Resident Evil 2: Dual Shock Edition FAQ/Walkthrough

by Numbuh 17 Updated on Apr 27, 2007

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-BIOHAZARD 2-
******************
-----By: Numbuh 17-----
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Resident Evil 2
Playstation
Playstation (Dual-Shock)
Dreamcast
Nintendo Game Cube
Nintendo 64
FAQ/Walkthrough
Copyright 2007 by H@x0r745
"Once again, you stepped into the world of survival horror.
GOOD LUCK! (Yeah right)."
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01. Introduction
Do you remember?
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The bizarre mystery that happened in Raccoon City?

Although it appeared to be solved by the S.T.A.R.S. team.

A few months later the real nightmare begins...

02. Biographies

The Characters in the game...

Leon Scott Kennedy-> Leon is a new police officer in Raccoon City. He cares a lot for the well being of others, but that habit of him makes him very gullible, when he fell for Ada. For the Record: No one likes to listen to him. He's a Cop.

Claire Redfield-> Claire is the sister of Chris Redfield. She came to Raccoon City to find him. But she doesn't in this game. She does find Chris in Resident Evil Code: Veronica X.

Codename: Hunk-> Hunk is a soldier who works for the Umbrella Corporation. He was sent by Umbrella to recover the G-Virus. The mission was a failure because he was defeated (not killed) by William Birkin G-Malformed.

Sherry Birkin-> Sherry is a 12 year old girl whose mom told her to go to the police station to stay protected. She met Claire in the police station, and continued with her.

Brian Irons-> Brian is a double agent. He is the Raccoon City Police Chief, and on the other hand he works for Umbrella. Umbrella bribed him to keep quiet about the G-Virus, so they gave him 10 Gs to make sure. He dies by William Birkin.

Ben Burtolluci- Ben is a reporter. He locked himself in a cell to keep away from William Birkin G-Malformation. He got killed by him.

Ada Wong-> Ada is woman says she's looking for her boyfriend John, who coincidently works for Umbrella. But she is actually a spy sent by the agency to retrieve the G-Virus.

Annett Birkin-> Annett is the wife of William Birkin. Annett helps Claire and Sherry and tries to kill Ada and Leon. She thinks Leon and Ada are spies to obtain the G-Virus. But she dies.

Chris Redfield-> Sorry guys, I haven't played Resident Evil
1. You can play as him in Extreme Battle Mode!!!

03. Controls

-----Playstation/Dual-Shock-----

X Button-> Action, shoots weapon while R1 is held down.

Square Button-> Dash when the Up button is held down. Opens/Closes Status Menu.

Triangle Button-> Cancel.

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Circle Button -> Nothing.
D Pad-> Control movement of player.
***Analog Stick***-> Dual-Shock only. Controls movement of player.
Start Button-> Pause game
Select Button-> Opens/Closes Status Menu.
-----Nintendo 64-----
A - Action Button. It is used to open doors, pick up items, and fire a weapon
when the R button is pushed. It is also used to select the highlighted option
of a menu selection.
B - Run. When the Control Stick is pressed to any direction, hold the B button
to run.
Y - Displays the status screen.
C UP - Displays the Map.
C DOWN - Displays Options Menu. It also pauses the game.
R - Draws Weapon (aims at closest enemy if auto-aim is enabled).
L - Nothing (changes target if auto-aim is enabled).
Control Stick - Used to move the character in a given direction and use menus.
Control Pad - used to move the character in a given direction and use menus.
C Stick - 180 Turn (Any Direction)
Start - Displays Options Menu.
-----Dreamcast-----
X - Action Button. It is used to open doors, pick up items, and fire a weapon
when the R button is pushed. It is also used to select the highlighted option
of a menu selection.
A - Run. When the Control Stick is pressed to any direction, hold the B button
to run.
B - Displays the status screen.
Y - Displays the Map.
\ensuremath{\text{R}} - Draws Weapon (aims at closest enemy if auto-aim is enabled).
L - Nothing (changes target if auto-aim is enabled).
Analog Stick - Used to move the character in a given direction and use menus.
Control Pad - used to move the character in a given direction and use menus.
C Stick - 180 Turn (Any Direction)
Start - Displays Options Menu.
----Gamecube Controls----
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- ${\tt A}$ Action Button. It is used to open doors, pick up items, and fire a weapon when the R button is pushed. It is also used to select the highlighted option of a menu selection.
- B Run. When the Control Stick is pressed to any direction, hold the B button to run.
- Y Displays the status screen.
- X Nothing.
- Z Displays the Map.
- R Draws Weapon (aims at closest enemy if auto-aim is enabled).
- L Nothing (changes target if auto-aim is enabled).

Control Stick - Used to move the character in a given direction and use menus.

Control Pad - used to move the character in a given direction and use menus.

Start - Displays Options Menu.

----PC Version----

The NUM PAD and regular controls are listed:

UP / 8 - Forward/Up

DOWN / 2 - Backward/Down

LEFT / 4 - Left

RIGHT / 6 - Right

- $\rm X$ / $\rm 3$ Draws Weapon (aims at closest enemy if auto-aim is enabled).
- ${\rm C}$ / 1 Action Button. It is used to open doors, pick up items, and fire a weapon when the R button is pushed. It is also used to select the highlighted option of a menu selection.
- $\rm V$ / 2 Run. When the Arrow Keys are pressed to any direction, hold the $\rm V$ key to run.
- ${\rm Z}$ / 4 Displays the Status Screen.

