

Resident Evil 2: Dual Shock Edition Leon Scenario A Guide

by Dallas

Updated to v0.70 on Dec 9, 2003

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RESIDENT EVIL 2: DUAL SHOCK EDITION / LEON SCENARIO A GUIDE

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FAQ Version 0.70 / Last Revised on May 02, 2001
Written for www.gamefaqs.com and www.dallasmac.com

TABLE OF CONTENTS

0. Introduction and Revision History
1. Story
2. Characters
3. Game Overview
 - Default Controls
 - Saving Your Game
 - Loading Your Game
 - Game Types
 - Storing Items
 - Herb Mixing
 - Tips and Strategies
4. Walkthrough
5. Item Listing
6. Weapon Listing
7. File Listing
8. Maps
9. Secrets/Codes
10. Information

0. INTRODUCTION AND REVISION HISTORY

I planned on making full walkthroughs for each scenario in this game, but then I realized my Claire disc was missing and I've searched everywhere but still can't find it, so I had no choice but to make a guide for the only possible scenario I could play. As for the game itself... Resident Evil 2 is a survival horror game in which you are to kill zombies while searching for survivors in Raccoon City. I haven't played any of the other games in the RE series (not even the original Resident Evil 2), but I do know that this one is great.

Initial public release. Walkthrough is 90% complete with 2 area maps done. All other sections are complete (albeit I'm still missing 1 file in section seven, which will be added in the next revision.) The only real thing incomplete here are the ASCII maps, which I was too dumb to draw while playing, but I'll get them done.

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1. STORY

Imagine a normal mid-western U.S. town, built at the base of a vast forest. Business thrived here, especially with the advent of several new industries. Heck, you can't find a more peaceful wilderness getaway than Raccoon city.

Then the trouble began.

And it leads back to when the corporation arrived.

Rumors began to spread, and the town was overcome with odd occurrences. Unidentifiable creatures appeared out of nowhere, and fatal accidents happened at an alarming rate. Word got out about a severe accident at a mountain lab. No one in town knew what was happening to their quaint town.

The Raccoon Police Department, in an effort to calm the growing fear among locals, recruited several new officers. Leon S. Kennedy is one of the promising new recruits. As Leon prepares to join his new unit, he attempts to contact the captain who hired him, but has no luck reaching him. Unfazed, he continues into Raccoon city to his new job.

At the other side of town, a distraught Claire Redfield searches for her missing brother, Chris. Claire begins her search in Raccoon city, the last known location of her brother nearly two months ago, only to learn about the "accident" in the forest. Is Chris still in Raccoon city?

Sadly for Leon and Claire, they are completely unaware of the overwhelming world of horror and despair they both are about to enter...

-- Resident Evil 2 Instruction Manual

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2. CHARACTERS

Leon S. Kennedy:

Leon is an idealistic rookie cop. He burns with the need to protect and to serve, and life as a cadet was an eye-opening experience. While reckless and brash, Leon is certainly not as naive as his demeanor would suggest. He is highly qualified for his new job with the Roccoon Police.

Ada Wong:

Leon stumbles upon this mysterious woman who is quite secretive yet, at the same time, a professional and skilled investigator. She can also come across as condescending, and has a tendency to talk down to those she deems inferior to herself.

Claire Redfield:

Claire is a light-hearted, articulate modern woman. While she can be a bit of a tomboy at times, she is somewhat wild, self-confident and extroverted, Claire is typically the first person to try something many others would not.

Sherry Birkin:

A lonely and insecure 12-year-old, Sherry is quite mature for her age. She is very shy and when she speaks, she lacks self-confidence and always has the feeling she is lost. Sherry's parents are too wrapped up in their work to heed the emotional needs of their child.

-- Resident Evil 2 Instruction Manual

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3. GAME OVERVIEW

Default Controls:

- Start - Starts game / Pauses Game
- Select - Bring up options menu during play
- D-Pad - Moves character(s), Aim weapon
- X Button - Open Doors, Check, Fire weapon
- Square - Hold + D-Pad to run
- R1 Button - Take out weapon
- Circle - Bring up main game menu
- Triangle - Cancel, Go back a screen
- Analog - Move character(s), Aim weapon (Left)

Saving your game:

Unlike most games, you can only save at specific times during the game in Resident Evil 2. Whenever you see a typewriter, you can save your game, but you must also have an ink cartridge to do so. Ink cartridges are almost always found right next to a typewriter, so there's no need to worry about running out. You'll need 1 empty block of memory on your memory card to save your game. If you save on more than one slot, you'll need extra free blocks on your memory card.

The number of times you save your game can affect your overall ranking at the end of the game, so if you're trying to get a high rank, don't save very often. If you're just trying to beat the game normally, feel free to save whenever you like (so as long as you have enough free space on your card.)

Loading your game:

You can only load a saved game from the title screen. Once there, select the "Load Game" option and choose your memory card and finally the slot in which you saved your game. Doing so will leave you in the same spot you saved at before. You can save up to 15 different games on your memory card if you have all slots empty.

Game Types:

Original Game - When you choose this option from the title screen, you'll have two new options to choose from: normal or easy. The normal mode is the original Resident Evil 2. You get no special weapons, no extra ammo. and the enemies are of average difficulty. When playing in easy mode, the game is a bit easier, as the enemies are weaker and you have extra ammo. when you start the game.

Arrange Game - This is the new feature the Dual Shock version has to offer and it allows you to play the game with new stuff which wasn't present in the old (non-dual shock) version. You'll start out in Rookie mode where you'll have unlimited ammo. and you'll have access to several special weapons to help you beat the game.

Storing Items:

You can store items you aren't going to be using for a while in the item box. Item boxes are large chests that can usually be found wherever a typerwriter is located. It's a very good idea to store items you aren't using in the item box for later use, as your inventory space is very small and you'll need the extra room for new items you collect. When in need of the stored items, you can go to any item box in the game and add them to your inventory again.

Herb Mixing:

Green = Healing, Red = Healing (when combined with green), Blue = Cure Poison

1 Green + Nothing = Basic healing
1 Green + 1 Green = Double power healing
2 Green + 1 Green = Triple power healing
1 Green + 1 Red = Same as three green
1 Blue + Nothing = Cures poison status
1 Green + 1 Blue = Heals + cures poison
1 Red + 1 G + 1 B = Triple healing + cures poison
1 Red + Nothing = No use, has to be combined w/green

I'm sure you get the idea by now. Try mixing different herbs when you play and see what you can do with them. Just remember that 1 red herb is worth two green herbs when combined.

