

RESIDENT EVIL 2 REMAKE



Progress

100%



Earned

45 / 45



4

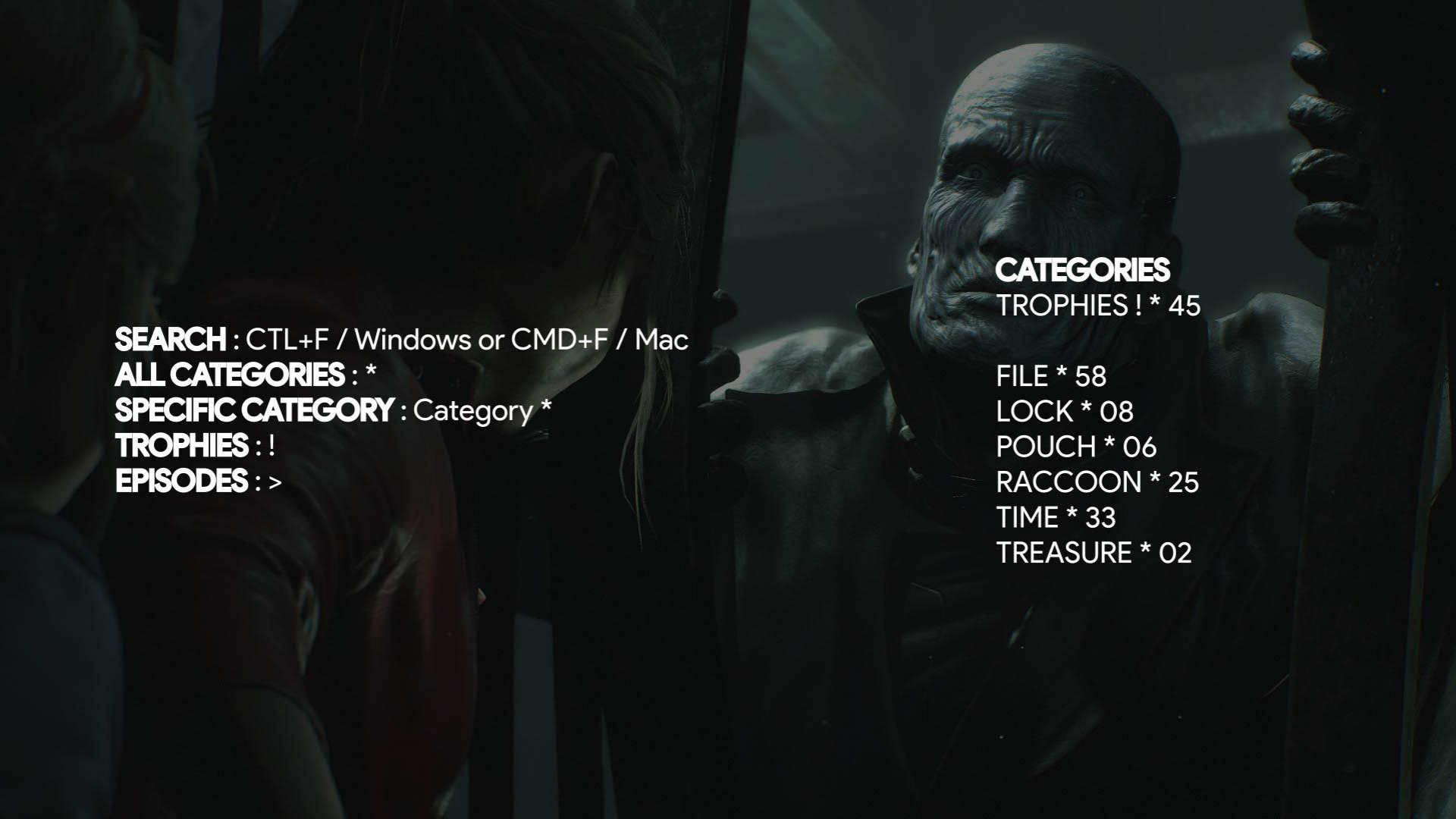


10



30





SEARCH : CTL+F / Windows or CMD+F / Mac

ALL CATEGORIES : *

SPECIFIC CATEGORY : Category *

TROPHIES : !

EPISODES : >

CATEGORIES

TROPHIES ! * 45

FILE * 58

LOCK * 08

POUCH * 06

RACCOON * 25

TIME * 33

TREASURE * 02

NINJAS

\$1.00+ / MONTH

Alex Green

Ana Montelongo

Bartley Blackmon

BigBlock Entertainment

Bill Turner

Brandon McDowell

Cameron Allen

Charlie Collinson

Christopher Smith

d8ddie

Dalton

Daniel McCracken

DejaVu96_

Detheor

diamond_vanilla0

Diego B

Dillan Jack

Don T

FaceurFears

Gaming Arcadia

Ghouliath 666

James Matson

James Yuan

JayEfKay

Jonathan L.

