

Resident Evil 2 Version Changes FAQ

by CVXFREAK

Updated to v3.1 on Feb 11, 2011

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

Resident Evil 2: Version Changes FAQ

For the Nintendo GameCube, Sony PlayStation, Nintendo 64

PC, Sega Dreamcast, Tiger game.com

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Version 3.1

February 11, 2011

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1. Introduction

Resident Evil is the survival horror series by Capcom. Launched in 1996 for the original PlayStation, the series quickly became Capcom's most popular series, spanning multiple games on multiple systems from the original PlayStation to the Nintendo GameCube. The second game in the series, Resident Evil 2, was originally released on the PlayStation in 1998, and its popularity surpassed the original's thanks to the presence of ports on many subsequent platforms.

Specifically, two versions exist on the PlayStation, two on Windows PCs, and one each on the Sega Dreamcast, Nintendo 64 and Nintendo GameCube. No two versions are exactly the same, as there are some differences in all of them. In a way, there is no definitive version of Resident Evil 2; which version is the best is down to personal preference. However, this FAQ will help outline the differences between versions to help the reader make a choice.

The most up-to-date version of this FAQ may be found at www.gamefaqs.com and its sister websites. If you have a question that hasn't been answered in this FAQ that is related to Resident Evil 2, please e-mail me at [fireemblempride\[at\]gmail\[dot\]com](mailto:fireemblempride[at]gmail[dot]com). I will try to answer your questions as soon as possible. This FAQ is copyright 2002-2007 by cvxfreak, however Capcom holds all rights to the Resident Evil brand that I do not own.

2. Version Updates

February 12, 2011

Version 3.1

Updated my e-mail address and added any information missing from the previous version.

May 14, 2007

Version 3.0

I remade the FAQ to reflect better writing skills, improved formatting, more up-to-date information and more accurate information. I've also changed my e-mail address since 2003, so this FAQ sorely needed an update. Enjoy it.

3. Resident Evil 2

Resident Evil goes by the name "Biohazard" in Japan. Whenever this guide mentions Resident Evil, it is referring to the games as released in North America. Biohazard refers to versions released in Japan. Usually, they are identical, but occasionally there are differences.

Resident Evil 2 is the second installment of the Resident Evil saga. It features Claire Redfield, who is searching for her missing brother and Leon S. Kennedy, a cop who happened to stumble onto Raccoon City during the T-Virus outbreak, on his first day on the RPD force. Together they investigate the origins of the viral outbreak, meet friends and enemies, and slay zombies, while avoiding some of the more sinister creatures roaming around Raccoon City.

Here is a timeline of a majority of Resident Evil 2 versions released so far:

1997

- Trial Version is released with Biohazard: Director's Cut. [JPN]

- Trial Version is released with Resident Evil: Director's Cut. [NA]

1998

- Biohazard 2 is released for the PlayStation. [JPN]

- Biohazard 2 Dual Shock Version is released for the

PlayStation. [JPN]

- Resident Evil 2 is released for the PlayStation. [NA]
- Resident Evil 2 Dual Shock Version is released for the PlayStation. [NA]

1999

- Resident Evil 2 Platinum is released for the PC. [NA]
- Resident Evil 2 is released for the Nintendo 64. [NA]

- Biohazard 2 Value Plus is released for the Dreamcast. [JPN]

2000

- Biohazard 2 is released for the Nintendo 64. [JPN]

- Resident Evil 2 is released for the Dreamcast. [NA]

2003

- Biohazard 2 is released for the Nintendo GameCube. [JPN]

- Resident Evil 2 is released for the Nintendo GameCube. [NA]

2006

- Biohazard 2 PC is released for Windows PCs. [JPN]

2007

- Biohazard 2 is released for the PlayStation Network, which allows the game to be played on a PlayStation 3 or PlayStation Portable handheld (PSP). [JPN]

2009

- Resident Evil 2 Dual Shock Version is released for the PlayStation Network, which allows the game to be played on a PlayStation 3 or PlayStation Portable handheld (PSP). [JPN]

4. Original PlayStation Version

This is the very first Resident Evil 2 to be released. It was incomplete in terms of what the other versions had to offer. It came on two CD-ROMs. For comparisons on content, please view the appropriate section below.

The Japanese version of this game is also downloadable on the PlayStation Network, allowing it to be played on a PlayStation 3 or PlayStation Portable (PSP) without the actual game disc.

5. PlayStation Version (Dual Shock)

This version was a re-release for the PlayStation in the same year (1998). It added support for Sony's Dual Shock controller, allowing the game rumble feedback and analog stick control movement. As an extra, the Dual Shock Version contained the new Extreme Battle minigame. This version also came on two CD-ROMs.