Tips and Strategies:

- Do not collect first aid sprays. They take up too much inventory space when you can just use herbs.
- Always store ink ribbons in the item box. You don't need them because whenever you want to save, you need a typerwriter and wherever there's a typerwriter, there's ink ribbon.

- Toss the knife in the item box as soon as you reach the first one, as it does no good while playing. You can't kill a hoard of zombies with a knife; it just doesn't work.
- Always keep a good supply of ammunition, or you'll get into a bad situation. Limit your ammunition by dodging zombies that can be dodged.
- Make sure you reload your weapon through the menu (combine ammo. + weapon) instead of manually, as enemies can attack you as you reload.
- Check dead bodies for ammunition. Several dead officers contain handgun ammunition on them.
- Try not to save unless you're unfamiliar with the game. The more you save, the lower your rank will be at the end of the scenario.
- Fix yourself! If you're low on energy, use an herb. You never want to be with a danger status for more than a few seconds, as you never know when the next enemy could attack.
- Read all files you get. Some of them contain vital information in regards to the plot, which will help you better understand what's going on and what you should do.
- Don't be afraid to attack. Most bosses and enemies in this game are very gruesome, but don't let that intimidate you. If you don't attack, they will, and that's not good.
- Use the on-screen map. It's there for a reason, you know. If you're lost and don't know where to go, the map is always there to help (or you can just follow my walkthrough.)
- WATCH YOUR INVENTORY SPACE! It's very important to make sure you have enough free space in your inventory for new items. RE2 is filled with items you need to collect and if you have a bunch of ink ribbons in your inventory, I can assure that you that no progress will be made.
- Try knocking zombies down instead of killing them fully. If you can knock down zombies by shooting them a few times, you can simply run past them without having to waste ammo. killing them. Some zombies, however, must be killed.
- Speed tips: To get through the game quickly (for a higher rank) follow these tips:
 - * Don't collect first aid spray.
 - * Only save after boss battles, not before.
 - * Don't waste time killing zombies that can be knocked down.
 - * Always run, never walk.
 - * Make sure you know all the puzzles so you can finish them quickly.
 - * Heal when on low status to increase your speed.

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4. WALKTHROUGH

This walkthrough covers the game if you chose to play as Leon first. Both Leon and Claire have nearly identical scenarios, with very minor differences,

damage. If you're careful, you can stand on top of the dumpster to pick them off, but you're safing behind it. Once over the dumpster, follow the ally to the door at the end where you'll be brought out into the streets again. My best advice to you here is: run like there's no tomorrow! There's a hoard of zombies straight ahead feasting on a police officer but if you're quick, you can easily run past them and get on the bus.

Once in the bus, pick up the ammunition on the seat behind you then take care of the crawling female zombie on the bus floor just ahead of you. Once she's gone, take care of the only other living zombie on the bus then exit through the other door. Look out! As you can see, there are tons of zombies in this area. However, you can avoid them all if you use the right maneuvers. Lure the first one to you, then run past it and find the gaps in between each set of zombies to get past them all. Go through the gate ahead and follow the path all the way around to the front of the police station; go on in!

POLICE STATION 1F

[ASCII map coming soon]

Since there's only one door unlocked in here, you don't really have a choice where to go next. Head up the left ramp and go through the first single door to find a badly wounded police officer sitting up against a locker. Listen to what he has to say then take the blue card key he gives you. As you leave, he'll lock the door from the inside (as he knows he'll soon be a zombie and wants to protect you from himself.) Head over to the area with the computers and take the ammunition from the counter. Walk up to the computer and use the card key to electronically unlock the doors.

If you have a memory card, you can pick up the Ink Cartridges and save your game at the typerwriter. If not, just continue on through the large double doors to the left of the entrance of the station (left as in when your back is to the main entrance.) Pick up and read the police memorandum if you wish then continue on behind the shelves and through the door (you'll notice a creature quickly scramble across the window as you approach it.) If you got the shotgun, equip it now. Follow the path until you reach a dead officer; check him twice for some handgun ammunition. Continue going straight and you'll notice a pool of blood on the floor with blood dripping from the ceiling above.

View the FMV with the awkward creature (licker) then you'll be left to fight it. If you got the shotgun from the shop owner like I suggested, you can use it on this creature and it'll die with three shots. Don't miss more than once, or you'll have to make a run for it. If you didn't get the shotgun, just avoid it as best as possible and run through into the next room. (You can pick up a green herb for healing before going through the door as well.) Once in this room, follow the path, past the boarded up windows and through the large double doors which leads into a classroom.

Make your way to the back room where the fireplace is and pick up the hidden box of handgun ammunition near the end of the room. Walk over to the fireplace and take out your lighter to light it, thus melting part of the oil painting hanging above it. A red jewel will fall out; collect it. Exit back through the classroom and into the main hall, then continue along the left path until you reach a door -- go through it. This room is filled with zombies, so run to the dead end near the door to pick them all off. Once

door and some first aid spray near the computer. If you check the main desk 50 times (X) you can find some hidden film (which can later be developed in the dark room.)

Check the desk across from the door and you'll find Chris' diary and a Unicorn Medal. File the diary, take the medal and Claire will come through the door. After a brief encounter with her, you'll be left to play again. Go back out into the main hall and continue along the right path, back down the stairs and into the corridor with the boarded up windows. As you pass through the corridor, zombies will reach through the boards and try to grab you. Although they may give you a fright, they can't do any damage if they grab you, so just continue along all the way back to the main room of the police station.

Walk up to the statue in the center of the room and place the Unicorn Medal in the empty circle. Upon doing so, the statue will tilt forward and drop the Spade Key from the instrument it's holding; take that key. Make your way back through the door you came from and back through the corridor where you fought the licker earlier. Use your Spade Key on the door near the headless officer to open it and go inside. Make your way around to the back of this room and push the cart up to the shelf and climb up onto it to find the crank -- add it to your inventory. Hop down and leave this room then go back up the stairs and into the hallway where you talked to Claire.

Follow this hallway to the end and use your Spade Key on the door. As you enter, you'll be greeted by a group of feasting zombies. If you're quick enough, you can run past them down the right hallway and make it through the door just before one catches you, otherwise you'll have to fend them off or use your shotgun. Once you go through the door, you'll be in the library.