CTRL / 6 - Displays Options Menu.

A / 5 - Displays the Map.

Customize them the way you like, but that's the default.

04. Weapons

These are the weapons you'll find in the game $% \left(1\right) =\left(1\right) +\left(1$

-----Leon's Weapons-----

 ${\tt H\&K\ VP70\ HANDGUN->\ This\ gun\ comes\ in\ handy.}$ Only waist the ammunition on zombies.

C. HANDGUN-> This gun is a semi-automatic. It can fire 3 rounds at a time.

SHOTGUN-> This gun is really needed to kill Lickers, zombies, spiders and G-Type.

C. SHOTGUN-> Alright the fire power is awesome.

MAGNUM-> This Gun is only needed for bosses, nothing else.

C. MAGNUM-> This weapon is the strongest in the game.

FLAMETHROWER-> The FLAMETHROWER comes with the only supply of ammo. It has a 100% of ammo with it. Only use this on the Ivy's in the game. Sorry I may have spelled "Ivy's" but my computer corrected it. But you know what enemy I'm talkin' bout.

- S. MACHINEGUN-> This weapon is really best for lickers. It comes with 100% ammo. Only though you will have a chance to get a clip in Leon B. It's in the basement.
- R. LAUNCHER-> Dude...

-----Claire's Weapons-----

BROWNING HANDGUN-> Just a normal handgun. Doesn't have parts to make it any better.

BOWGUN-> This gun is for zombies or Mr. X (stalking mode).

GRENADE LAUNCHER-> This gun is awesome. It has three different types of ammo. Dude...

SPARK SHOTGUN-> This gun is like the FLAMETHROWER, only it shoots sparks shots. No Ivy's though.

- S. MACHINEGUN-> Same old, same old. You can get another one though...
- R. LAUNCHER-> I'm not saying it again. The word starts with a "D". NOTE: When I said, and I quote "I'm not saying it again" unquote, I said "it" again. Shoot I just did.

05. Enemies

\-\-\-\-\Common Enemies/-/-/-/-/

Licker-> This thing will jump at you to cut through your chest. It uses its tongue for most attacks. The SHOTGUN is best for him.

Licker-> Instead of having their DNA passed on. They are the original built buy Umbrella. Use the S. MACHINEGUN to kill these bad boys.

Cerberus-> RPD's K-9 squad got infected also. To kill them, please have a shotgun.

Crows-> OH MY GOD, THEY KILLED SPEYER!!! You know, Forest Speyer from Resident Evil 0 who got killed by rabid crows, then comes back to life in Resident Evil 1 as a Zombie. The crows are really annoying though.

Ivy-> The ivies I think had made an appearance in Resident Evil 1. I only think that because my friend asked me to defeat Plant 42 for him. Leon gets the

FLAMETHROWER before he meets them, but Claire gets the GRENADE LAUNCHER and G.L. FLAME ROUNDS.

Ivy-> (Leon/Claire B only). These Ivy's already took a beating from the A Scenarios (even if you don't kill them they still come back like this). See how red their heads are. They are getting the same treatment that caused it...

Cock Roaches-> They are very annoying. If you don't move every time you knock one off, they can kill you. So don't stop moving.

Giant Spiders-> The MAGNUM or the GRENADE LAUNCHER with G.L. ACID ROUNDS is the best against them. Don't be too close to them (they can poison you).

Little Spiders-> They can be annoying. Don't shoot them you can just step on them.

\-\-\-\-\Bosses/-/-/-/-/-/

G-Mutation & Offspring-> (Leon/Claire A only) This thing is the offspring that busted out of Ben/Brian. He's not hard to find out how to beat him read it in the FAQ/Walkthrough.

Giant Crocodile-> (Leon/Claire A only) If you want to get eaten by a Giant Crocodile that's okay with me. But if you don't, then read this in the FAQ/Walkthrough.

Giant Moth-> Optional boss. If you're slow that meant you don't have to fight it

William Birkin B1-> (Leon/Claire B only) He's easy if you know what to do.

William Birkin B2-> (Leon/Claire A only) Be very careful around him. You think you know what to do? Try it then.

William Birkin B3-> (Leon/Claire B only) In the same place as B2. Good idea.

William Birkin B4 & B5-> (Leon/Claire A only) A 2 staged boss eh? That's very "creative" Birkin.

William Birkin B6-> (Leon/Claire B only) That is just so wrong...

Mr. X (Tyrant-00) -> (Leon/Claire B only) Screw it...

Tyrant-003 (Final Mr. X)-> Gonna be sour in the morning.

06. Get This

These are the basics of RE2. Please read this section. Ya never know when this will come handy.

-----Game Modes-----

These are game modes. They might not have much to do with the basics but, I put this in just to insure you.

Arranged Mode-> Arrange mode is for beginners. It makes enemies easier to kill.

Original Mode-> This mode is for experts. Enemies are a lot faster, but not hard to kill though.

Arranged Mode: Rookie-> (Only in Playstaion (Dual-Shock Version) and Game Cube). Arranged Mode: Rookie is very easy. You start out with a SUB MACHINEGUN, and

there is a GATTLING GUN and a R. LAUNCHER in the police station.

Arranged Mode: Easy-> (Only available in Dreamcast, Nintendo 64, PC, and Playstation). Arranged Mode: Easy is he same as Arranged Mode: Rookie.

Arranged Mode: Normal-> (Only available in Dreamcast, Nintendo 64, PC, and Playstation). Arranged Mode: Normal you start out with a HANDGUN. There is F. AID SPRAYS in the police station. There are no special weapons.