The North American version of this game is also downloadable on the PlayStation Network, allowing it to be played on a PlayStation 3 or PlayStation Portable (PSP) without the actual game disc.

6. Nintendo 64 Version

The Nintendo 64 version was released in North America in late 1999 and in Japan in January 2000. This port had some drastic changes:

Graphics

Using an N64 Expansion Pak, the increased RAM capacity allowed for the graphics to be displayed at a higher resolution than the PlayStation original. Without the Expansion Pak, the game looked closer to the original PlayStation version, although it still looked a bit better.

Audio

The Nintendo 64's sound capabilities are obviously below that of the PlayStation due to the capacity of the Nintendo 64's cartridges. In order to cram all the data of Resident Evil 2 onto the Nintendo 64, tons of data compression techniques were employed to reduce the game's overall data size. The audio suffered as a result, as it sounds muffled compared to the other versions.

CG

--
Almost all CG made it to the Nintendo 64 version with the exception of Ada's cutscene with Annette, which was replaced with Claire's in Leon's adventure to save space (the developers were probably hoping that no one would notice!). All CG cutscenes are noticeably compressed and less detailed, but are still largely intact, which ended up being quite a milestone for the Nintendo 64, a system that rarely used CG cutscenes.

Extra Features

The Nintendo 64 version allowed, after a scenario was beaten, for an item randomizer (non-quest items such as keys would not change location, only items such as ammo and health), a violence control meter (to adjust the amount of blood and gore displayed), a blood color option (change the blood from red to blue, black, green etc.) and the Ex Files, a series of files that ties Nintendo 64-only Resident Evil owners to non-

Nintendo 64 versions of the series such as Zero (after it was moved to GameCube), Nemesis and CODE: Veronica.

One Cartridge

The game comes on one cartridge, and either Claire or Leon's scenarios may be chosen from the main menu when selecting "New Game" or "Load Game."

----- 7. Dreamcast Version -----

The Dreamcast version was released in 1999 in Japan under the name "Biohazard 2 Value Plus." It was almost exactly the same as the PC port in terms of content.

VMU Extras

The Dreamcast's VMU screen was utilized to provide ammo and health information without having to go into the item screen.

Biohazard CODE: Veronica Trial Edition (Japan)

The Japanese version contained a trial version of Biohazard CODE: Veronica as well as music tracks from prior Biohazard games (orchestral, game-ripped, drama.) This extra disc was not included in the North American or PAL region versions.

----- 8. PC Version -----

The PC version was an upgraded port of the PlayStation Dual Shock Version. It ran on Windows 98 PCs, and contained all the mini games from the Dual Shock Version, unlocked from the beginning (4th Survivor, the Tofu Survivor and the Extreme Battle). It came on two CD-ROMs.

In 2006 in Japan, an upgraded, Windows XP-compatible version was released in Japan. It came on a single DVD with uncompressed CG cutscenes, and with Leon and Claire's games combined into one story, but it was otherwise unchanged from the previous PC port. The official title of this release is "Biohazard 2 PC".

Thanks to "renvi" at the NeoGAF forums for impressions on the 2006 PC upgrade.

----- 9. GameCube Version -----

Here is all the information on Resident Evil 2 for the Nintendo GameCube. In general, the GameCube version is ported directly from the PlayStation Dual Shock Version with some minor changes.

In-game cutscenes may now be skipped

After neglecting to add this feature in previous ports, the GameCube finally allows for both CG and in-game cut-scenes to be skipped by pressing the Start Button. This allows the game to progress much faster than ever before.

The Resident Evil/Biohazard voice in the Title Screen is different

The developers have replaced the "Resident Evil" / "Biohazard" voices in the GameCube port with new ones that sound very different from all other versions.

The graphics are marginally improved

The character models are no longer displaying PlayStation-like angled joints or blurry visuals. The overall game looks slightly cleaner than the PlayStation versions. However, the background resolution is still lower than the Dreamcast version.

No Nintendo 64 extras

It's somewhat ironic, but the N64 version extras did not make it to the GameCube port. It's ironic because the N64 version had the Ex Files that would have provided a link to the rest of the GameCube series, especially Biohazard 0, but Capcom (or Tose) clearly did not want to or have the means of reincorporating those extras into what was supposed to be a PlayStation port.

One Minidisc

Unlike the PlayStation and Dreamcast versions, the GameCube version comes on a single minidisc. However, the way in which shifting between Claire and Leon's games is different from the Nintendo 64 version, which was also on one media. The game is split into two parts; the introduction, randomly chosen between Leon and Claire, plays and then a screen is prompted, with the options "Leon's Story" and "Claire's Story". Pick one and the title screen will appear with the Leon's Story/Claire's Story subtitle below the main logo (if you played the Dual Shock Version, the Leon's Story/Claire's Story subtitle will be in the same position). From the Load Game Screen, you can only load a save file of the scenario of the character you chose; you'll have to switch to the other story from the menu screen and use that story's Load Game menu.