Climb the stairs and walk along the top floor of the library until the floor underneath you gives way and you fall to a concealed area. Check the plate for the bookcase solution then hit the red switch to activate the bookcase puzzle. Go out and send the #2 (from left) bookcase to the right once and the #1 (from left) bookcase to the right once and the plate on the solution will fall down, revealing your reward: the Bishop Plug.

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Go back into the concealed area and pick up the Bishop Plug from the plate. Head through the double doors on the bottom floor of the library and you'll be on the balcony of the main room of the station. Run to your right (when looking away from the door you just came out of), killing the zombie and release the emergency ladder once you get to it. Continue running to the right, kill the two zombies ahead and go through the door at the end of the path.

Pick up the small key on the chair, read the secretary's diary, save if you wish and dump off any items you won't be using for a while (ex. Bishop Plug, small key) and make sure you pick up the two red jewels from

the storage box as well. Go on through the next door, ignoring the zombies, and through the door straight across from it. Go down the corridor and turn left. You can find some handgun ammunition on the dead police officer, but make sure the birds don't attack you. As you turn the corner, birds will break through the windows and start attacking you if you don't run for it.

Once at the end of the corridor, open the door and go past the burning helicopter, down the flight of stairs. You can either kill or run past the zombies here, as long as you make it to the shack at the end. Once inside the shack, pick up the handgun ammo. from the desk and the valve handle on the floor, then run back past the zombies and up the stairs to where the helicopter is burning. Go behind the chainlink fence and use the valve handle on the pipes to send so much water pressure to the tank, it explodes, putting out the fire on the helicopter.

Go back inside the room with the crows, run past them and back into the room where you came from. Kill the two zombies walking around then go into the room adjacent to the destroyed helicopter. Place a red jewel into each of the small woman statues and the knight's armor will open up revealing the King Plug; take it. You'll also need to pick up the Diamond Key to the left of the knight and you can find some shotgun shells on a shelf to the left of the door you used to enter this room.

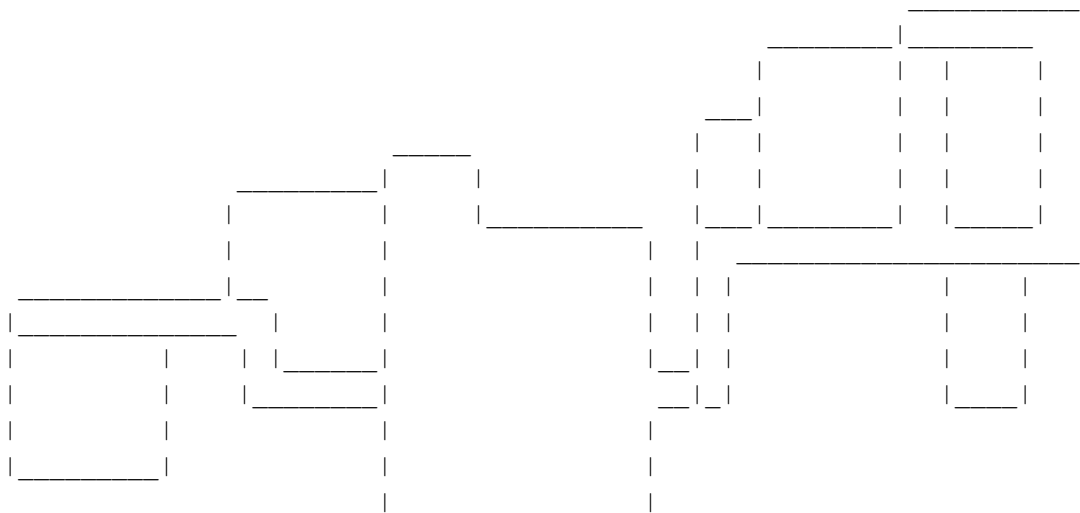
Head back into the waiting room and drop off the plug and valve handle in the item box and make sure you take out the small key and the shotgun (if you didn't get the shotgun shells, I'd suggest you go back and get them now, as you'll need them.) Once you're all ready, you can save at the typerwriter if you want, otherwise leave the room back onto the balcony, avoid the zombies lurking around here and go back into the library. Exit through the single library door on the bottom floor and use the small key on the desk just outside to get the handgun parts.

As you'll soon come to notice, the zombies which were feasting earlier are now roaming around. You can either kill them with your shotgun, handgun or try to avoid them -- whatever you choose, just get past them. Make your way back downstairs to the first floor of the station, equip your shotgun and enter the door which requires the diamond key (near the dark room.) Yes, there should be about five zombies right in front of you and no I didn't tell you to go into the wrong room. Use your shotgun to blast them away (try to align your shots so they target more than one zombie, this way you'll save ammunition.)

Don't bother with the two zombies in the back of the room, just go through the door and into the room where you talked to the police officer earlier (the one who gave you the card key.) Pick up your memo from the desk if you want, check the locker for some handgun ammunition and then go into the office where you'll find the same officer sitting on the ground. He turns into a zombie and comes after you. Blast him with your shotgun to kill him then pick up the heart key from the desk.

Exit back out into the main room of the station and head through the door to the right of the station entrance. Ignore the zombies and run through the double blue doors to enter the main office where several zombies are lurking about. You can either kill them or dodge them, just don't take too much damage. Go inside the enclosed room and open the safe (combination: 2236) to get the map and the shotgun shells. Exit through the back and use the heart key on the door to unlock it. Follow this corridor until you come to some stairs; behind the stairs is a shelf with some shotgun shells -- collect them and head down into the basement.

POLICE STATION B1



There are three large guard dogs in the basement, so I suggest you just stay put until the first one approaches you. You can blast it twice with your shotgun to kill it, then move forward and take care of the remaining two. Head through the door at the end of the path on the right and walk a bit through the parking lot to have a shot fired at you -- it's Ada Wong. Watch the short FMV and help her push the truck that's blocking the door out of the way. Go on through the door and chase after Ada. Follow the path until you reach a table and a switch.

Take the handgun ammunition from the table and go through the cell gates. In the first cell you come to, you can find a blue and green herb. Walk a bit further and you'll find Ben, who locked himself in a cell to protect him from the zombies. After the FMV is finished, grab the manhole opener and go through the only other door in this area which leads to the kennel. Be quick, as there are loose dogs running around. Use the manhole opener on the manhole and climb down the ladder to enter the sewage disposal area.