Joshua nastle

João Chaves

JPIC

KaisarXI

Kaz71

Lars Friis Petersen

lizard king

luknn (fryky)psn

macmagame

Marc Addison

Maria Parker

Michael Stowe

MohammadQ

Naher Esaá

OldManZeus

Paradox216

Paruyr Mamikonyan

Patrick Brusberg

Preenon Turio

Rafael Vieira

Rogue Lite

SHAUN EARL

ShellHead8t8

The Triggered Limey

Tibi Costi

Vasil Pavlov

Vin A

yonsteuben

Zeus Gomez

DIVISION XII

\$5.00+ / MONTH

AZA Reviews

BonniePlayz

Chris

dale wallace

diamond_vanilla0

Eric Golden

OldManZeus

Rodrigo Bispo

sam hutchison

Steve Chaney

Zach Ralph



CRAZY 88

\$8.88+ / MONTH

(No name)

Alexandre Scholten

Anthony Light

ArtfulDev

Arthur

Azarias Smith

Batman

Ben C.

BigOgre91

Chance Lloyd

charlie tinn

Chris Alls

Cowboy Clay

Davi Shimada

Denys

Dormouse03

Dr__Hennessy

Erik Heitz

Ghetsi Santos

Hex

Ignatius Wang

Jak307

James Hay

Jonathon Wilson

Jotaykra Rodgers

Julian Engelhardt

Lann

Laura Guy

Levi Litova

Lion Heart

Luke Corbitt

Mads Mathiesen

Mario Munoz

Melissa M

Mike Parnell

Mohd Anas Yusri

Monkey D. Luffy

Motokompa

Niels

Peter

Peter M

radiohead06

Rlamiam

Roxy

Ryan Barnett

starflyer403

Steve Thomas

The Beas

TheRico787

tlascar

Tord Tveit

Vicki Moore

Zachary Ralph

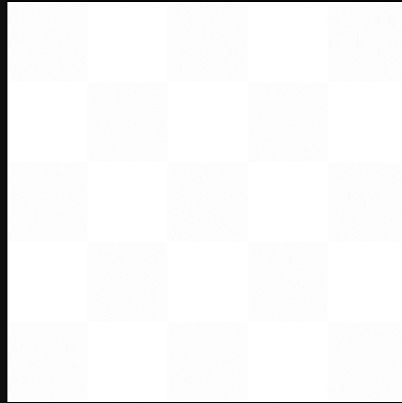


Initial Settings

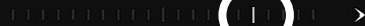
Voice Language	<	English [en]	>
Display Language	<	English [en]	>
Subtitles	<	On	>
Sound Output Device	<	Headphones	>
Real-time Binaural	<	On	>

Max Brightness

Adjust value until the pattern is just barely visible.*



Darker



Brighter

*Adjust while facing the screen head-on.



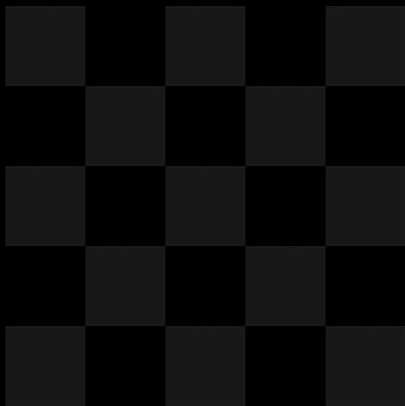
Confirm



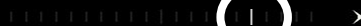
Return

Min Brightness

Adjust value until the pattern is just barely visible.*



Darker



Brighter

*Adjust while facing the screen head-on.



Confirm



Return

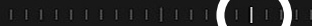
Brightness

Adjust value until the picture on the left disappears.

*Please check your "Max/Min Brightness" settings
if the picture on the left won't disappear.



Darker



Brighter

*Adjust while facing the screen head-on.



Confirm



Return

Connect to RE NET

RE NET is a completely free service that gives you a deeper look into the Resident Evil universe.

Send your play data (game progress and IP address) to gain access to a variety of services, including your play history and unique challenges.

Play data sent to RE NET may be used for future development.

One click is all it takes to link your game to RE NET.

Would you like to send your play data to RE NET after reading and agreeing to the terms of service below?

*RE NET settings can be changed at any time from the Options menu.

Yes


No

[Terms of Service](#)

A new game mode has been added to
"Extra Modes" in the Main Menu.

OK

⊗ Next

A person wearing a red jacket and a white helmet is riding a motorcycle away from the viewer on a wet street at night. The scene is illuminated by streetlights, and rain is falling heavily, creating a blurry, atmospheric effect. In the background, a sign for 'WELCOME TO BOSTON CITY' is visible.

Leon S. Kennedy

Claire Redfield

Options

Claire Redfield

A different nightmare awaits Claire Redfield, who is unaware of just how drastically her very ordinary life is about to change...