Control Options

The game controls exactly the same as the other games in the series (remake, Zero, 3, CODE: Veronica). Exclusive to this version and to the GameCube platform is Type C control.

Sound Quality

The sound quality is about the same as all the other versions, with no notable differences.

Availability

There might be new copies of the GameCube around as of 2011, but expect to pay quite a bit of money to get one.

B Ending Credits

Another exclusive to the GameCube version is the playback of CG cutscenes from the given character's game during the B game credits. The ending music is the same, as are the actual credits.

Wii Compatibility

Like all GameCube titles, Resident Evil 2 on the GameCube will function perfectly on a Nintendo Wii, provided you have a GameCube controller and Memory Card to go with it.

10. Game.com Version

The Game.com version of Resident Evil 2 only covers Leon's A scenario, and features the general scenario, but with graphics akin to that of the original version. This game isn't impossible to find, but most will find playing it a frustrating, worthless experience.

11. Comparison of Versions

Here is a chart that compares the various versions of Resident Evil 2, broken down by feature:

Feature	PS1	Dual Shock	DC	GC	N64	PC
Blood Color	No	No	No	No	Yes	No
Ex Files	No	No	No	No	Yes	No
Extreme Battle Mode	No	Yes	Yes	Yes	No	Yes
EBM Default-Unlocked	No	No	Yes	No	No	Yes
Character Art	No	No	Yes	No	No	Yes
Violence Control	No	No	No	No	Yes	No
Arrange Mode	No	Yes	Yes	Yes	No	Yes
Media Type	CD	CD	GD	MD	ROM	CD/DVD

Number of Discs/Carts	2	2	2	1	1	2/1
Memory Card/VMU Needed	Yes	Yes	Yes	Yes	No	No

12. Frequently Asked Questions

Q: Which is the best version?

A: In general, any version is fine to play, given how old the game is.

Q: What are the differences?

A: Please refer to the above sections for the differences.

Q: Which version has the best graphics?

A: The PC and Dreamcast versions look slightly better than the other ports. In 2011, that hardly matters, but it's still notable.

Q: When did the GameCube version come out?

A: It was released on January 12, 2003.

Q: Which version was the GameCube version be ported from?

A: With minor changes, it was ported from the PlayStation Dual Shock Version.

Q: Why were all these different versions released?

A: While first associated with the PlayStation, the Resident Evil series has always been a multiplatform series. Since the release of the Saturn port of the original in 1997, Capcom sought to bring the series to all possible platforms and maximize sales. Resident Evil 2 in particular was actually meant to come to the Saturn, but it couldn't quite handle the game and live long enough to host it. The Nintendo 64 received a port to coincide with the then-planned Resident Evil Zero; the Dreamcast received a port to go along with CODE: Veronica; the GameCube received a port to have the complete main series on the GameCube. The Dual Shock Version was released to take advantage of Sony's Dual Shock controller.

Q: Which version is your favorite?

A: The GameCube version seems, overall, the best rounded. While the Dreamcast version has more features, its controller is quite difficult to play Resident Evil 2 with; the Nintendo 64's audio shortcomings also are a distraction, and the PlayStation versions were made irrelevant with the GameCube port.

Q: Which version is the cheapest?

A: The prices change once in awhile, but the PlayStation Network version is the least expensive version while being the easiest to purchase.

Q: Why didn't they remake Resident Evil 2 and Resident Evil 3?

A: The original Resident Evil was remade because it was lacking in plot details that were crucial to tying it with other games in the series. These details included the Lisa Trevor plotline and Albert Wesker's survival. Resident Evil 2 and especially Resident Evil 3: Nemesis are not particularly lacking in the plot front, so remakes for those are not as necessary. They might happen one day, and there are reimagined versions in Resident Evil: The Umbrella Chronicles (RE3) and Resident Evil: The Darkside Chronicles (RE2), but as of right now, nothing has been released or hinted at.

13. Future of Resident Evil

As of February 12, 2011, the upcoming games in the Biohazard series are for Nintendo's new 3DS handheld system, which will receive Biohazard: The Mercenaries 3D and Biohazard Revelations. Visit your favorite gaming news website for the latest up to date information (such as :Biohaze: <http://www.biohaze.com>).

14. Conclusion

Thank you for reading this guide. It was a pleasure writing it for you.

Please visit my GameFAQs Contributor Recognition page:
<http://www.gamefaqs.com/features/recognition/9035.html>

I'd live to give thanks to:

- Friends and family
- renvi for information on the 2006 PC port
- Capcom for creating the Resident Evil series

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