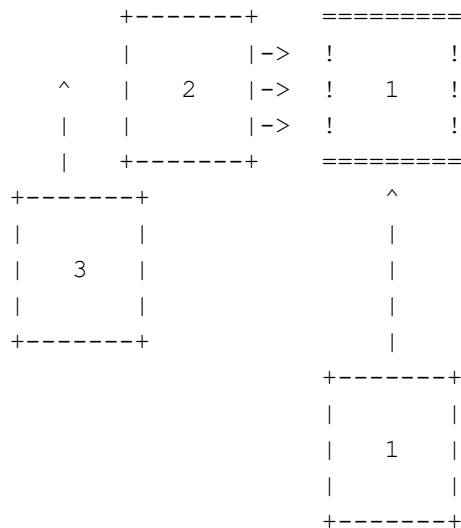
SEWAGE DISPOSAL

[ASCII map coming soon]

As you enter the sewer, you'll be greeted by two large, hairy spiders. Run past them as quickly as possible to avoid a poisoning then walk up the steps out of the sewage and onto the ground floor. Go into the septic room ahead of you then proceed back out. Once you exit the septic room, you'll meet up with Ada again. After giving her a boost into the ventilation, you'll have to play as Ada to recover two items in the next room. Go through the door and avoid the dogs (or kill them if you want.) Run to the other side and take the elevator down to get the shotgun shells.

Take it back up, run to the right and go through the door straight ahead of you (if you're injured by the dogs, you can use the first aid spray) and hop down the large steps to the area where the boxes are. You'll have to arrange the boxes so they're all three lined up against the wall. Push the lone box straight up against the wall, hop over the box on the left and push

the one behind it to the right (up against the one you just pushed) and finally, hop back over the box on the left and push it against the wall.



Once that's done, climb back up the large steps and activate the switch to flood the room, thus causing the boxes to rise up, forming a bridge for you to cross. Cross the bridge of boxes and pick up the Club Key from the shelf on the other side. Now that you've collected the two items, you can go back and give them to Leon. Exit this room, avoid the dogs and run back to the first room where Ada will toss both items over to Leon then goes in search of an alternate way out of this area.

Now that you have control of Leon again, pick up the key and shells and backtrack to the storage room (word "storage" painted in front of door in white paint.) Drop off the handgun and its ammo. in the item box (as the shotgun will be much more efficient from now on) and pick up the crank before leaving. You can save your game at the typerwriter here if you wish, then head back down into the sewer. Avoid the spiders, climb back up the ladder to the kennel, avoid the dogs, go through the door and back into the parking lot.

Cross the parking lot and go back into the basement where there'll now be lickens in place of the dogs; use your shotgun to take them out. Go into the power supply room and head over to the panel. Push the first switch up, second switch down, third up, fourth down and fifth up to get to 80, which will turn the power to the card reader back on. Exit this room and use your club key on the autopsy room. Ignore the zombies on the ground and run over to the cart against the wall. As you approach, the doors of the body lockers will pop off and zombies will begin popping out.

As this happens, the zombies on the ground will come to life so grab the red card key from the cart immediately and dash through the zombies (you may need to take a few out before getting to the door) and exit back into the main hall of the basement. Run over to the electronically locked door and use the red card key to open it. You can pick up a side pack or machine gun in the locker (machine gun will drop your rank, but the side pack always helps.) Pick up the shotgun shells on the counter then exit back into the main hallway of the basement.

Climb back up the steps and use your club key on the door where you got the shotgun shells earlier. Inside, you can find some more shells in the locker and a magnum on the nightstand of the (now deceased) watchman. Read his diary if you wish then exit back into the corridor. Go back to where you

opened the safe and go through the double blue doors. You'll have to clear the area of all zombies to get through, then go through the door at the other end. Use your club key and diamond key to open both doors.

Inside the club door, go over to the back where the furnace is and light it to activate the torches. Turn each one on in this order: 2, 3, 1. Doing so will make the cog fall from the picture on the other side of the room -- go collect it. Exit the room and open the heart door at the end of the path. Go inside, ignore the cord and first aid spray (unless you have lots of extra space to spare) and go pick up the Rook Plug from the shelf. As you leave, a licker will break through the glass (frightening, isn't it?); avoid it and leave the room.

Exit back to the main room of the police station and climb the emergency ladder (watch out for the licker on the balcony) and go into the library again. As you enter the library, zombies will climb through the windows of the hallway where you met your first licker (that is, if you didn't use a cord to close the windows, which you probably didn't.) Ignore them, as they can't harm you and climb the steps of the library. Go through the door and over into the clock room. Use the crank to lower the staircase and climb up to place the cog in its spot.

Grab the Knight Plug and jump down the chute that opened, which will take you down to the basement again. Something will attack Ben, and you'll be left to play again. Go see what happened with Ben and after a rather gruesome cut scene, Ada will come in and talk to you. Once she leaves, head back into the kennel and down the manhole into the sewer. Run past the spiders and climb up the steps. You can stop by the storage room to get both plugs and drop off any unnecessary items you have (and save.) If you have the magnum, make sure it's equipped, then go into the septic room.

I strongly suggest you ignore the little bugs the main boss spits out here, as they don't do much damage if you toss them off. Instead, just fire 7 shots into the boss from your magnum to kill it (or whatever weapon you have) then go over to the panel and insert the two remaining plugs. Go on through the door and walk forward. You'll meet with Ada again, and she'll now follow you wherever you go. Hop into the sewage water and go through the electronic door. Walk through more sewage water and hop up onto the ledge then go through the next door into the Control Room.

SEWER

[ASCII map coming soon]

You can save your game here if you wish as well as take out/store any items in the item box. Make sure you take the valve handle out of the item box before proceeding. Once ready, go down the elevator in the corner of the Control Room and walk forward a bit. A woman wearing a white lab coat will fire at Ada, but Leon takes the hit for her, so you'll be playing as Ada again. Chase after the woman who shot Leon; go through the door, up the ladder, through the ventilation system (the vermin inside don't do much damage, so don't worry about them) and down the ladder. Turn the corner and view the long, well-done FMV about the G-Virus and John.

After a brief wrestling match, the woman in the white lab coat is tossed over the railing, to her death, courtesy of Ada (too bad) and you'll be left

to play again. Cross the bridge and go down the ladder in the next room. As Ada is either frightened or attacked by something in the water, Leon regains consciousness, and you can play as him again. Go through the door and turn left (you can't go up the ladder, as the fans are now turned on) to find two dead guys in an alcove. Take their shotgun shells and the Wolf Medal then go back the other way through the sewer water.