Original Mode: Easy-> Zombies are a little hard to kill. 3 F. AID SPRAYS and you start out with a HANDGUN.

Original Mode: Normal-> This is a very hard setting. Don't think it'll work out with Mr. $\rm X$.

-----Survival Tactics-----

These are good to know when you're a beginner. Even experts may know but a refresher won't hurt.

Save Your Ammunition-> It is really important to save ammo. That way, you won't look like an idiot when you face a Boss.

Dodge the Zombies-> Things can go faster if you dodge the zombies. And it can help save your ammunition.

An X Meeting-> Don't pay any attention to Mr. X. You only have to fight him at the end of the game.

Enemies-> ***Enemies*** are enemies at level 5. If you don't see any *s next to the name of enemies don't get it twisted.

Conserve INK RIBBONS-> Better to only use the INK RIBBONS when you think you will die. Experts can beat the game without saving once.

Watch out for Special Attacks-> Enemies can do different special attacks. For example: when a licker leaps toward you shoot weapons like a Shotgun or Grenade Launcher to make it fall back down.

-----Cool Way-----

Leon1251

Near Zombie Encounter-> Okay, when in a near zombie encounter you won't have much time to react. At these times just whip out the old 9mm and start shooting.

Encountering Groups of Zombies-> When encountering groups of zombies what I find works is if you use machine guns or shotguns.

Surrounded by Zombies-> Dodge as many as you can and try to get to certain positions to kill them.

H@x0r745

Dude, you only know about zombie encounters?

Leon1251

I just got Resident Evil 2, and I have had no other Resident Evil games except this one.

H@x0r745

Well let me tell you don't ever put your self in Resident Evil Outbreak File #1 or File #2.

Leon1251

Why?

H@x0r745 Because those games suck. Leon1251 Oh... H@x0r745 Why can't you advance in the Game Leon? You're in the Game. Because I can't beat the G-Mutation & Offspring. The Mutation is Easy but the Offspring... Argh! H@x0r745 Well read that part in the FAQ/Walkthrough. Leon1251 Okay, thanks. See you! H@x0r745 Anytime now, anytime! H@x0r745 That was Leon from Resident-What the. I'm still in my online chatting room. Hold H@x0r745 has logged out. There we go. That was Leon from Resident Evil 2. I asked Jill but she has only played Resident Evil 1 and Resident Evil 3. So lets get to the next basic. -----Ranks-----Like in some video games this one uses ranks. Try and get an A in the 1st scenario and a B in the 2nd scenarios. -----Puzzles-----Like all RE games this one has puzzles. Alright the next Chapter in this FAQ/Walkthrough is going to be the Leon A scenario walkthrough. Be ready... ______ 07. Leon/00/Scenario 1st Alright This is the beginning of CAPCOM's 2nd survival horror videogame. Beginning Cutscene =========== Market Street _____ Oh snap! Dodge the zombies and continue down the street. Make the turn at the end and continue down there. Enter the door at the end that says Kendo Gun Shoppe. =========== Kendo Gun Shoppe ==========

Someone please say we're through with the worst of it. Walk forward.

_Cutscene

Robert's SHOTGUN is cool. He won't give it up eh? There is some H. GUN BULLETS on one of the broken shelves behind a messy counter. There is some more H. GUN BULLETS behind the other counter. I want you over there. Take the H. GUN BULLETS from behind that counter. If you don't then just run back to the door. If you did this you probably saw a

Cutscene

Do your best to dodge the zombies and take the SHOTGUN out of Robert's dead hands. Hurry up and leave!

Alleyway

If you didn't do anything I said in the Gun Shoppe and just left you probably saw a

Cutscene

Continue on to a white van.

Mini Cutscene

What took them so long. Kill the zombies and enter the Basketball Court. Does any of have game. Dodge the phony then enter the door behind him.

Garbage Dumping Area

It stinks in here. Continue on and don't stop. When you get to the other end of the fire escape check the garbage can for some H. GUN BULLETS. Climb on top of the dumpster, dodge the zombies to a door at the end.

Raccoon City Street

Keep going and don't stop. If you keep running the zombies won't notice you until you're at the bus. Enter the bus.

Bus

========

Take the H. GUN BULLETS of the bag (what the hell is that doing in there anyway). Shoot low to kill the zombie on the floor. Then aim strait to kill the zombie strait to kill the zombie strait ahead. Continue down and use the door at the end.

Dangerous Area

Dodge the zombies and use extreme caution. Use the door at the end.

RCPD Front Yard

Go strait then down the stairs and up the next pair. Check the bush for a GREEN

HERB. Take it then enter the police station.
Main Hall
Main Hall ==================================
Enter the door at the further left side of the hall.
Information Office
Cutscene
======================================
Main Hall ==================================
That cutscene just got us kicked out. Take the H. GUN BULLETS of the Table. Use the computer in the middle of the desk. Alright take the double doors we just unlocked.
Info Query Room
Go to the Chest. This is called an Item Box. Check it. Organize your Inventory like this.
HANDGUN H. GUN BULLETS GREEN HERB
Head back to the Main Hall.
Main Hall ========
Go up the stairs and use the door next to the Police Station Entrance.
Vending Machine Unliver
Vending Machine Hallway
Hear them walking. Shoot forward then you'll hear moaning. Walk forward to change the angle so you can see the zombies. Shoot them till they stop coming, then continue down the corridor. Go to the Vending Machine Strait ahead and take the GREEN HERB from right next to it. Continue down the corridor and enter the door at the end.
=======================================
Tiny Corridor ========
Walk forward and kill the first zombie you see. Continue down. Dodge the losers right here (it's really easy to dodge them). Continue down the hall, make the first door and continue down. Enter the door next to the zombie.
======================================

