

Resident Evil 2 Tofu Mission Walkthrough

by Harry Mason

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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.

FAQ No.3

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RESIDENT EVIL 2
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TOFU 4TH SURVIVOR MISSION
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Original document

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01. INTRO
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Welcome to my guide for the hardest part of the whole resident evil series - Tofu's mission. As this extra mission can only be obtained by being a fairly good player (or cheating) I will assume that you are capable of doing what I did to finish this game. There is a list of the enemies in each room, don't worry if I say there's 4 zombies and only tell you how to get past 3 - the other won't come into play. You won't finish it first time but hopefully I can help you finish it eventually. Good luck...

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02. HOW TO EARN THIS MISSION
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Complete 6 scenario's on the normal difficulty with A or B ranks and save the completed game over the same slot each time.
E.g. Leon A, Claire B, Leon A, Claire B, Leon A and finally Claire B.

The only other condition is have Hunks mission unlocked before starting scenario 5.

To unlock Hunk you need to complete an A and s B game both with A ranks. You can have 2 attempts at this (scenarios 1 + 2 or scenarios 3 + 4).

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03. WALKTHROUGH
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Room 1 - Sewer
Enemies - none

You start off face(?) down in the water. After getting up you will use the radio which will show you your rendezvous point. (the roof where the chopper crashed at the start of B mission). Just go up the stairs and through the door.

Room 2 - Chess plug room
Enemies - 5 Zombies

Knife the woman zombie so that she moves the get past and on to the walkway. Stick to the left to get past another zombie then go right to tempt the zombies by the door. Go back and stand on the left corner of the walkway and wait for the 3 zombies to close in. When they get close run to the wall and along it to the door.

Room 3 - L-passage
Enemies - 4 zombies

Stick to the right to get past a zombie then left to go past next zombie. Tempt the last zombie to move then go past him on the side that he leaves most open. Do not attempt to pass him when he's in his starting position - you will pay for it.

Room 4 - Spider tunnel
Enemies - 2 spiders (surprisingly)

Run straight down the tunnel to catch the first spider facing the wall, go past him by running into its sack(?) then when it turns to face you it will leave an opening. The second spider might be doing the same thing, if not you should be able to get past easily at it will be at the corner.

If you are poisoned here the restart - you won't finish the mission if you carry on.

Room 5 - Dog Kennels
Enemies - 3 dogs (another shock)

Run straight forward immediately and then round the corner to the door. For some reason this works every time for me. Easy room.

Room 6 - Cells
Enemies - lots - not sure exactly

Run forward sticking to the right to avoid the zombies on the floor. The next bit can be tricky. You need to lure the zombie to inside of the corner then go round him on the outside. The zombie by the door is quite easy to pass - he seems a bit slow.

Room 7 - Car park
Enemies - 3 Dogs

Run forward then do a little sidestep left or right before reaching the cars to avoid the dog running straight at you. By sidestep I mean press up and left/right to run diagonal then the other way to go back to your original path. Head for the door.

Room 8 - Basement corridor
Enemies - Lots of crows

Just run, your heading for the stairs. First left if you didn't know.

Room 9 - Shutter corridor 1
Enemies - 3 dogs

Tricky room. You need to run past the dogs without using the knife (this will attract the attention of all the dogs, then your dead). Dogs can't really be tempted to one side as there a bit quick. Try running up corridor on left the switch to right side just before reaching dog. The other 2 dogs can be easily passed in the wide section at the end.

Room 10 - East office
Enemies - 6/7 zombies

Run to the door on your right - you will have to beat the approaching zombie to it. Then go past the office and you will notice a zombie round the corner. Stand at the corner of the large table to tempt him then go round him (you need surprisingly little room), round the table and through the doors.

Room 11 - East corridor
Enemies - 6 zombies

Turn right and take one step, then face the way you were to start with. As the zombies close in they will leave a space directly in front of you. Don't let them close in too much. Run to the phones along the wall (go right) and into the wide space at the bottom. Stand in the corner near the vending machine and wait. The zombies will stumble towards you but there's too much space for the to pose a threat.