Run from the spiders to ensure you aren't poisoned and make a left to find a door -- go through it. Run past a few more spiders, hop up onto the ledge and go through the double doors. Use the valve handle in this room to lower the bridge, cross it and use the valve handle again on the other side to raise it again. If you have an ink cartridge, you can save here, otherwise, forget it. Pick up the shotgun shells on the table and go through the door. Follow the corridor until you see Ada shooting at a gator in the water, it then comes after you.

Run from the gator all the way back to the switch on the wall (which is now red); press it to release the gas canister and once the gator has it in its mouth, shoot it with your shotgun to kill him. Run back over to where Ada was and release the locks with the switch. Go through the door, wade through the sewage and view the cut scene with Ada (who patches up Leon's wound.) Once up the ladder, run up the ramp to the left and check the corpse for the Eagle Medal. Run back down and slow the ventilation fans using the valve handle, then go on through the ventilation system.

Climb down, turn left and wade through the now zombie infested sewage water. Go through the door and run up to the waterfall. To the right is a machine, insert the two medals to get rid of the waterfall, then go on through the door. Run across the scaffolding, through the door and over to the tram control unit. Turn the power on and board the tram. During your trip, a large hand will pop through the roof of the tram, which Ada will shoot at. Just make sure you run around to avoid being hit and get a few shots in yourself if you want. It will leave once you reach your destination. Depart the tram and pick up the W. Box key to the left of the flare gun.

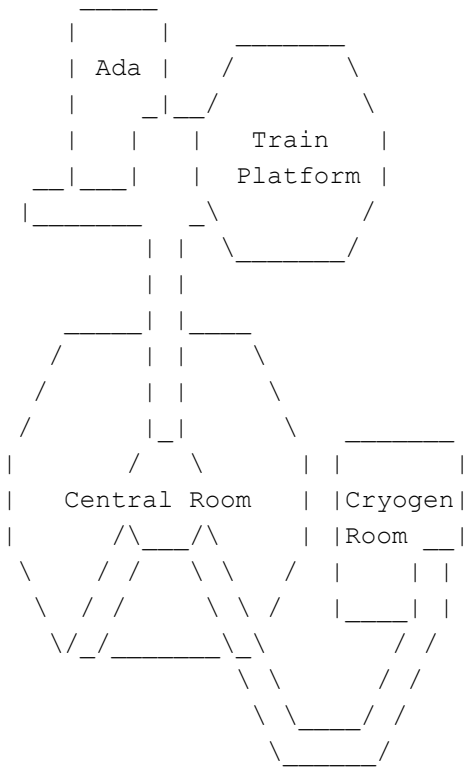
VACANT FACTORY

[ASCII map coming soon]

Once you have it, run through the door on the other side to enter the factory. Turn left and pick off all the zombies here, then check the dead zombie at the end of the corridor for the shotgun parts -- combine them with the shotgun. Backtrack and take the right path, go through the door, kill some more zombies and turn left to find a ladder; climb it. Save your game if you want, and make sure you pick up the Magun ammunition and the shotgun shells. Go through the door and over to the back of the train -- go inside.

Pick up the Magnum ammunition in the small room of the train then go to the front to find the panel key. Once you have the key, exit the train and use it on the panel to activate the turn table which the train is sitting on. Once back on the train, Ada will get hit by the enemy outside, knocking her unconscious. Exit the train and you'll be greeted with a lead pipe to the head (almost) courtesy of the evil creature on top of the train. Use your magnum to kill it, then hop back onto the train and it'll land. Leon will carry Ada to a nearby room and lie her on the bed to rest.

LABORATORY B4



Save your game and store any items you wish to store, then leave through the door you came in. Follow the door in the shaft and take the left, blue path when you come to it. Follow the path until you reach the frozen room; go inside. Pick up the fuse case from the cart and insert it into the nearby device, which will produce the main fuse -- take it. Go back to the central room and insert the fuse into the device to turn the power back on. Go down the red shaft and through the door into the next area.

Hit the switch next to the shutter to open it, then destroy the two plants inside before they poison you. Head through the next door, kill the plant and go down the ladder.

Remaining 10% (approximation) coming soon...

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5. ITEM LISTING

Blue Card Key

You'll get this from the injured police officer once you reach the police station. Use it on the computer in the main room of the station to unlock the electronically locked doors. This will be the first item you collect in the game if you don't get the locker key.

Blue Herbs

A blue herb will cure poison no matter if it's used alone or mixed with another herb. Blue herbs may not be mixed with red herbs unless the red herbs have been mixed with green first. When mixed, they will cure poison as well as heal.

Club Key

After playing through Ada Wong's little side-quest, you'll receive this key. It can be gotten by moving the boxes up against the wall and flooding the room. You can use it to unlock doors with clubs etched above the keyholes.

Cord

There are very few cords in the game, and even if you do find one, they're pretty useless. You can use them on the broken panels to the windows, thus allowing you to close the shutters on the windows to avoid zombies from crawling in. This is useless because by the time the zombies get to the windows, you won't have to go through those hallways anymore. I advise not getting cords unless you really want the windows shut.

C. Panel Key

This control panel key can be found in the front of the train. Use it on the panel just outside the train to activate the turn table, thus lowering the train down to the area below. This is the only use the C. Panel Key has.

Crank

The square crank can be found inside the room (which is locked with the spade key) in the licker hall and can be gotten by pushing the cart over to the shelf and hopping on top. Use the crank to lower the staircase in the clock room to place the cog in its place.

Diamond Key

In the room where you place the red jewels into the busts, you'll find this key lying on a box to the left of the busts. Use it to unlock doors with diamonds etched above them.

Eagle Medal

A gold medallion with a picture of an eagle etched on the face. Use this with the Wolf Medal in the machine near the waterfall to turn it off, thus allowing you to get to the door behind.

First Aid Spray

These cans of spray can usually be found in cases with a red medical cross marked on them. When used, they'll heal your "Warning" or "Danger" status back to normal (or in extreme measures, back to "Warning.") I advise not getting these if you're looking for a high rank, as they take up valuable space in your inventory when you can just use herbs.

Fuse Case

Once you make it to the laboratory, you can find the fuse case inside the cryogenic room. Place it in the machine and the robotic arm will place the fillings into it, thus creating the main fuse for use in powering up the main breaker in the central room.

G. Cogwheel

After opening the door with the club key, complete the torch puzzle (2,3,1) and this cogwheel will fall from a picture on the other side of the room. Take it back to the clock room and put it in its place to open the chute.

Green Herb

One green herb will increase your health status by one. If you combine two green herbs, the healing will be stronger. If you combine three, healing will be the strongest it can be. You can also mix green herbs with other type of herbs for different types of healing solutions.