This is the room where the cops take you and call you a liar. We've seen the

movies. Check the shiny thing on the table. It's a SMALL KEY. Leave.
Tiny Corridor ====================================
Head back to the Vending Machine Hallway.
Vending Machine Hallway
Head back to the Main Hall.
Main Hall
Main Hall ==================================
Enter the Info Query Room.
=======================================
Info Query Room
Go to the Item box organize your inventory like this:
SHOTGUN
HANDGUN H. GUN BULLETS
GREEN HERB
GREEN HERB
Go to the status menu. Select one of your GREEN HERBS and choose Combine. Select the other GREEN HERB. Ta da! You got the MIXED HERB (GREEN HERB \times 2). Take the Police Memorandum of the bench. Go behind the divider. WHAT THE HECK WAS THAT!!! Enter this door.
=======================================
Shutter Hallway
Continue down the hallway. When you come across a headless body on the floor, check it for some H. GUN BULLETS. Continue down to a puddle of blood.
Cutscene
\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
Boss: Licker Difficulty: Easy

Equip the SHOTGUN and shoot 2-3 times and it's over. However, if you don't have the SHOTGUN we took from Robert, RUN! Continue down take the GREEN HERB near the door. Go to the status menu and combine the GREEN HERB to the GREEN HERB \times 2. Now we have a MIXED HERB (GREEN HERB \times 3). Enter the door.
Green Corridor ==========
Continue down the hallway and enter a pair of red double doors.

Classroom

==========

Hey cops got to learn to. Go to the back of the room and enter the opening. Go to the fireplace and light with the lighter. Cool, take the RED JEWEL. Examine it and now it's a VIRGIN HEART. How would Leon know that? Take the Operation Report #1 from right next to the entrance. Leave.

==========

Green Corridor

Continue down the corridor and enter the door at the end.

Stairway Area

CAPCOM sure does like to fit 300 enemies in one room. Eliminate the zombie on Leon's right. After killing her go to the door she was standing next to. The doors locked! Perfect! Kill the rest of the zombies from there. One of them is probably waiting around the corner. Stay at the side the doors are then run down there. He'll then start to move when he can see you. Kill him. Go around the corner and enter the door here.

Dark Room

This is the room the Cops develop film that's evidence. Go to the Item Box and organize like this.

HANDGUN

H. GUN BULLETS

HEALING ITEM (HERBS/F. AID SPAYS)

Take Operation Report #2 save if you want then leave.

Stairway Area

Go up the stairwell.

2nd Floor Stairway Area

Go down the corridor and enter the door at the end.

=========

Grey Corridor

Kill the Zombies then enter the door with the sign that reads "S.T.A.R.S Office".

STARS Office

==========

Check the locker near the communicator. Take the SHOTGUN (if you didn't take Robert's, or you're just taking it to be taking it). Go to the desk right in front of the door. Take Chris's Diary then take the UNICORN MEDAL.

Cutscene Go to the desk and examine it 40-50 times. Take the FILM A. Leave Claire here because she's going to be here crying. ========= Grey Corridor _____ Run back to the area with the statues. _____ 2nd Floor Stairway Area Let's play with the statues. -----God of Sun/Moon Puzzle-----You're going to have to put the statues on the oddly colored tiles in a way they are facing the huge statue. So push the copper colored statue around the big statue to the odd tile and do the same with the gold. Take the VIRGIN HEART then go down the stairs. Check behind the statue (H. GUN BULLETS). _____ Stairway Area _____ Go to the Dark Room =========== Dark Room _____ Use the develop FILM A in the red area. A File eh? It should say "Recruit" with a picture of Rebecca Chambers. Leave. _____ Stairway Area ============ Go to the Green Corridor. _____ Green Corridor =========== Go to the shutter-Ahh!!! If you're Vitality is on danger the zombies will pull you through so don't lean against the windows. -----Shutter Hallway _____ Go to the info query room. Info Query Room

Go to the Item Box and organize like this:
HANDGUN
H. GUN BULLETS
UNICORN MEDAL SMALL KEY
HEALING ITEM
Leave.
Main Hall ========
Use the UNICORN MEDAL on the statue.
Cutscene
Take the PRECINCT KEY (SPADE) and go to the Filing Room. The order to get there is:
Info Query Room
Shutter Hallway
Use the grey door here. Unlock it and enter.
======================================
=======================================
Take the Patrol Report of the Shelf in front of you. Go around the shelf and push the latter forward. Climb on top of it and take the CRANK. Examine it, now it's a SQUARE CRANK.
++
This from Survivor10 Check the cabinet, F. AID SPRAY/INK RIBBON
++ Leave.
=======================================
Shutter Hallway
Go to the second floor lounge. To get there go to these areas.
Green Corridor
Stairway Area
2nd Floor Stairway Area
======================================
=======================================
If you killed 2 zombies here ones around the corner kill him then unlock and use the door here.
======
Lounge
======

Get around the zombies then use the SMALL KEY on the desk with the flower on it.