The last zombie stays next to the door. Lure him to the wider space near the phones, then go round him.

Room 12 - Main entrance
Enemies - none

Catch your breathe before gong through the double doors on the opposite side.

Room 13 - Waiting room
Enemies - 2 spiders

See that large round thing in the middle of the room? It separates you and the first spider. Let him choose which way he wants to go then go the other way. The second spider is round the corner. Run at him to push him back while pressing X so that when you reach the door you will exit. Obviously you have to be facing the door, but not square on.

Room 14 - Licker corridor

Enemies - 3 super lickers

Run forward to get past the first one before he drops down the run to the wall on your right. The licker round the corner goes to the inside, you go round the outside. The third licker is unpredictable. If he jumps he'll probably miss as you will be running round the second one and they usually miss if your not going in a straight line. It may just hiss or it may try to swipe your legs. It won't do too much damage - just get out before it's mates gang up on you.

Room 15 - The most annoying place EVER

Enemies - 2 plants

I hate this room, there is just no way on Earth to get past these things without a gun or being hit. My minimise-your-losses tactic is to run down the corridor and straight at plant 1. Get close so he doesn't spit but not close so he grabs you - you will know when the distance is right as it will arch its back to hit you with its vines. Step back at this point then charge and force the plant back. If your lucky you may only need one push to get to the wide part where the doors are. If not repeat the process until you can get away.

The next plant is round the corner. Wait just around the corner until it spits then close in on it to that special distance. The idea is to shove it back until you can go round the corner on the inside. Easier than the other plant but not easy.

Room 16 - More plants room

Enemies - 2 poisonous plants (arrrrrrrggggggghhhhhhhh)

Run forward to avoid the spit the let the plant on the right grab you. Smash the buttons to get him off quick the charge forward. You might push him back enough to get round the corner. If not let it grab again and repeat the smashing buttons and charging tactic. Once round the corner run round the back of the plants and up the stairs. Don't try the wait for them to arch their backs tactic as you will get poisoned to death.

Room 17 - statue corridor (at last, an easy room)

Enemies - Mr X/Tyrant

Use blue herb now. Start to run down the corridor until you see the Tyrant, return to the top of the stairs and run around him in the wide area. Easy.

Room 18 - STARS Corridor

Enemies - 6 zombies

Not as hard as it sounds as all zombies are crawlers or just lye there. Make your way to the end of the corridor, you should only take 1 bite at most.

Room 19 - T shaped corridor

Enemies - 3 super lickers

Turn left and go round the licker ending up facing the wall just to the right of the corridor leading to the library. Wait for a licker to jump attack down the corridor before going up to enter the library.

Room 20 - The Library

Enemies - none

Take another breather before exiting to the 2nd floor of the main entrance.

Room 21 - Wait for a long time room

Enemies - 2 plants (my favourite)

Wait in the circular wide space where you are until plant 1 gets round to you (long time). Go round the plant at this point, should be easy. Run up to the top and wait for plant 2 to reach the wide area (where the emergency ladders are) and go round it here. Again this should be no problem given the slow speed the plants turn at and the wide space available. Head for the door.

Room 22 - Not for claustrophobics

Enemies - 7 zombies

Erm... there's nowhere to run and you have no weapons worth using. Stick to the right and keep throwing zombies off you and you should get to the other end with just 2 bites. Seems a pointless room really as there is absolutely nothing you can do.

Room 23 - Burning Chopper room

Enemies - 5 zombies

Turn right and run forward to take a bite. Throw zombie off the run along wall before going to other side of corridor to find the door. Another stupid room.

Room 24 - Crow corridor (without crows)

Enemies - Mr X/Tyrant

No open space so you will take a punch, easy to get past with just 1 hit. Head for the door at the end.

Room 25 - Makeshift helipad

Enemies - none

Watch the short cut scene which is same as Hunks (but with Tofu instead) before getting a badly translated message hinting at the presence of another secret character. Left in from Hunks ending or is there another reason to play this great game some more?

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04. LEGAL STUFF
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