Look around



GO

MIZOIL
GAS STATION



\$23.99

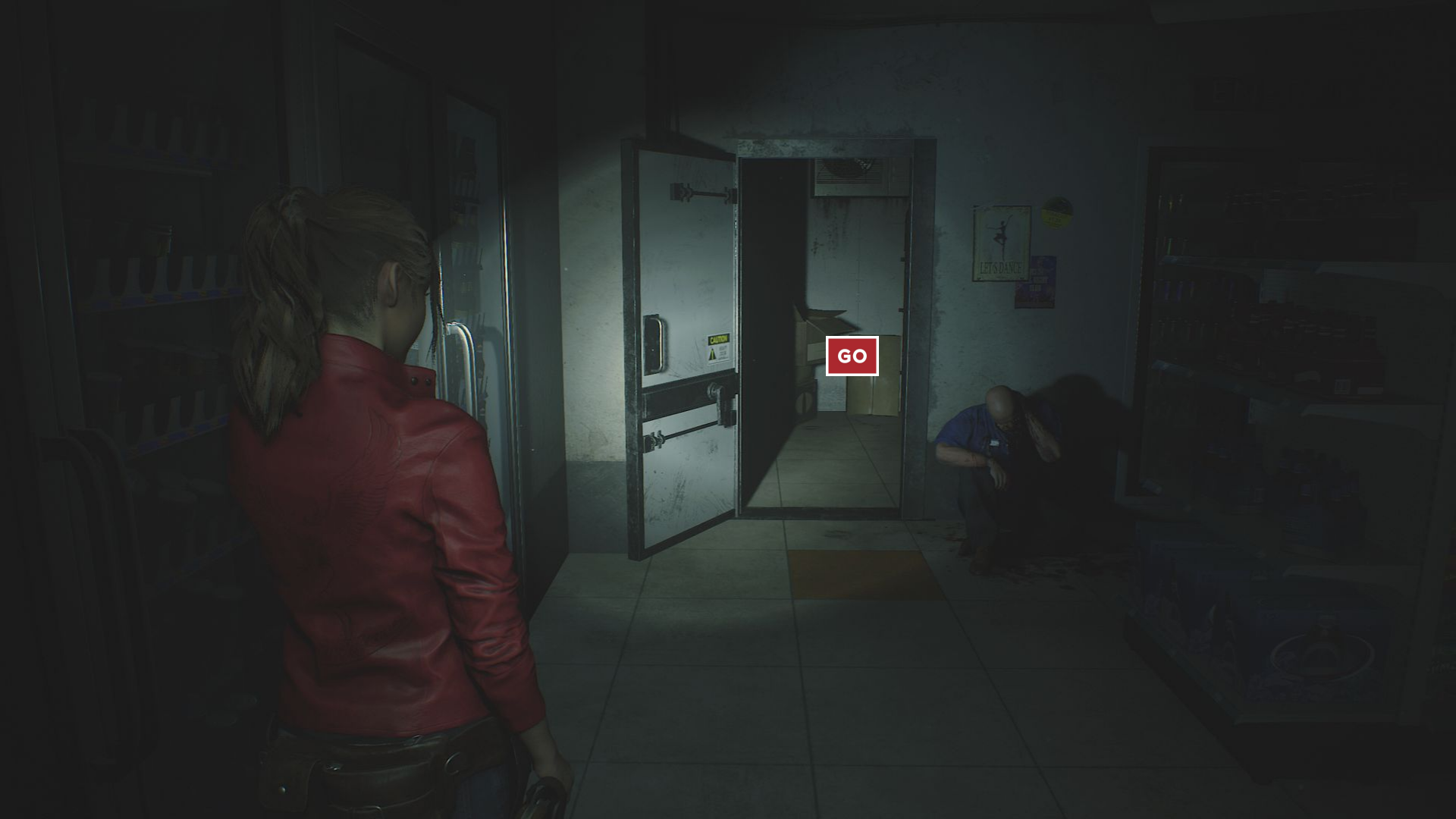
43

\$461

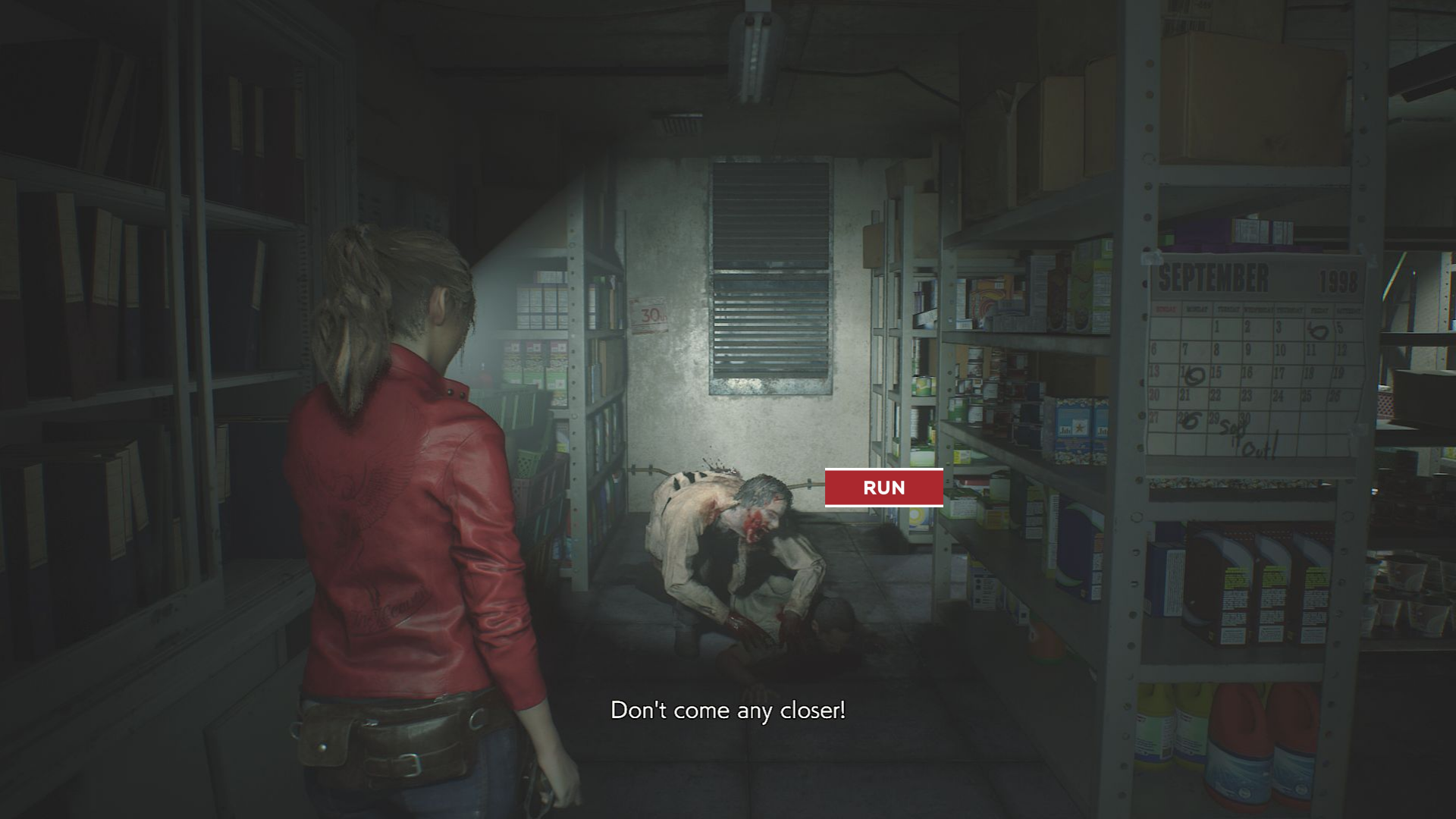
\$458

GO

Cream



GO



30

SEPTEMBER 1998						
SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30			

Sept Out!

RUN

Don't come any closer!