H. GUN PARTS, Cool yo! Combine them with the HANDGUN. C. HANDGUN it can shoot 3 rounds at time. Enter the door right here. ========= Library _____ Go up the stairs and go all the way through. Whoa!!! Check the picture the sticks should look like this: \perp 1 11 1 -----Library Bookshelf Puzzle-----But the book case look just like those sticks and the picture is the same except bigger. But the bookcases look like this: I - I - I - I $I \quad I \quad I \quad I$ Push the button. Go out and use the second bookcase of the door. Move it right and do the same with the one behind it. Take the BISHOP PLUG then leave through the double doors. _____ 2nd Floor Main Hall There's a zombie right next to, you kill him then go to Leon's left. There's probably another one of those losers down there, ignore him and check the red box hanging of the rail. Cutscene So now we have 2 ways to get down there. Continue down there, ignore the rest of these losers and enter the door at the end. ============ Secretaries Office _____ This is the secretary's office. Go to the item box and organize like this: C. HANDGUN H. GUN BULLETS HEALING ITEM Save if you want the leave through the door strait ahead. _____ Crash Site Hallway What kind of name is "Helicopter Hallway"? That's something I know DjSiXpAcK14 would do. He's so retarded. Up your ass DjSiXpAcK14!!! Ignore the zombies here and go to the door at the unlit side of the corridor. _____ Crow Corridor ______ This is just a heads up: I will not name this corridor "Crow Corridor" after the

Cutscene with Mr. X. So expect it to be Mr. X meeting Area. Continue down the corridor and don't stop. Don't use the door in front of you, continue all the way down. CROWS!!! Keep moving enter the door coming up. ======= Roof _____ Leon's probably turned right now. Keep in his current direction and go strait down there and use the stairs. _____ Paved Passageway -----There are 4 real easy to avoid zombies here. Ignore them and enter a door at the ========== =========== Go to the back and take the VALVE HANDLE of the floor and the H. GUN BULLETS of the table. Don't open the door. If you did you probably saw a _Cutscene_ Quick kill them. Leave. =========== Paved Passageway ============ Dodge the zombies and go back up the stairs. ______ Roof ========== Enter the opening and use the VALVE HANDLE on the pipe. _Cutscene_ Leave. Crow Corridor _____ Go to the Crash Site Hallway. _____ Crash Site Hallway _____ Go to the Secretary's Office. _____ Secretary's Office _____ Go to the Item Box, organize like this: C. HANDGUN

H. GUN BULLETS
VIRGIN HEART
VIRGIN HEART
HEALING ITEM
Leave.
Crash Site Hallway
Kill the zombies here, go behind the ruins of the helicopter and use the door
here.
Change Door
Storage Room
Go to the back room and put the VIRGIN HEARTS in the statues of the woman.
do to the back foom and put the vindin hearts in the statues of the woman.
Cutscene
Take the KING PLUG out of the Giant Statue's chest check the box on the left
statue and take the PRECINCT KEY (DIAMOND). Leave.
Crash Site Hallway
- ====================================
Go to the secretary's office.
=======================================
Secretary's Office
=======================================
Organize like this:
C. HANDGUN
H. GUN BULLETS
PRECINCT KEY (DIAMOND)
HEALING ITEM
Save if you want leave.
Charle Cita Mallum
Crash Site Hallway
Use the Door to the Crow Corridor.
ose the bool to the clow collidor.
=======================================
Crow Corridor
=======================================
Go strait and unlock the door here.
=======================================
Outer Stairway
=======================================
Take the GREEN HERB here then go down the stairs then take the GREEN HERBS here.
Enter the door here.

Eastern Office

Check the dead body for some H. GUN BULLETS. Leave through the opening right here and enter the small office and kill the zombie. Use the safe. If you didn't take the Police Memorandum from the Info Query Room, the code is "2236" take the SHOTGUN SHELLS and the Police Station Map.

Map Key:

-----Doors-----

Blue Squares-> Locked. Use the PRECINCT KEY (SPADE).
Purple Squares-> Locked. Use the PRECINCT KEY (DIAMOND).
Red Squares-> Locked. Use the PRECINCT KEY (HEART).
Green Squares-> Locked. Use the PRECINCT KEY (CLUB).
Yellow Squares-> Unlocked/Open Doors.

-----Area-----

Blue Areas-> Already entered. Black Areas-> Never entered.

Leave this small office and leave through the blue double doors.

Vending Machine Hall

Things will be easier if you had already killed the zombies here. If not, this will suck more than when Peter Griffon (from Family Guy) had his homosexual birthday with Jake Ryan from Sixteen Candles. Jake raped him. Continue down the corridor and go to the Tiny Corridor.

Tiny Corridor

Go down the corridor and use the PRECINCT KEY (DIAMOND) on the first door here.

Questioning Room (2)

Go to the table and take the CORD and the F. AID SPRAY. Now go to the bookcase and take the ROOK PLUG. GET OUT OF THERE!!!

Tiny Corridor

Go to the Vending Machine Hall.

Vending Machine Hall

Go to the Main Hall. Go to the Stairway Area. The order of rooms to get there is:

Info Query Room Shutter Hallway Green Corridor

_____ Stairway Area _____ Unlock the Grey Door, discard the PRECINCT KEY (DIAMOND) then enter the door. ========== Evidence Room _____ Ah! Kill the Zombies go to Leon's right side. One of those losers is still over here. Kill him too. Check the draws over here. Eventually you'll find the Film B. Go back to the other side and examine the first draw. Take the SHOTGUN SHELLS. Unlock the door and enter it. Information Office _____ Take the GREEN HERB of the floor and continue down from in front of the grey door. Enter the Small Of- Hey is that Marvin! _Cutscene_ Poor Marvin. Kill him then take the PRECINCT KEY (HEART) of the table. Go to the front of the room and check the locker for some H. GUN BULLETS. Unlock the door here and enter it. Main Hall _____ Go to the Info Query Room. _____ Info Query Room _____ Organize like this: C. HANDGUN H. GUN BULLETS SHOTGUN SHOTGUN SHELLS PRECINCT KEY (HEART) CORD HEALING ITEM Leave. ============== Main Hall _____ Go back to the Vending Machine Hall. ______ Vending Machine Hall _____ Enter the Blue Double doors.

