control Panel Key
Weapon Box Key

Follow the wooden path, and go to where the trolley was once docked. Go to the control panel, search it, and a cinema will show the trolley returning. Then, something horrible happens...something that will cause you to break down to your knees and cry...yes...Sherry has returned. :D After a naughty cinema, crawl into the trolley, cross the chasm, and onto the other side.

Before continuing, be sure to pick up the WEAPON BOX KEY from the corner (you don't need the lighter...just go to the right of the launcher and search the corner). Continue to go down the narrow halls, using your dwindling supply of handgun bullets to take care of the walking undead. At the very end, you find a typewriter room...save if you wish, pick up the flame and acid rounds, then leave Sherry behind (yes!), exit, and go to the metal elevator. Take it down, through the door, and collect the CONTROL PANEL KEY. Inspect the nearby monitor, and a closed-circuit television will show Tyrant's introductory cinema...interesting, to say the least. Stand back and plaster him with flame rounds until he falls face-first. Examine him for some acid rounds, and return to Sherry. Plug the CONTROL PANEL KEY into the console, and then the steam elevator will have returned. Search the operation box to cause it to start, and you will automatically board it...

Locating Umbrella's Secret Laboratory:

Items we will find:

Flame Rounds x2

After the nuclear platform has begun its decent, something makes a

strange noise outside, so you being the one with the grenade launcher, gets the job of going to investigate. Before doing this, however, be sure to grab the flame rounds from the bathroom (at least, it LOOKS like a bathroom...). Outside, William Birkin's body has fully mutated, growing an extra set of arms, his skull tearing through his face, which continues to slowly move south.

Get back about ten feet, snap in some fire rounds, and continue to unload them on this G-virus reject. After a few hits, he will leap to the roof of the nuclear elevator, When you hear the first "swoosh", it is him moving upwards. The second "swoosh" is that of him leaping back down, so listen carefully, and when the second "swoosh" happens, that's your cue to run around so you don't get mauled by this flying freak. After a few more shots, he jumps up to cling to the elevator shaft. Return to Sherry.

Ugh...this cinema is SICKENING. It has more cheese than the state of Wisconsin it's so bad...I wish I could skip it, but noooo, Capcom wants us to see this crappy attempt at pulling our heart-strings. Oh well...After this, the engine will over-heat, so you'll need to go back outside. Here, circle around and crawl through the ventilation duct -- just in time to see the elevator re-start and continue downward without you inside. What luck we may have had left today has just vanished! :D

These corridors are filled with cables and wires, along with a huge freight elevator. Ignore it, and choose the other path. Take the lift down, go to the dead body, and pick up the flame rounds nearby. Take the second lift, and you will hear the familiar, raspy breathing of the super lickers before you even see them. Equip your acid shots, and then carefully walk around the corner, then pelt the two beasts with two shots each, before they get a chance to perform their leap attack. Walk past their twitching bodies and activate the generator switch, giving power to the freight elevator I talked about earlier. Board it to reach Umbrella's secret laboratory...

Collecting the "Master Key":

Items we will find:

Fuse Case

Fuse

Grenade rounds x5

Power Room Key

Lab Card Key

Master Key

As you enter, six or so naked zombies (the type that have been stripped of their flesh. Num nums!) will hoard around you. Quickly load your grenade launcher and plug them all full of whatever you have (DO NOT waste the acid rounds, however). When all of this is said and done, go through the nearby door. Go across the metal walkway and you will find a split in the path: follow the blue lining. Here, in the "EAST" area, go through the large mechanical door covered in ice. Pick up the FUSE CASING and examine the robotic arm (awesome animation BTW), which will put the fuse inside of the casing, creating the all-powerful FUSE. Go back to the split in the path and insert it into the large machine/hole, and the power will return again. Follow the red path.

