

# Resident Evil 2 Spoiler-Free Walkthrough

by Adam3k3

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Updated to v1.5 on Dec 7, 2015

This walkthrough was originally written for Resident Evil 2 (1998) on the PSX, but the walkthrough is still applicable to the N64 version of the game.

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Resident Evil 2 Spoiler-Free Walkthrough  
For Sony PlayStation  
Version 1.5

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Leon & Claire Scenario A

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1. Introduction [INT]  
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Note: I updated this FAQ in 2015 fixing and adding information without changing the layout too much. More information is covered making this more helpful to new players.

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As it says: Spoiler-Free! This Walkthrough is not a step by step, or in-depth. It's simple walkthrough that will push you a little through the game. If you need step by step walkthrough, see other Resident Evil 2 FAQs.

Well, It's my first Spoiler-Free FAQ, I may do more, but right now this will work fine. Many people are wondering why am I doing a FAQ for an old game?

The reasons are:

- . Resident Evil 2 is one of the best games.
- . Just recently it was remade on GameCube.
- . I like writing gaming FAQs.

At the end, all I hope is that you enjoy and respect my work.

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2. Version History [VHS]  
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Version 1.5

- . Updated FAQ Format
- . Added in-depth Zombie info
- . Added Weapons chart
- . Added a missing enemy
- . Added Items section
- . Added Game Modes
- . Added a new Q&A
- . Corrected grammar and spelling mistakes
- . Added my updated info

Version 1.00 (December 28th, 2005)

- . Remade and finished the FAQ.

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3. Game Basics  
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1.3. Game Modes.....[MOD]  
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- . Easy Mode

As the name suggest, enimes will do reduced damage and take less hits.





powerful weapon then roll back. You will know if its dead as it will make a sound as well as fail to roll back on its legs.

Be careful as Lickers can kill you with one hit if you're on critical or danger.

. Enemy Name: Zombie Dogs  
Damage Size: Normal/Huge  
Effective Weapon: Hand Gun, Shotgun, and Magnum.

Zombie Dogs are fast and pose a threat when in groups. Found in the basement of Police Station, a single dog can be killed with a Handgun by firing on it repeatedly. Using the Shotgun is recommended when in groups as long as they are near each other. You can also fire once with the Shotgun then finish them off with the Handgun saving ammo.

. Enemy Name: Crows  
Damage Size: Small/Normal  
Effective Weapon: Everything

Found in some places like the down part of police station. If you see them from a distance shot them, don't come close or they will fly making it difficult to aim at. The damage done is not huge but can add up by repeated attacks considering they are always in groups.

. Enemy Name: Spiders  
Damage Size: Normal/Poison  
Effective Weapon: Shotgun/Magnum

Found in sewers. be careful when fighting them or you will get poisoned. Using the Shotgun is a good idea since Handgun takes a lot of bullets and time to kill them. They spit poison so keep your distance. You can also shoot them off the walls.

. Enemy Name: plants  
Damage Size: Normal/Huge  
Effective Weapon: Shotgun/Magnum

The mutated plants move very slowly but can hit you from a distance as well as spit acid. Using the Shotgun will kill them quickly unless you don't mind waiting and firing from a long distance using the Handgun.

. Enemy Name: Bosses  
Damage Size: Huge  
Effective Weapon: Shotgun/Magnum and anything higher.

Not spoiling anything, the Bosses are tough in this game. Make sure to keep at least one healing item with you all the time as well as a secondary weapon with enough bullets besides the Handgun. Using anything lower than the Shotgun is not recommended as they can take a lot of damage and move fast. Getting too close is also dangerous. Fire a few shots and run away.

. Knife

Damage Size: Small

Character Specific: Both

The default weapon for both characters. The Knife itself is not a huge damage dealer and is dangerous to use as you need to be very close to the enemy putting yourself at risk. Use it only when out of ammo or store it away.

. Handgun

Damage Size: Normal

Character Specific: Both

The Handgun will be your most used weapon in the entire game. Plenty of ammo and an overall balanced weapon that can take down every enemy in the game. Works great at both close and long ranges making it a good choice to dispose of enemies without risking direct attack.

. Shotgun

Damage Size: Huge

Character Specific: Leon

The Shotgun is an excellent weapon for crowd control as each shot spreads across damaging nearby enemies. You can blow Zombie's head by aiming up as he approaches. Works on all type of enemies provided you keep close to mid range for best results as firing from a long distance has little to no effect.