Eastern Office

Use the Wooden Door behind the divider. Use our PRECINCT KEY and discard. _____ Yellow Shutter Hallway _____ Take the GREEN HERB(S) of the floor and head down the thin corridor. Go to the junction box and use the CORD. _Cutscene_ Go down the stairs. Police Station B1 _____ Go down the hall. Don't mind the Cerberus (it'll take till the leader is like "get him you fool"). Enter a pair of red double doors. ============== Basement Power Room Take the GREEN HERB of the floor go to the back of the room. Lets play with this machine here. -----Power Machine Puzzle-----Just flip the switches like this: Up, Down, Up, Down, Up. _Cutscene_ Leave. ============ Police Station B1 _____ Continue down the hall and use the door at the end. _____ Parking Lot _____ Run forward. _Cutscene_ Go to the corner behind the truck. Pick up the GREEN HERBS. Remember: if you have too many HERBS combine them. Get behind the truck and start a pushin'. _Cutscene_ Enter the door. _____

Police Station B2

_____ _Cutscene_ "Ada wait!". Continue down the corridor. Check the table for some H. GUN BULLETS, and enter the door right here. Jail Cells -----Run all the way down. Cutscene Come on Ben, we're-WHAT THE HELL!!! Check the stand and take the MANHOLE OPENER. Enter the other cell. Take the GREEN HERB and BLUE HERB. Leave. =========== Police Station B2 _____ Enter the door we haven't entered yet. _____ Kennel Go to the cells and kill the dogs in them. Go all the way down this alley and take the RED HERB. Combine the GREEN HERB with the BLUE HERB and then combine this MIXED HERB with the RED HERB. Now you have a MAX HERB. Go to the manhole and use the MANHOLE OPENER on it and go gown the ladder. _____ Spider Corridor _____ Do your best and dodge the spiders. Try and get around them (if you're nervous about getting by them equip your SHOTGUN and blast them). Either way get to the other side and go up the stairs. _____ Septic Hallway ______ Enter the first door here. ============ Storage Room L ============ Go to the Item Box and organize like this: C. HANDGUN H. GUN BULLETS

H. GUN BULLETS SHOTGUN SHOTGUN SHELLS HEALING ITEM

Save if you want and leave.
Enter the other door here.
Sewer-Way Entrance
Go back.
=======================================
Septic Hallway ====================================
Cutscene
You're playing as Ada know. Enter the door here.
=======================================
Multi Walkway ====================================
Don't mind the Cerberuses here. Go to the other side. Enter this red area and use the lift at the end.
Construction Area ====================================
Go down, take the SHOTGUN SHELLS and get back on the lift
Multi Walkway
Go to the side strait down and enter the door.
=======================================
Box Bridge Area
Go down the "stairs".
Classic Box Bridge Puzzle
Climb on top of the box joined with another. Push the box out of the way but not to far. Push the box you climbed on top of in the. And take the final box and push it strait in. Climb back up the "stairs" and activate the panel. Cross the Box bridge, take the PRECINCT KEY (CLUB) of the shelf. Leave.
=======================================
Multi Walkway ====================================
Go back to the Septic Hallway.
=======================================
Septic Hallway
Cutscene

Now you're playing as Leon again. Take the PRECINCT KEY (CLUB) and the SHOTGUN SHELLS of the floor and go down the stairs.

=======================================
Spider Corridor
=======================================
Get to the other side and us the ladder.
=======================================
Kennel
Use the door here.
=======================================
Police Station B2
=======================================
Co hook to the newling let
Go back to the parking lot.
Parking Lot
Get to the other side and use the door.
Police Station B1
Go to the double doors that look like the ones you'd see in a hospital. Unlock
it then enter it.
=======================================
Autopsy Room
=======================================
Get to the back and check the cabinet for a RED KEYCARD. Get the hell out of
here.
=======================================
Police Station B1
=======================================
Remember the door that had the card reader next to it. Use the keycard on it and
open it.
Weapon Storage Room
Take the H. GUN BULLETS and the SHOTGUN SHELLS of the counter and go to the
Take the H. GUN BULLETS and the SHOTGUN SHELLS of the counter and go to the locker. Choose the S. MACHINEGUN and leave the SIDE PACK for Claire. Leave.
Take the H. GUN BULLETS and the SHOTGUN SHELLS of the counter and go to the
Take the H. GUN BULLETS and the SHOTGUN SHELLS of the counter and go to the locker. Choose the S. MACHINEGUN and leave the SIDE PACK for Claire. Leave. NOTE: You can take the SIDE PACK and the S. MACHINEGUN if you want.
Take the H. GUN BULLETS and the SHOTGUN SHELLS of the counter and go to the locker. Choose the S. MACHINEGUN and leave the SIDE PACK for Claire. Leave.
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Take the H. GUN BULLETS and the SHOTGUN SHELLS of the counter and go to the locker. Choose the S. MACHINEGUN and leave the SIDE PACK for Claire. Leave. NOTE: You can take the SIDE PACK and the S. MACHINEGUN if you want.
Take the H. GUN BULLETS and the SHOTGUN SHELLS of the counter and go to the locker. Choose the S. MACHINEGUN and leave the SIDE PACK for Claire. Leave. NOTE: You can take the SIDE PACK and the S. MACHINEGUN if you want.

```
Go to the wooden door right here. Unlock it and enter it.
_____
Watchman's Room
_____
Go to the back. Take the Watchmen's Diary of the bed. Go to the table and take
~20th Century Fox (Movie) Theme~
MAGNUM. Check the locker for some H. GUN BULLETS. Leave.
______
Yellow Shutter Hallway
_____
Leave through the only other DOOR here.
_____
Eastern Office
_____
Leave through the blue double doors.
Vending Machine Hall
_____
Go to the Tiny Corridor.
_____
Tiny Corridor
_____
Go to the end of the corridor. Unlock the green door. Enter it.
News Room
_____
Go to the back. Use the lighter on the stone thing here.
-----Jack, Queen, King Puzzle-----
Turn on the one in the middle.
The one on the right.
The one on the left.
_Cutscene_
Take the G. COGWHEEL. Leave.
_____
Tiny Corridor
_____
Go back to the Vending Machine Hall.
```