Push the red button and a mechanical "slinky" door will open, revealing

two rabid zombie plants. Conventional weaponry can take them down, but their tentacles will still try to grab you; only fire rounds can truly put them down. You are now in the "WEST" area, as shown by the sign. Turn right and open the unlocked door. Grab the LAB CARD KEY on the table, and shoot a fire grenade down the vent to extinguish the plant. Crawl through, and two hungry super-lickers meet your eye...quickly take them down using your dwindling acid rounds. Go to the adjacent locker, open it, and retrieve the two grenade rounds. Pick the lock and exit back to the "WEST" area.

Run past the plant corpses, opening the door to a huge vertical corridor that has been absolutely over-run with plant tentacles. Climb down the ladder, and into a new, twisting hallway. Equip your acid shots, as super-lickers will burst from ceilings -- three in total to be found here. There are three (!) herbs if you want them. Go through the only door.

Circle around, save at the type-writer if you wish, and go into Dr. Birkin's laboratory. Open the locker with the blue light above it (Weapon Box Key required) and two grenade rounds will be your prize. Battle your way past the large amount of naked zombies, and steal the POWER ROOM KEY from the desk. Backtrack a bit and a cinema will show Annette returning, asking where Sherry is. After this, continue going back until you reach the freight elevator at the start of the Secret Lab. Go down. Go to the large crate, push it on the small lift, and go down. Push it to the dead-end, climb up, and open the door using the POWER ROOM KEY. After the interesting cinema that shows Tyrant falling into a pool of liquid lead, backtrack to the area with the blue/red paths. After the cinema showing Annette dying, take the MASTER KEY.

By now, the emergency evacuations and alarms should have started going off. Aeiiighhhhh!

Escaping Umbrella's Secret Laboratory:

Items we will find:

Platform key
Joint N Plug
Joint S Plug
Rocket Launcher

"Repeat, all employees proceed to the bottom platform."

Where's this bottom platform? Just get on the freight elevator, use the MASTER KEY on the computer, and you'll get to a huge nuclear train. Go inside and drop Sherry off, and go to the very back, where you'll find a magic box, typewriter, and PLATFORM KEY.

You should have the following in your inventory:

(1) Grenade launcher w/fire rounds (2) Grenade rounds (3) Acid rounds
(4) Platform key (5) - (7) Lots and lots of herbs. As much as you can fit, the most powerful you can muster. Leave ONE space open.

Outside the train, open the gate using the PLATFORM KEY (this frees up another space, leaving two available). The computer voice now informs you that you have exactly five minutes until the entire complex is annihilated, and a timer appears, counting down. Run up the stairs,

across the bridge that goes over the train, to the console, punch the button, and watch in wonder (not) as the metal bars disappear, revealing two objects: JOINT N PLUG and JOINT S PLUG. Take them both, turn a 180, go underneath the stairs, and into the liquid lead area. Go to the adjacent generator and install both plugs. As the lights go out, a huge figure suddenly blocks your view...

The Tyrant is back!

His body still on fire, more powerful than ever, the mutagenic beast rushes right for you. This is, IMO, the most difficult fight in the game because this guy can take you out with three swipes of his fiery claws (which is why you'll need as many herbs and healers as possible). Continue to shoot grenades at him while you futilely attempt to dodge his shots, and eventually a shadow of Ada Wong (see Leon's scenario) will throw you a ROCKET LAUNCHER. One shot from this baby and the Tyrant is down for the count...for good. The power is restored to the train as the battle ends.

Return to the train, take out the naked zombies, and open the metal gate using the computer (nice sound effects I must say). Board the train and hit the lever.

The ending cinema will proceed as usual, until the train's alarm systems suddenly go off, informing you that the train will detonate due to the presence of biohazardous material. A trip to the back of the train, and a HUGE version of William Birkin smashes through the train's ceiling, teeth exposed, tentacles flying, blood spewing...it's pretty cool, really. The only way you can still tell it was once a person is by the skull swinging from the spinal cord in his back.

Though threatening in appearance, this guy is very weak. Just step back, unload all of your ammunition into him, and he's done. Game ended.