Key

> Escape from the store

Open inventory

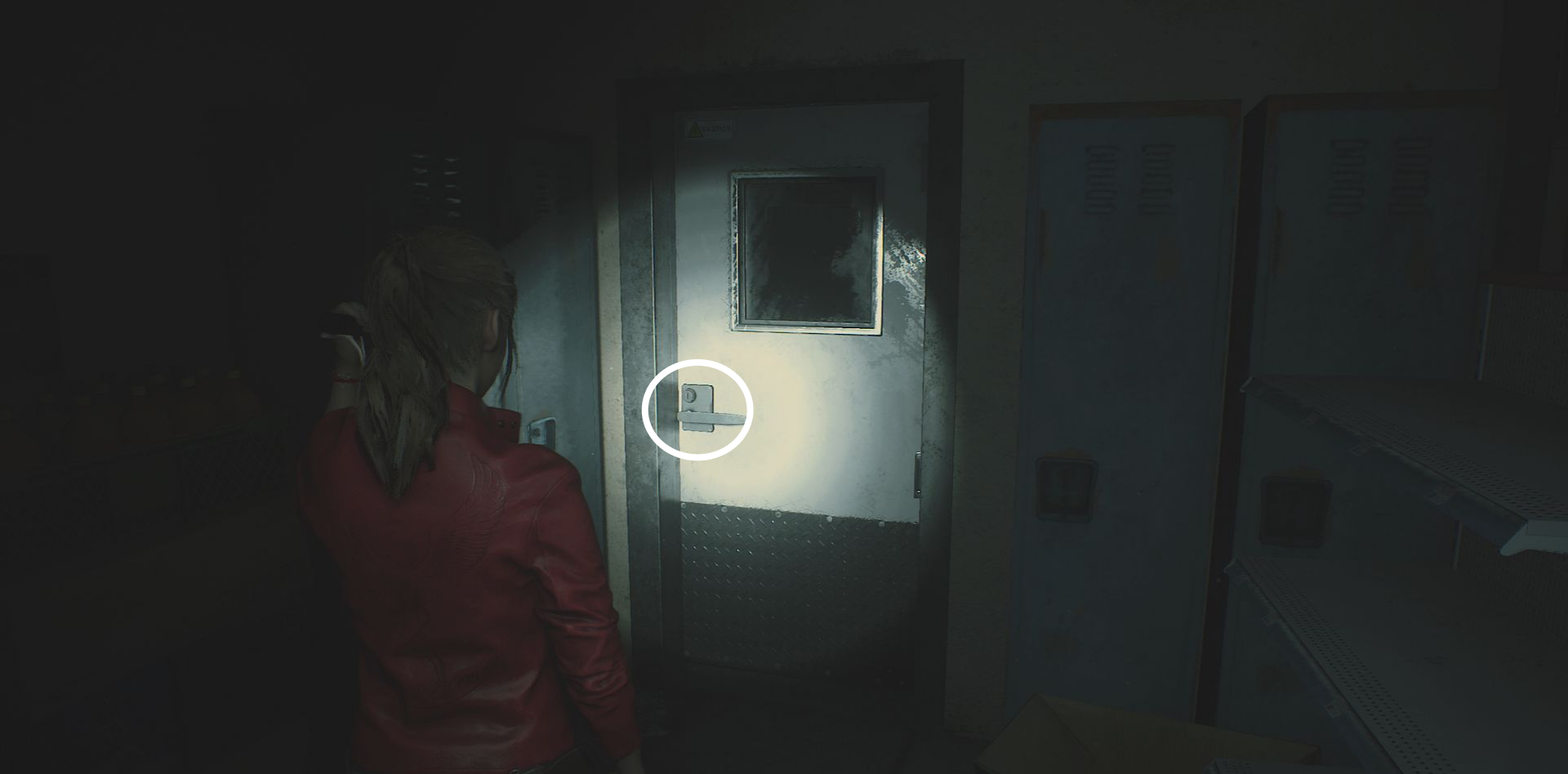


GET HIT





GO



Key (use)



GO



GO

\$23.99

LIM
BEER
12

Selected
Beers
\$39.99

Selected
Beers
\$23.99

> Get to the police station

GO





The police station...! Almost there...

! * WELCOME TO THE CITY OF THE DEAD - Make it to the police station



> Get to the police station



Examine

Combine

Discard

Key

Key Item

A well-worn key.

FINE

Key (discard)



L2

Misc.

Tutorial

R2

> Get to the police station

Letter from Best Friend

Dear Claire,
First of all, thanks for the letter. Now, if you'll let me get this one thing off my chest:

I can't believe you're really gonna do it!
I can't believe you're biking all the way to Raccoon City all by yourself! Just to see your brother!? What the hell, girl!?



K.P.D.
RACCOON POLICE

GO





GO

POLICE DESK

GO





Handgun Ammo





Lion Medallion (Lion - Twig - Eagle)



GO

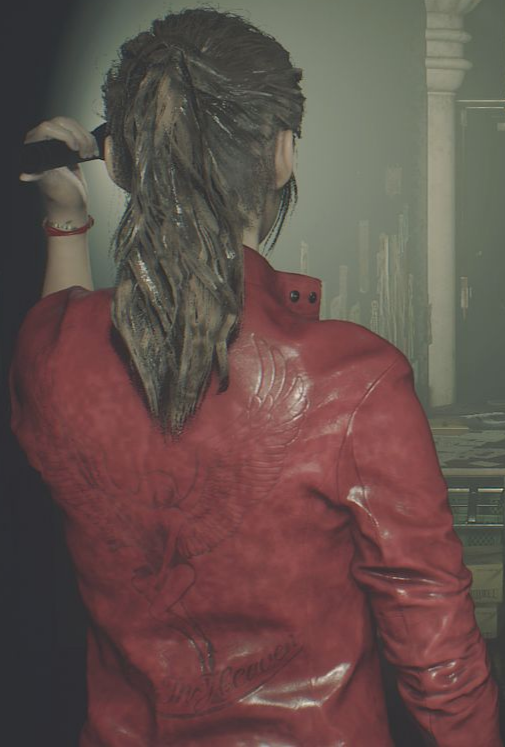


Lion Medallion (use)