Vending Machine Hall
Go to the Main Hall.
=======================================
Main Hall ==================================
Go to the Info Query Room.
Info Query Room
Organize like this:
C. HANDGUN H. GUN BULLETS
G. COGWHEEL
SQUARE CRANK/CRANK HEALING ITEM
Leave.
=======================================
Main Hall
Go up the ladder.
2nd Floor Main Hall ==================================
If you're on guard you can get by this licker without getting hurt. Head for the Library.
======================================
Go up the-
Cutscene
That's some good hearing Leon has. Go up the stairs and enter the door here.
3rd Floor Main Hall
=======================================
Go to the door strait down here.
Clock Tower Machinery Room
Go to the side you can't really see. Use your SQUARE CRANK on the wall.
Cutscene
Go up the stairs. Use your G. COGWHEEL on the hole where a gear is missing. Push the switch.

```
_Cutscene_
Go to that door. Take the KNIGHT PLUG and go down the shoot.
_____
Police Station B2
_Cutscene_
Go to the Jail Cells!!!
_____
Jail Cells
_____
_Cutscene_
A miserable death...
Leave.
_____
Police Station B2
_____
Go to the Kennel.
_____
Kennel
_____
Go down the manhole.
_____
Spider Corridor
_____
To the Septic Hall!
_____
Septic Hall
Go to the closest door to you.
_____
Storage Room L
===============
Organize like this:
SHOTGUN
SHOTGUN SHELLS
BISHOP PLUG
ROOK PLUG
KNIGHT PLUG
KING PLUG
HEALING ITEM
```

Recommended: SAVE!

HEALING ITEM

Leave.
Septic Hall
Go to the Sewer-way Entrance.
=======================================
Sewer-way Entrance
Walk forward.
Cutscene
\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
Boss: G Mutation & Offspring
Difficulty: Normal

///////////////////////////////////////
Take shots at him with the SHOTGUN. When he gives of a Huge Roar He's finished Till then steer clear of the Offsprings. NOTE: There is an easy way to do this Run around the monster and put the plugs in there places. And enter the door. You don't have to kill him. (Do that plug thing after the battle. Get him to fall if you want to get around him though).
After the battle put the plugs in there places then enter the door to freedom/victory.
Sewage Disposal Area
=======================================
Run Forward.
Cutscene
I bet she's sorry now. Use the huge door here.
Sewer Area 1
=======================================
Go forward. Climb up the step and take the 2 BLUE HERBS. Enter the door here.
=======================================
Sewer Control Room
Go to the Item Box organize like this:
C. HANDGUN
H. GUN BULLETS
VALVE HANDLE
HEALING ITEM
Go to the table. Take the [File] then go to the locker. Push it then open the door. If you want you can go down there. There's some MAGNUM BULLETS and other

The things you need to do if you go down are here.

items.

_____ Warehouse _____ Go light the lanterns with your LIGHTER. There's a zombie in here but he's a loser. Take all of the Items in here leave. Sewer Control Room _____ Save if you want then use the lift. _____ "T" Hallway _____ _Cutscene_ Ada is such a caring person. Now we're playing as Ada again. Follow that woman. ============ Sewer Area 3 _____ _Cutscene_ Go up the ladder. _____ Ventilation Shaft Run strait through and go down the ladder. Don't give a rodents smear end about those cock roaches. ============== Upper Pool Area _____ Continue down the walkway. _Cutscene_ Extremely Cool Informative _Cutscene_ Boring, less graphic _Cutscene Ada is cold, cold woman. Cross the bridge and go down the ladder. _____ Garbage Collection Area _____ _Cutscene_

ADA!!!