Handgun Ammunition

These come in boxes of thirteen and are used with the handgun (and the upgraded handgun.) Usually, boxes of handgun ammo. are hidden from view, but the above walkthrough points out where to find each as you play through the game.

Heart Key

After getting back to the room where the dying officer (the one who gave you the blue card key earlier) is, you can find this heart key on the table after you kill the zombified officer. Use it on doors with hearts etched above the keyhole.

Ink Ribbon

You'll find these cartridges of ink next to every typerwriter, and they come in packs of two. Use them to save your game (if needed) and then store the rest in the item box, as they use up valuable inventory space.

Locker Key

If you take the alternate path to the police station (the lower path), you'll encounter a strange looking zombie. After several shots, it will eventually die and you'll receive this key. Use it on the locker inside the dark room to get a new outfit for your character.

Main Fuse

This is the item that's created when the fuse case and the fuse are combined together. Use it on the breaker in the central room to turn the power in the laboratory back on.

Magnum Ammunition

You'll find these in clips of eight and they can be used with the Magnum (found on the dead watchman's nightstand.) There are very few clips of Magnum ammo., as you don't get the Magnum until late in the game. Always have at least two clips (one in the gun, and one in inventory) of Magnum ammunition when fighting bosses.

Manhole Opener

The manhole opener has one use: opening the manhole. Collect it from the shelf after talking with ben for the first time and use it to open the manhole inside the kennel, giving you access to the sewage disposal area.

Red Card Key

You'll find this card key inside the autopsy room in the basement of the police station. Once gotten, you can use it on the weapon storage door, which is also in the station basement.

Red Herbs

These will done nothing by themselves, but must instead be mixed with a green herb for a much more stronger healing solution. Mixing a red herb with a green herb is much stronger than mixing a green herb with another green herb.

Red Jewel

There are two red jewels: one found in an oil painting, the other found in the hand of a statue. Once found, place them in the statues of women to release the plug from the knight.

Shotgun Shells

These will come in boxes of seven and can be used with the shotgun (and the upgraded shotgun.) As with the handgun ammo., shotgun shells are usually hidden from view, but are easier to distinguish than handgun ammo. as the boxes are bigger.

Small Key

Small keys can be used to unlock small desks. There are two small keys in Leon's Scenario A, both go to small desks containing handgun ammunition and the handgun parts. Store small keys in the item box until you need them.

Spade Key

A key in the shape of a spade. This key can be found after placing the Unicorn Medal in the statue in the main room of the station and can be used on doors with spades etched above the keyholes.

Unicorn Medal

This can be found inside the S.T.A.R.S. office on the desk next to Chris' diary. It's a round medallion with a picture of a unicorn etched on the face. Place it in the empty spot of the statue in the main room of the station to get the spade key.

Valve Handle

You'll find the valve handle inside the shack near the roof of the police station. Use it to break the water tank, putting the fire out on the burning helicopter and to raise/lower the bridge in the factory/sewage area.

Wolf Medal

A silver medallion with a picture of a wolf etched on the face. Use this with the Eagle Medal in the machine near the waterfall to turn it off, thus allowing you to get to the door behind.

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6. WEAPON LISTING

Knife - Default

The knife is the worst weapon in the game. You'll have a hard time killing even one zombie with it, and very rarely will you only encounter one zombie in this game. Just ditch the knife in the item box when you reach one because you're better off dead if you run out of ammo.

Handgun - Default

The handgun is going to be your primary weapon throughout the first part of the game (mainly in the police station.) You can upgrade it with the handgun parts to fire in 3-shot bursts. It's great for killing normal zombies, but not for stronger enemies such as lickers.

Shotgun

As you play through the mid-end part of the game, the shotgun will be your most valuable weapon (you can actually dump your handgun in the item box when the time is right) as the enemies you'll encounter near the end of the game are much more stronger than normal zombies. Use the shotgun parts to upgrade.

Magnum

The magnum is very useful for the bosses you encounter near the end of the game. Although it only contains 8 shots per clip, each is very powerful and you can kill most bosses with 7-12 shots. Make sure you pick this up from the watchman's nightstand and collect all the clips you can find.

Handgun Parts

You can find these inside the desk near the library. Use a small key to open it and combine the parts with the handgun itself to upgrade it. When upgraded, it can fire in 3-shot bursts instead of single shots.

Shotgun Parts

You'll find these parts on a dead zombie in the vacant factory. They make the shotgun much more powerful, but you'll also fire it slower than you would without the parts. Remember, whenever you upgrade your weapons, you get a free reload, so make sure you use up all your current ammo. (in the gun, not in your inventory) before combining the parts with the weapon.

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7. FILE LISTING

- POLICE MEMORANDUM -

8/23/1998

This letter is just to inform everyone about the recent movement of equipment that has happened during the precinct's rearrangement.

The safe with four digit lock has been moved from the S.T.A.R.S. office on the second floor, to the eastern office on the first floor.

"2236"

Raccoon Police Liaison Dept.

- OPERATION REPORT 1 -

September 26th

The Raccoon Police Dept was unexpectedly attacked by zombies. Many have been injured. Even more were killed. During the attack, our communications equipment was destroyed and we no longer have contact with the outside.

We have decided to carry out an operation with the intent of rescuing any possible survivors as well as to prevent this disaster from spreading beyond Raccoon City. The details of the operation are as follows:

Security of armaments and ammunition.

Chief Irons has voiced concern regarding the issue of terrorism due to a series of recent unresolved incidents. On the very day before the zombies' attack, he made the decision to relocate all weapons to scattered intervals throughout the building as a temporary measure to prevent their possible seizure. Unfortunately, this decision has made it extremely difficult for us to locate all ammunition caches. It has become our top priority to

recover these scattered ammunitions.

To unlock the weapon storage.

As stated earlier, it will be extremely difficult to secure all the ammunition. However, a considerable supply still remains in the underground weapon storage. Unfortunately, the person in charge of the card key used to access the weapon storage is missing and we have been unable to locate the key. One of the breakers went down during the battle and the electronic locks are not functioning in certain areas. It has become a top priority to restore the power in the power room and secure those locks.

Recorder: David Ford

- Operation Report -

September 27th

1:00 PM. The west barricade has been broken through and another exchange ensued. We sheltered the injured in the confiscation room on the first floor temporarily. Twelve more people were injured in the battle.