GO





GO



GO



Handgun Ammo



LEFT





GO

CLEANING
IN
PROGRESS



GO





First Aid Spray



GO



GO





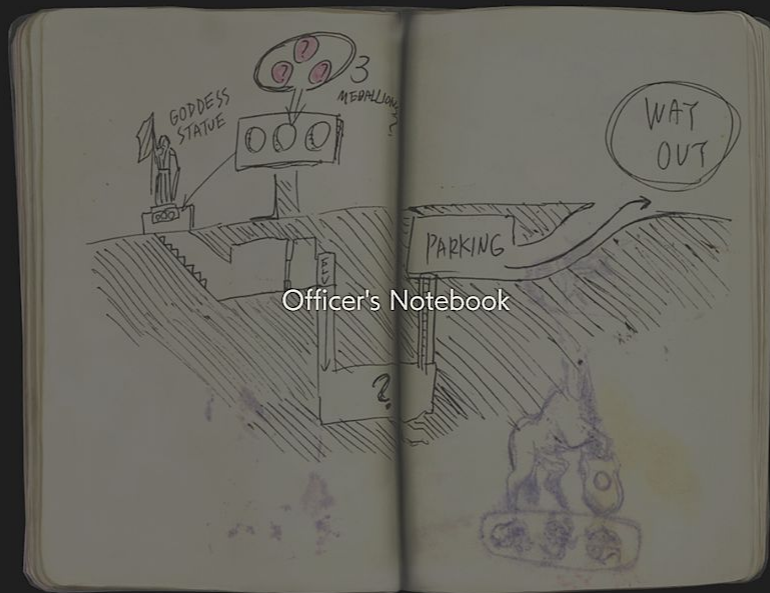
GO

OPEN THIS GODDAMN DOOR!