_____ "T" Hallway _Cutscene_ Back to Leon... Use the only DOOR here. Sewer Area 2 _____ Go to the back of this alley. Go up the step check the dead body for the WOLF MEDAL. The other body probably has a type of ammo. Go to the part of this area we haven't been in. Dodge the spiders and enter the door here. _____ Sewer Area 3 ______ Go to the waterfall and use the panel next to it. Use the WOLF MEDAL on it. Climb the step behind you, then enter the door. _____ Lower Pool Area Use the BLUE HERBS here if you got poisoned by the spiders back outside. Go down the passegway and use the VALVE HANDLE on the hole in the pipe. Cutscene Go across the bridge. Take the GREEN HERBS of the floor. The SHOTGUN SHELLS of the desk. Recommended: SAVE!!! Use the VALVE HANDLE the hole here. _Cutscene_ Enter the door. HUGE corridor _____ Go all the way down the hall. Stop if you see a glow on the left wall. This tank is made for emergencies. Could come in handy. _Cutscene_ "Heh, heh, ya can't beat the classics." ****** Boss: Giant Alligator Difficulty: EASY!!! ******

Go back to that tank. Press the switch. And the tank will come out. No sergeant

not a war tank. Take a few steps back but not to many. Wait for the Gator (Gay-tour. The purpose of that was to say the Alligator is gay) to come up and mistake the tank for beef. Note: The Gator won't swallow the tank. He'll be greedy and ride up at you with his mouth open. Now shoot him. Damn! That's exactly how they killed Jaws.

Go to the big door at the end. Use the panel to open the door. Use it.

Garbage Collection Area

Come to think of it why would garbage be in a sewer. That's lazy. Sewage goes in a sewer. Maybe that's the reason that gator got the T-Virus (if you're slow, the "T" in T-Virus means Tyrant. Tyrant Virus.

Go to Ada.

Cutscene

Upper Pool Area

Cross the bridge and go to the opposite side of where the fan is. Continue and go all the way to the top. Take the EAGLE MEDAL and the Sewer Maintenance Man's diary. Go to the Fan and use the VALVE HANDLE on the hole there and climb up the ladder.

Ventilation Shaft

The roaches are gone. Maybe they got sucked up by the fan. Use the ladder her.

Sewer Area 2

Don't worry about the zombies. Ada will kill them if she wants. Go to sewer area 3.

Sewer Area 3

Go to the panel, put in the EAGLE MEDAL.

Cutscene

Enter the door.

Mining Corridor

Go down the corridor. Use the other door here. Note: The area was shaking. Leon needs to layoff the Coffee Donuts.

Tram Station 1

Go to the panel beside the train and use it. Board the tram!

=======================================
Tram
=======================================
Cutscene
\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
Boss: William Birkin's Claws Difficulty: VERY EASY!!!!! *******************************
Wait till the dirt falls on Leon's head then change position (Ada will waist her ammo.
Cutscene
LOSER!!!
=======================================
Tram Station 2
=======================================
Go to the side of the tram and use your lighter on the flare gun.
Cutscene
Take the W. BOX KEY. Use the door.
=======================================
Tight Area
=======================================
Run forward until you reach the fork. Kill the zombie on Leon's left. Then go that way and you'll encounter two more zombies. Kill them then take the SHOTGUN PARTS from the dead end. YAY! Go to the other side of the fork kill the zombies and use the door.
=======================================
Tight Ladder Area
There's 3 or 4 zombies here, and 2 GREEN HERBs at the end of the tunnel to the right. Go up the ladder at the end of the tunnel to the left.
Factory Entrance
=======================================
There's a F. AID SPRAY in the case by the door, SHOTGUN SHELLS and M. BULLETS on top of the computers in the middle of the room. There's also some INK RIBBONS in front of the typewriter. Your recommended inventory:

MAGNUM

M. BULLETS

Full-healing item

Full-healing item

Full-healing item

SAVE!!!

Now leave via the door.

=======================================
Turntable Area
Go forward, climb to the back of the train-like elevator and enter the door.
Thurstale Con (Traide)
Turntable Car (Inside)
Run to the front of the car and pick up the M. BULLETS. Then pick up the sparkle, it's the C. PANEL KEY, and when examined, the DOWN KEY.
Now leave.
Turntable Area
=======================================
Use the DOWN KEY on the control panel outside. Then, push the activation switch.
Cutscene
Graphical Cutscene
=======================================
Turntable Car (Inside)
Cutscene
ALRIGHT! THAT LOSER IS STARTING TO GET ANNOYING! Let's teach him a lesson! LET'S DO THIS THANG!!! You're going to have some fun.
Leave.
Turntable Car (Outside)
======================================
Run out there!
Boss Beginning Cutscene
\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
Boss: William Birkin 2 Difficulty: Normal

You might want to back-off. Get to a distance and take shots at him. I told you to use the power of the MAGNUM. Don't let him get to close. If he does he'll do an attack where he'll pull you in and slash you. He'll take at least 7 shots with the MAGNUM. After he starts bleeding (badly) shoot him once more. He's finished. Go back in the car.
Turntable Car (Inside)
Cutscene

```
Turntable Landing
_____
_Cutscene_
_____
Security Room
_Cutscene_
You know Ada's is not going to stay right. Organize like this:
SHOTGUN
SHOTGUN SHELLS
SHOTGUN PARTS
HEALING ITEM
HEALING ITEM
Combine the SHOTGUN with the SHOTGUN PARTS.
~Final Fantasy Victory Theme~
You get the C. SHOTGUN. Save if you want then leave.
_____
Turntable Landing
______
Go to the door that is strait from Leon's right.
Central Power Area
_____
Run strait. Use the bridge illuminated with blue lighting. Use the door.
_____
East Area
_____
Use the double doors that are frozen at the end of the corridor on the left.
_____
Subzero Area
_____
Continue down this lab. Take the FUSE CASE off the counter thing and use it on
the machine right here.
_Cutscene_
Take the MAIN FUSE then take the F. AID SPRAY off the barrel. Leave.
_____
```

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