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6. RANKINGS
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In Resident Evil 2, you are scored at the end of completing the game...you can achieve either an A, B, C, D, or E, depending on a variety of factors...

Rank "A": To get this coveted rank, you must...

* Beat the game in less than 3:00 (three hours) -- cinemas not included.

* Use ABSOLUTELY NO first aid sprays.

* Use NO special weapons (that is, any weapon that takes up two item spaces). The only exceptions are the flamethrower and the rocket launcher that the shadow gives you at the end of the "2" scenario.

* You can only pick up six ink ribbons. Even if you don't use them, you can't pick them up.

Every other rank depends on how many of the above rules you break, but it doesn't matter, because the only one you should be interested in is the "A" rank...

P.S. Getting a "A" ranking in every scenario is highly recommended. It allows you to access the Fourth Survivor Mini-game (AKA Hunk's Scenario). TONS of fun that is.

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7. CREDITS
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COMPANIES

Nintendo, Sega, & Sony: For their systems.

Capcom: For creating the game, and porting it to the N64/DC

Angelstudios/Factor 5: For making it possible to have an N64 version at a decent price.

PEOPLE

Vesther Fauransy <vesther@verasnaship.net>: Without a doubt, his FAQs were simply the best for RE2 if you wanted to get everything in an insane amount of time (1:45 and lower).

Jeff "CJayC" Veasey <gamefaqs@gamefaqs.com>: For kindly accepting my FAQs, and for making such a cool site.

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8. CONTACT INFORMATION
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Feel free to contact the insane author of this FAQ, marshmallow, with any e-mail, corrections, adorations, admonitions, praise, damnation, condemnation, or death threats at: marshmallow@planetn2000.com. I still accept mail sent to m_mallow@hotmail.com, but I don't check it as regularly as my primary, Planet2000 account.

Basically, there are five different types of e-mail I will receive on a daily basis.

QUESTIONS:

I will answer questions to the best of my ability, but not necessarily immediately. Who knows...you may get an answer hours after sending it, or maybe even weeks. Do not e-mail me telling me to "answer your questions", unless you like to be ignored. Also, please realize that I <prepare for a shocker> do have a real life outside the Internet. School, friends, what have you. Hey, sometimes I might not even get on the Internet for a few days if I pick up a hot new game that I enjoy.

If you ask a question that has been answered in the FAQ, I will most definitely ignore it. If your question is poorly written (e.g. "Hez waz up, dawg? Got mez uh q!") I will delete it. Etc., etc...

PRAISE LETTERS:

Hey, you mean people actually receive help from me and like to praise my work? Believe me, though I may not reply to it, I do appreciate your comments. Though, most people, if they praise me, do it along with a question, in which I might reply something like, "Yeah, thanks for the support. As for your problem..."

HATE LETTERS:

I've received very few of these, but it's happened. Chances are high that I may not reply, but if you present a valid criticism, I may acknowledge your critique. As for those less intellectual letters, heh, they're always good for laughs.

JOB APPLICATIONS:

Though I can assure you I will be flattered, I will *not* work for your site exclusively (or even as a third party). I don't care how much money, women, or drugs you offer me, either. No means no, okay?

CHAIN LETTERS:

No, I don't care about what kind of whore house your uncle runs. No, I don't know who Louie is and why he has a fetish for panties. No, I don't think a piano is going to mysteriously appear out of thin air and fall on me if I don't send a piece of sh!t letter to other people. No, I won't send you cash for a "dying" (yeah, right) kid who is infected with brain cancer, though sometimes I wonder if YOU'RE the one with brain cancer. No, I don't care about this new, amazing revelation about weight loss (my muscle to fat ratio is quite normal, thank you very much). And, finally, I will *not* make out with you!

I apologize for the aforementioned subjects, because they had some questionable material. However, considering this is a FAQ for an M rated game with copious amounts of blood and violence, I assume you will not be offended by a little sexual innuendo.

Sincerely,
marshmallow

~ End of Document ~