FIRE SAFETY DOOR
DO NOT OBSTRUCT





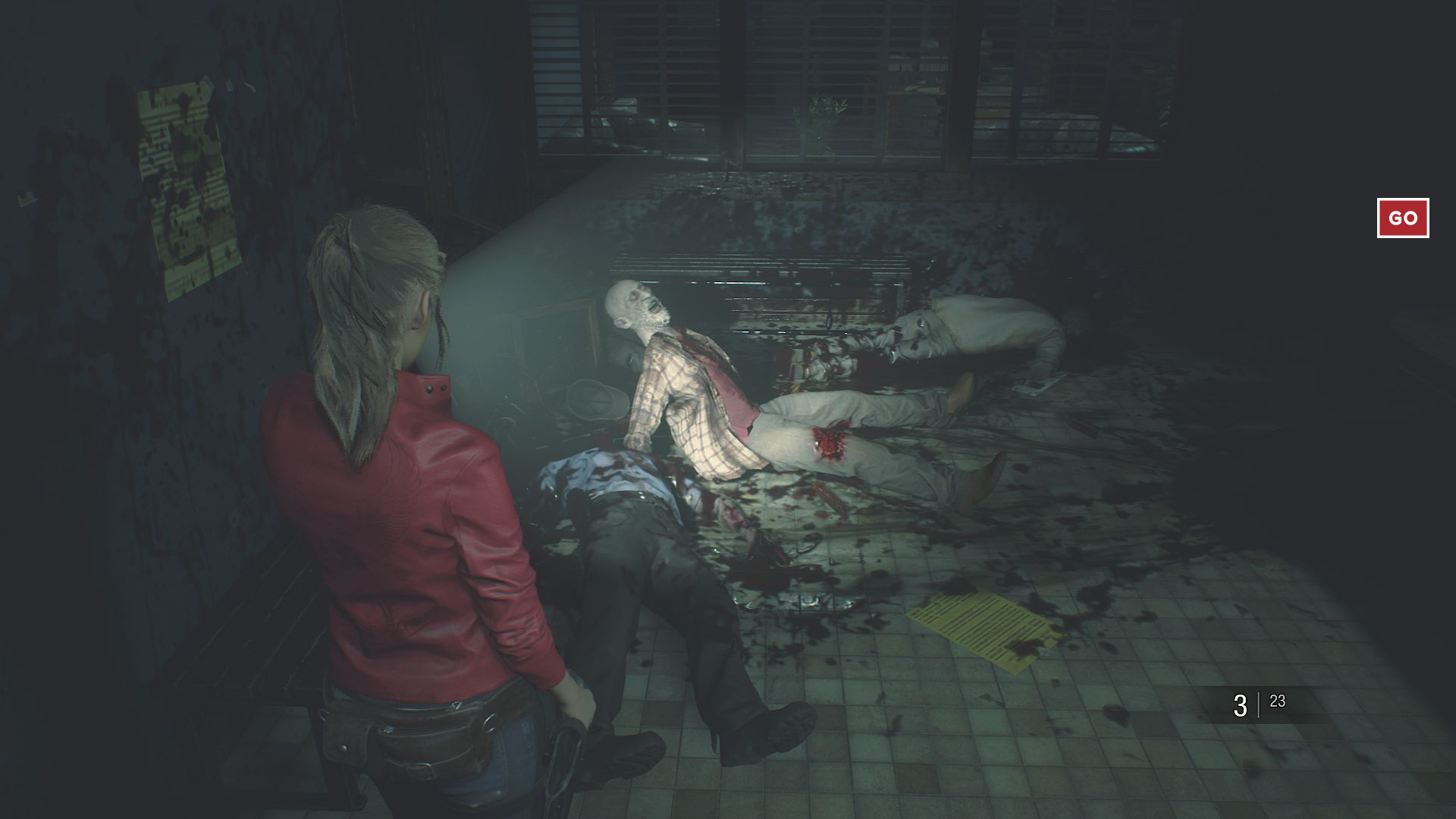
Officer's Notebook





GO





GO



RUN

MAIN HALL

EXIT

GO





Combat Knife

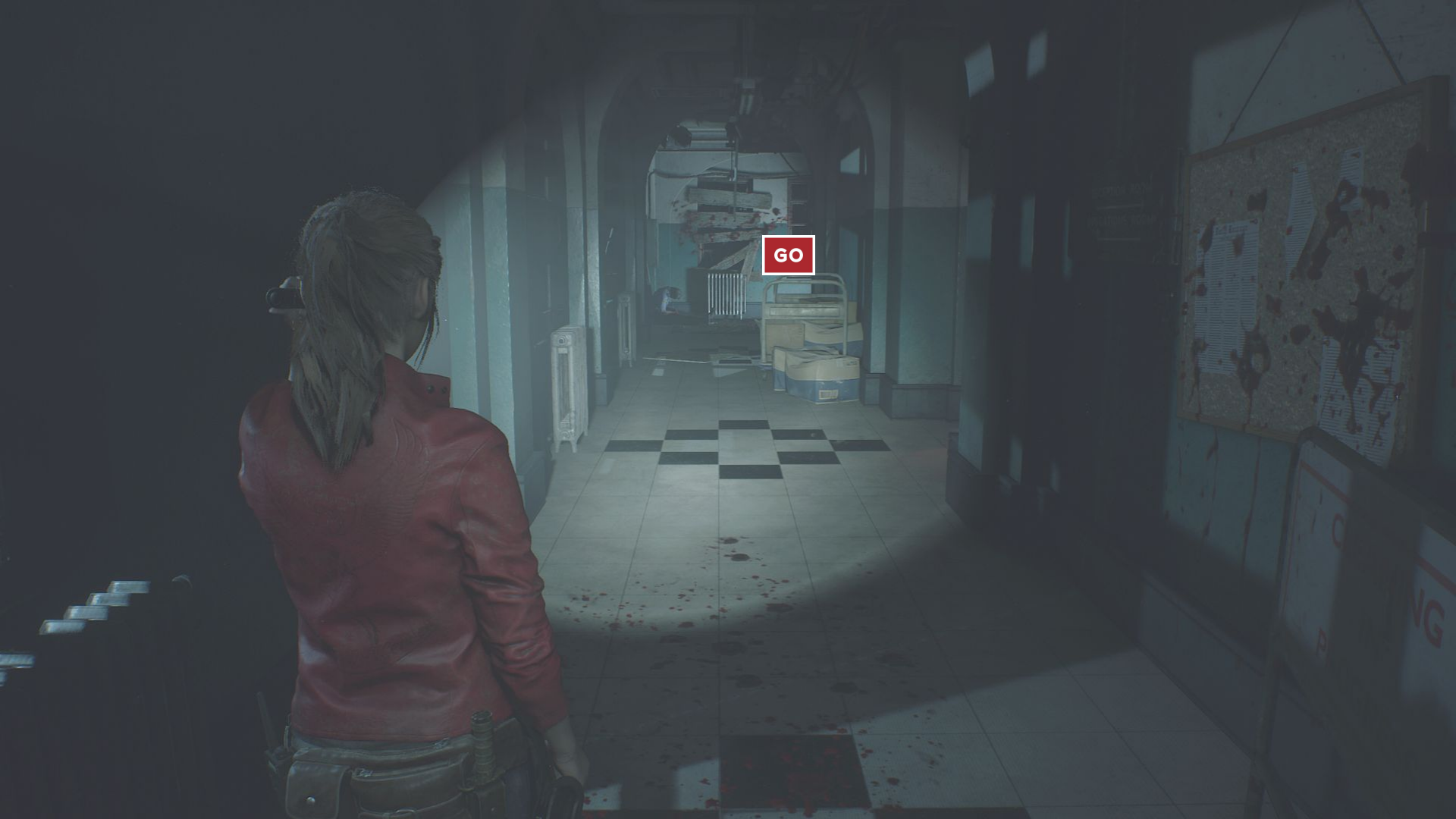




First Aid Spray
Ink Ribbon x2



Handgun Ammo



GO



GO

—heading east—River.





GO



GO



Handgun Ammo



Handgun Ammo



EXIT





Gunpowder
File * Uses of Gunpowder - Claire (read)
Handgun Ammo



Lock * 9L - 15R - 7L / West Office / Pouch

! * FIRST BREAK-IN - Open a dial safe

! * HIP TO ADD SQUARES - Increase your inventory slots



Raccoon * West Office

! * VERMIN EXTERMINATION - Destroy a Mr Raccoon



File * Operation Report (read)



File * Rookie's First Assignment (read)



Lock * NED (left)
Lock * MRG (right)



Speed Loader (SLS 60)

Speed Loader (combine with SLS60) / ! * CUSTOMIZER - Customize a weapon
! * THE BASICS OF SURVIVAL - Combine two items together