. Bow Gun

Damage Size: Normal

Character Specific: Claire

Exclusive to Claire, this weapon replaces the Shotgun but sadly is not as powerful. Never the less, the firing speed and distance make up for power. The Bow Gun shoots arrows at incredible speed. You will need more than a single arrow to kill Zombies or other enemies, but you can basically fire from any distance keeping yourself safer.

. Grenade Launcher

Damage Size: Huge

Character Specific: Claire

Another exclusive weapon for Claire, the Grenade Launcher fires different types of shots depending on equipped ammo. A single shot will kill most of the smaller enemies and are effective against bosses. Firing from a distance is recommended.

. Sub Machine Gun

Damage Size: Normal

Character Specific: Leon

This weapon is a one time use as you can't find any ammo. ?The fire rate is insane, but a single shot is not that effective. Recommended for bosses. Fire from a distance.

. Desert Eagle  
Damage Size: Huge  
Character Specific: Leon

The most non-special powerful weapon. Can kill most enemies with a single shot and is recommended for bosses. Fire from a mid-range for best results. The ammo is rare so save it for when you really need it.

. Spark Shot  
Damage Size: Normal  
Character Specific: Claire

A mid-range weapon that fires sparks. Does normal damage but is slow to fire. Use it on weak enemies. One time use as there is no ammo to be found.

. Flamethrower  
Damage Size: Normal  
Character Specific: Leon

Best used at close range. This weapon burns enemies at a close range. No ammo is available making it a one time use. Good to use on normal enemies.

#### . Special Weapons

Special Weapons are available after achieving the S/A Rank. You will pick one of them on a normal play in particular scenario.

#### . Weapon Parts

Weapon Parts are used to upgrade some weapons making them more powerful. They are not openly available and needs to be found using non-story related keys.

### 6.3. Items.....[ITM] +++++

#### . Keys

Keys are a big part of the gameplay. You find them hidden around and are used to unlock rooms allowing you to progress further. Most of the keys are removed fro your inventory after usage.

#### . Item Box

Item Boxes are mostly found in safe rooms. Storing an item in one Item Box will make it automatically available in all other Item Boxes.

#### . Typewriter

Typewriters are used to save your game and are mostly found in safe rooms. Ink Ribbons are needed to save each time.

4. Walkthrough

1.5. The Streets.....[STS]

- . From the start, run passed all zombies and into the shop.
- . Pick up everything, and stand behind the left (to the door) desk.
- . Get the Shotgun/Bowgun and exit.
- . Run to the end of the alley, pick the Handgun bullets and exit through the newly opened gate.
- . Go up and get the Handgun bullets in the trash near the exit door.
- . Kill the zombies, get the Handgun bullets and exit.
- . After entering through the station's gate, grab the green herb near the right staires.
- . Enter the Police Station.

2.5. Police Station.....[POS]

- . Go through the upper left door.
- . Use the card key on the computer, get the Map to the right of it, and Handgun bullets.
- . Enter trough the left door, get the memorandum and exit trough the other door.
- . Follow the path toward the first enemy. Kill it and exit trough the north door.
- . Keep going until you come to a door on the right. Enter it.
- . Use the lighter on a picture in the other part of the room and get the red jowl. Get the bullets from the table.
- . Exit and keep going north until you come to another door.
- . Turn to your left and keep going toward the staires. Climb up.
- . Solve the simple puzzle by pushing the statues to face the opposite wall.
- . Get the read jowl and exit trough the door ahead.
- . Enter through the first door on your way.
- . Go forward and get the emblem.
- . Make your way back to the main hall and use the emblem on the big woman statue and get the key.

- . Return to the room where you fought the licker for the first time and open the door on the left.
- . Push the mini ladder to the end, get up and get the Crank
- . Return all the way up to the second floor and open the last room.
- . Go to the middle of the walk way and open the ladder.
- . Now got through the left door.
- . In this room go up the stares and walk till you come to the wall, the ground will collapse and you will fall down.
- . Go to the portrait on the wall and memorize it.
- . Now go to the corner and press the switch.
- . You will be back in the room with shelves and switches: you must line them like in the early portrait you saw.
- . If done correct the portrait will fall giving you a Bishop Plug as Leon or a stone as Claire.
- . Exit trough the double door to the hall, kill the zombies and enter the last door to the right.
- . Pick up the small key, place the Bishop Plug in the item box and exit through the other door.
- . Go trough the right door.
- . Continue walking toward the end door. Watch out for the crows.
- . Go to the right of the burning helicopter and get down the stares.
- . Make your way to the warehouse.
- . Get the Valve Handle and exit the way you came. Warning: never open the other door.
- . Get back to the burning helicopter and enter through the passage on the left.
- . Use the wheel, get the ammo under the helicopter and exit.
- . Run all the way back to the room just before the corridor.
- . Now enter through right door that you couldn't enter.
- . Get the key on the left statue than use the 2 red jowls on both statues to get the King plug as Leon or peace of stone as Claire.
- . Go back to the corridor with crows and enter the first door you come to.
- . Get the 3 Green Herbs here and exit trough the down door.
- . Kill every one and get to the mini room. Enter the locker code found in police memorandum, and get ammo and map.
- . Exit the room. A group of zombies will attack, kill them and go through

the last door.