Recorder: David Ford

- Additional Report -

Three additional people were killed following the sudden appearance of an as of yet unknown creature. This creature is identified by missing patches of skin and razor-like claws. However, its most distinguishing characteristic is it's lance-like tongue, capable of piercing a human torso in an instant. Their numbers as well as their location remains unknown. We have tentatively named this creature the "licker" and are currently in the process of developing countermeasures to deal with this new threat.

- CHRIS' DIARY -

August 8th

I talked to the chief today once again, but he refused to listen to me. I know for certain that Umbrella conducted T-virus research in that mansion. Anyone infected turns into a zombie. But the entire mansion went up in that explosion; along with any incriminating evidence. Since Umbrella employs so many people in town, no one is willing to talk about the incident. It looks like I'm running out of options.

August 17th

We've been receiving a lot of local reports about strange monsters appearing at random throughout the city. This must be the work of Umbrella.

August 24th

With the help of Jill and Barry, I finally obtained information vital to this case. Umbrella has begun research on the new G-virus, a variation of the original T-virus. Haven't they done enough damage already?! We talked it over, and have decided to fly to the main Umbrella HQ in Europe. I

won't tell my sister about this trip because doing so could put her in danger. Please forgive me Claire.

- PATROL REPORT -

September 20th 9:30 PM
Reporter: Sgt. Neil Carlsen

We received a report of a suspicious individual sulking around the sewers in the outskirts of Raccoon City. I searched the area and located the individual but he ran away before I was able to question him.

I recovered the following items:

- * A small amount of C4 plastic explosive.
- * An electronic detonator.
- * 9 X 19 parabellum rounds.
- * Infrared scope [broken].

End of report

- SECRETARY'S DIARY A -

April 6th

I accidentally moved one of the stone statues on the second floor when I leaned against it. When the chief found out about it, he was furious. I swear the guy nearly bit my head off, screaming at me never to touch the statue again. If it's so important, then maybe he shouldn't have put it out in the open like that...

April 7th

I heard that all the art pieces from the chief's collection are rare items, literally worth hundreds of thousands of dollars. I don't know which is the bigger mystery: where he finds those tacky things, or where he's getting the money to pay for them.

May 10th

I wasn't surprised to see the chief come in today with yet another large picture frame in his hands. This time it was a really disturbing painting depicting a nude person being hanged. It was appalled by the expression on the chief's face as he leered at that painting. Why anyone would consider something like that to be a work of art is beyond my comprehension...

- MEMO TO LEON -

To Leon S. Kennedy,

Congratulations on your assignment to the Raccoon City police department. We all look forward to having you as part of our team and promise to take good care of you. Welcome aboard!

From all the guys at the R.P.D.

- WATCHMAN'S DIARY -

August 11th

I finally had the chance to see blue skies for the first time in ages, but it did little to lift my spirits. I was reprimanded by the chief for neglecting my duties while I was up on the clock tower.

There's only one thing I still don't understand: the chief seemed to be more concerned about the fact that I was up on the tower rather than that I was neglecting my duties. Why was access to the tower prohibited in the first place anyway?

September 5th

I recently talked to the old man who works in the scrap yard out back. His name is Thomas. He's a quiet man and really seems to enjoy chess. He even went so far as to design a special key and lock engraved with chess pieces on them for one of the doors in the disposal yard.

We made plans to play chess tomorrow night. I can't help but wonder how good he is. One thing that's been bothering me about him is the way that he's always scratching himself... Does he have some sort of skin disease or he is just rude?

September 9th

Thomas was a much better player than I had imagined. I used to think of myself as a fairly decent player, but he did a pretty good job of humbling me. About the only thing I imagine that could match his skills in chess is his appetite. All the guy did was talk about food throughout the entire game. He sounded fairly healthy, but he didn't look quite right... I wonder if he's okay.

September 12th

I was supposed to play another game of chess with Thomas, but we had to cancel it because he hasn't been feeling too well.

He stopped by to see me, but I told him to go back and rest since he literally looked like the walking dead. He insisted that he was just fine, but I could tell he was really having problems. Come to think of it, I haven't been feeling too good myself lately...

- MAIL TO THE CHIEF -

To: Mr. Brian Irons, Chief of the Raccoon City Police Dept.

We have lost the mansion lab facility due to the actions of the renegade operative, Albert Wesker.

Fortunately, his interference will have no lasting effects upon our continued virus research. Our only present concern is the presence of the remaining S.T.A.R.S. members: Redfield, Valentine, Burton, Chambers and Vickers.

If it comes to light that the S.T.A.R.S. have any evidence as to the activities of our research, dispose of them in such a manner that would appear to be purely accidental. Continue to monitor their progress and make certain their knowledge does not go public.

Annette will continue to be your contact throughout this affair.

William Birkin

To: Mr. Brian Irons, Chief of the Raccoon City Police Dept.

I have deposited the amount of US \$10,000 to the account for your services this term as per our agreement.

The development of the G-virus scheduled to replace the T-virus, is near completion. Once complete, I am certain that I will be appointed to be a member of the executive board for Umbrella Inc.

It is imperative that we proceed with extreme caution. Redfield and the remaining S.T.A.R.S. members are still attempting to uncover information on the project. Continue to monitor their activities and block all attempts to investigate the underground research facilities.

William Birkin

To: Mr. Brian Irons, Chief of the Raccoon City Police Dept.

We have a problem. I have received information informing me that Umbrella HQ has sent spies to recover my research on the G-virus. There are an unknown number of agents involved. They must not be allowed to take this project away from me as it represents my entire life's work.

Search the city thoroughly for any suspicious persons. Detain any such individuals by whatever means deemed necessary and contact me immediately through Annette. With these precautions, any possible threat should be eliminated.

I will not allow anyone to steal my work on the G-virus. Not even Umbrella...

William Birkin

-User List of the Connecting Facility-

On the first and third Wednesdays of the month, Angelica Margaret, chief of maintenance, will make use of the facilities. Be sure to reduce the moisture levels in the facility by activating the fan, as the equipment she will be using is susceptible to the effects of water vapors.

On the 28th of every month, the chemical transporter Don Weller will use the facility. The chemicals he will be transporting are extremely volatile. Extreme caution should be observed throughout their transport.

On the 6th and 16th of every month, police chief Brian Irons will visit the facility to attend the regular meetings that take place in the lab.

On the fourth Friday of every other month, William Birkin will use the facility to conduct a training seminar for the Chicago branch of Umbrella Inc. As the probability of an attack upon Dr. Birkin will be high, take every measure conceivable to guard his life.