- . Kill everyone and enter the first door you come to.
- . Get the Cord off the table and the Rook Plug behind or a stone as Claire. Exit.
- . Enter the next room to the right.
- . A licker will be here, kill it, get the small key and exit.
- . Get back to the room with a stairs that brings you to the room where you had to push the statues to get the red jowl.

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As soon as you enter go through the north door.

- . A large group of zombies will be here, kill them all. Get the plastic bomb as Claire and exit through the other door.
- . Get the Green Herb and enter the mini office. Inside a zombie cop will attack, kill him, get the key and detonator as Claire. Exit through the other door.
- . Make your way up, through the left door, and into the next room. As soon as you enter use the small key on the drawer and get the part. Attach it to your Handgun.
- . Make your way back to the main hall. Enter the left door (to the main door).
- . Enter the first door on the left. Head north and enter through the left door.
- . Get the Herbs if you like and continue to the shutter switch, use the Cord on it. Go down the stairs.
- . Kill the dogs here and enter the right side power room.
- . Get the Green Herb and go to the Control Panel. You have to set the correct power volt. If you haven't figured it out the solution is: up, up, down, up, down. Get the map to the right and exit.

---The next section is covering Leon's way---

- . Enter the last door to the right, the one that says Parking next to it.
- . Push the van and enter through the door.
- . Go to the last door, get the ammo on the table and enter through the door.
- . Get the Manhole Opener and exit.
- . Enter the door that is in the middle of the corridor.
- . Never go to the cages, instead go to the lid and use manhole opener. Get down.
- . Be careful not to get poisoned by the spiders. Get to the stairs and climb up.

- . Enter the room to the left, get all 3 plugs that you have and exit.
- . Enter the other room. Here go to the panel near the other door and set all 3 plugs you have. Exit the way you came.
- . Go through the door. Get to the mini elevator, get the shotgun ammo, head back, and enter the other door.
- . Take the map and get down. Push the boxes and line them in one line. Head up again and use the lever to fill the water. Walk on the boxes to the other side and get the key.
- . Head all the way back to the first room.

---The next section is covering Claire's way---

- . Head to the last double doors on the north.
- . Continue till you come to the hole, get down.
- . Enter through the door on the left. Store anything you don't want/save and exit.
- . Head to the mini elevator and go up.
- . Get to the other door.
- . Take the map and get down. Push the boxes and line them in one line. Head up again and use the lever to fill the water. Walk on the boxes to the other side and get the key.
- . Head all the way back to the first room.

---Continue with both character---

- . Head to the underground hall. From here go through the medical double door room.
- . Get the Red Card key and exit as fast as you can.
- . Use the card on the panel near the weapons storing room and enter it.
- . Get all the ammo and head to the locker. Here you will find a Machine gun and a Side Pack, you can take them or save any of them for the other character. Exit.
- . Exit the hall up the stairs. Enter the room behind.
- . Get the Shotgun ammo from the locker and a Magnum behind, exit.
- .
- . Exit the corridor through the other room. Again exit through the other room.
- . Go through the back door. Run to the last door here and enter through.
- . Use your lighter on the thing near the statues, now press the switches on the statues in this order: 12, 13, 11. Get the Cogwheel and exit.





Try to stay a way from it while shooting. As soon as it begin to run toward you, run get away and repeat.

. Get down through the elevator and run straight.

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5. FAQ [FAQ]  
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Q: Other Resident Evil 2 ports?

A: PSX, DC, N64, PC, Game.com, GCN and PSN network.

Q: How do I get the special weapons?

A: Finish the game in under 2.30 hours without using the Health Spray.

Q: Where is the Special Key?

A: start the game on Normal and do not pick any item on your way to police station. Once inside the station's yard, head down and kill the special zombie that takes twice amount of bullets to kill. Once he is down, pick up the special key and use it to open the closet in the dark safe room.

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6. Legal Disclaimer [LDR]  
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