You will be informed of all other potential visitors and the times they will arrive as needed. Guide these individuals to their destination safely. We expect nothing but the best from you.

Charles Coleman
Secretary Chief
Umbrella Headquarters

- SEWER MANAGER DIARY -

June 28th

It's been a while, but I saw Don today and we talked after completing our work. He told me he had been sick in bed until yesterday. It really doesn't come as much of a surprise given how long he's been working here.

He was sweating like a horse and kept scratching his body while we were talking. I asked if he was hot, but he just looked at me funny. What's wrong with him anyway?

July 7th

Chief Irons has been visiting the lab quite often lately. I don't know what he's doing over there but he always looks grim. The expression on his face has been even more unsettling than usual...

My guess is that it's because of Dr. Birkin's impossible requests. The chief has my sympathies though. After all he's done for the town, he doesn't deserve this.

July 21st

I rarely drink because I'm on the graveyard shift, but I don't suppose I have much to complain about since this is how I make my living.

August 16th

Chief Irons came in late today, looking grimmer than his usual self. I

tried to joke with him to cheer him up but he wasn't amused. He pulled his gun and threatened to shoot me! I was able to calm him down, but that guy must have some serious problems. He knows he can't enter the lab without my help and my medal. This is what it means for the chief "to serve and protect"!?

August 21st

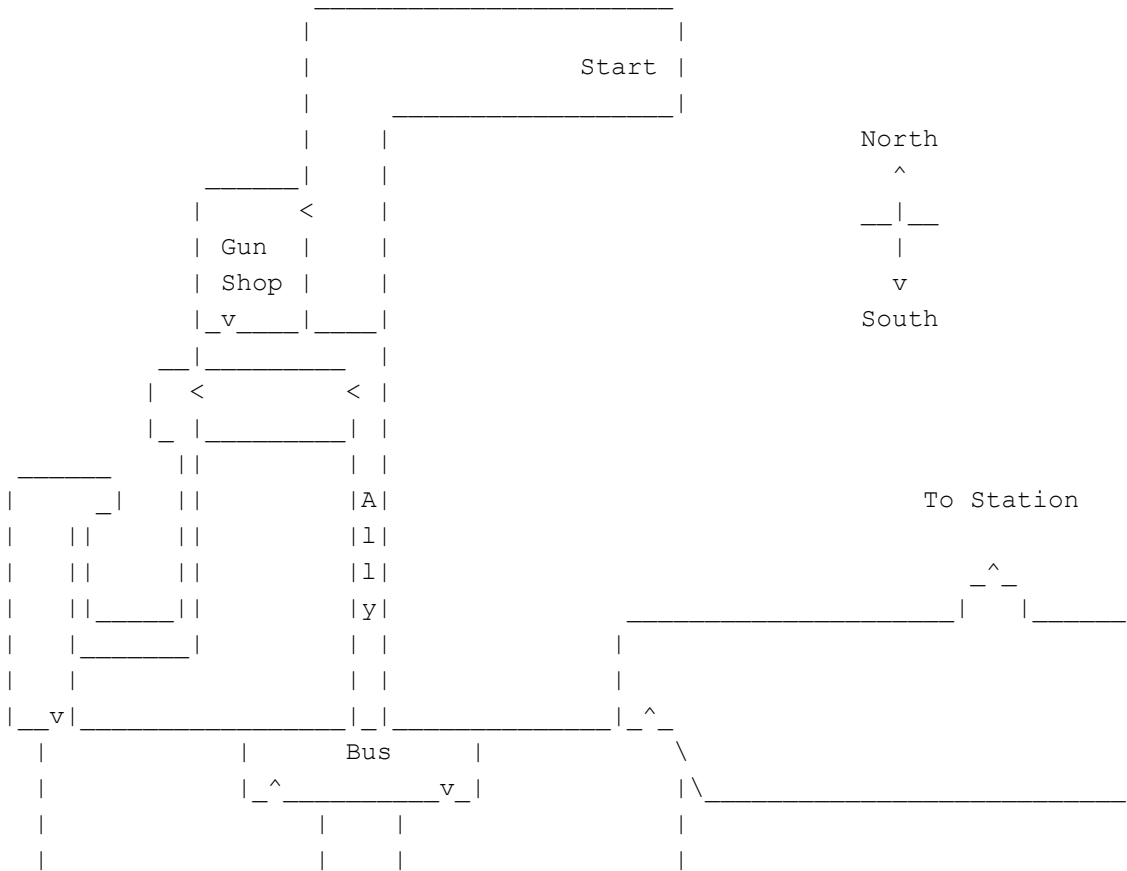
William informed me that the police and media have begun their investigation on Umbrella's affairs. He said that the investigation will be citywide and that there is a possibility they'll even search through the sewers. He asked me to suspend all Umbrella sewer facility operations until the investigation has concluded. The sewer will still be used for passage, but he stressed that I have to be extremely cautious and that I'd lose my job if anyone finds out about this operation.

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8. MAPS

All maps are listed in chronological order and are match each area exactly due to the help of the on-screen maps for each area. Any maps not listed here will be added in a future revision.

CITY AREA



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10. INFORMATION

Credits, Sources and Thanks (oh my!)

Jeff "CJayC" Veasey (<http://www.gamefaqs.com>)
For hosting this guide on his excellent website.

Resident Evil 2 Instruction Manual
For the story of the game and the character descriptions.

Contact Information

Have any comments, questions, suggestions, complaints, contributions, praise, constructive criticism, or anything else about this FAQ (or any of my others?) Please contact me via one of the following, and I'll get back to you as soon as I can. All questions asked that have already been answered in the guide will be ignored:

E-mail Address: sdallas19@yahoo.com
ICQ Number: 100893080

Webmasters

Want to host this FAQ on your website? Please contact me via one of the above methods and send me the URL of your site, and I'll give you the terms I have for webmasters hosting my guides. If you post this (or any of my other FAQs) guide on your site without asking first, your host and/or ISP will be contacted and notified of your illegal actions.

Closing Remarks

I'd just like to give some of the new FAQ authors a few wise words: don't let anyone discourage you from writing FAQs. People who go out of their way to criticize your work are usually just jealous of you because they can't do a better job or happen to be losers who do nothing but flame. Just ignore these people and don't let their harsh (and often ignorant) words discourage you from writing FAQs.

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The latest version of this document can always be found at:

GameFAQs - <http://www.gamefaqs.com>
dallasMac - <http://www.dallasmac.com>

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