GO

WELCOME
LEON

Kennedy



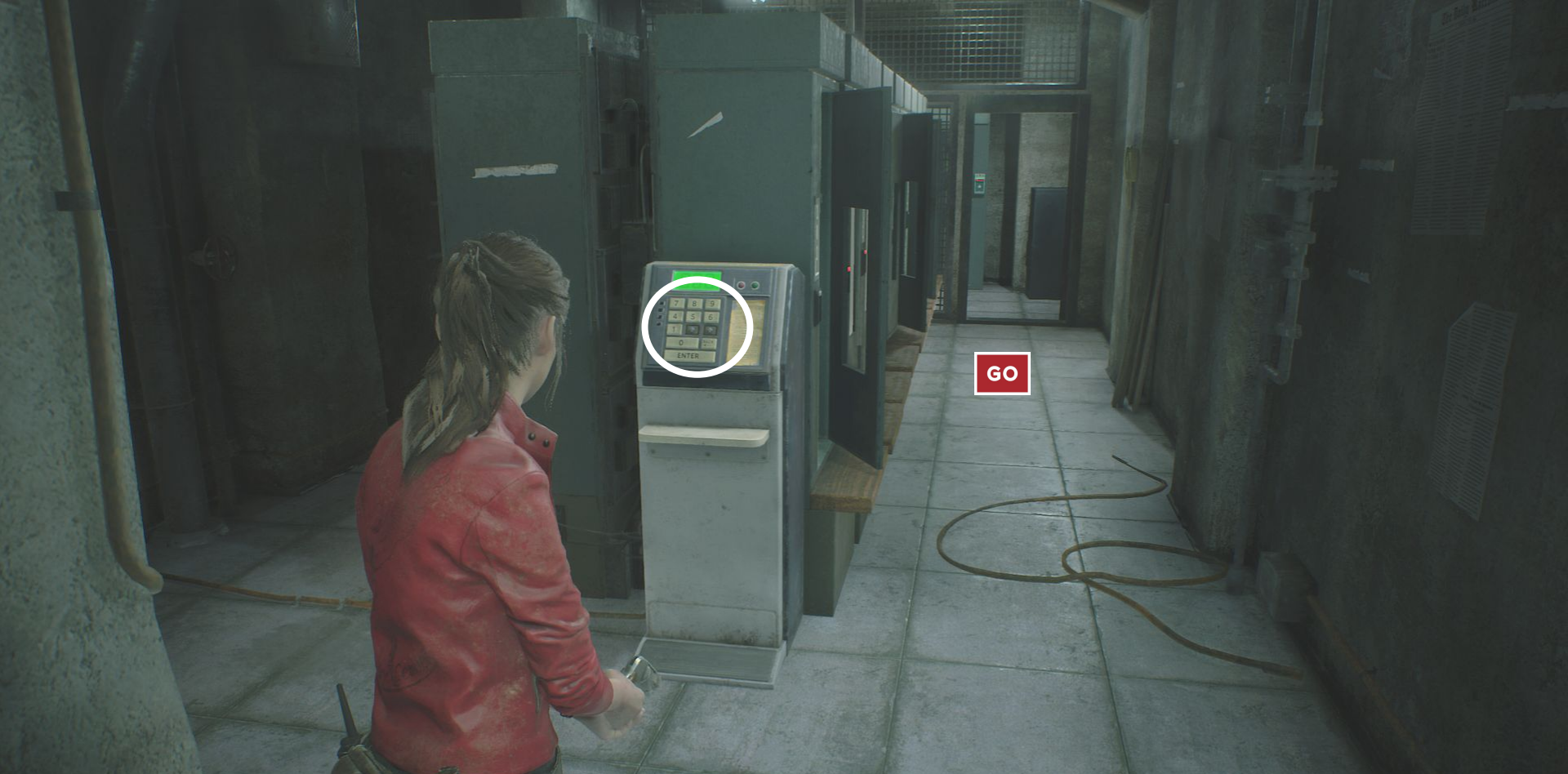
GO

West Office

INVESTIGATION REPORT

A character with blonde hair in a ponytail, wearing a red leather jacket and a utility belt, is seen from behind, looking at a large, heavy, grey metal door. The door has a handle and a small window with a grid. A red square with the word "GO" in white is overlaid on the door handle. The scene is dimly lit, with a blueish-green light emanating from a doorway or window behind the door. The background shows a hallway with a checkered floor, a framed picture on the wall, and a large potted plant on the right.

GO



GO

109 - Enter



Handgun Ammo

A character with blonde hair in a ponytail, wearing a red leather jacket and a utility belt, is seen from behind, looking towards a large, heavy, grey metal door. The door is set in a dark, industrial-looking environment. To the right of the door, there is a doorway leading to a brighter area. A red square button with the word "GO" in white capital letters is positioned in the middle of the scene, indicating the next action.

GO

A woman with long blonde hair, wearing a red leather jacket and a utility belt, stands in a dark, ornate hallway. She is looking towards a large arched window at the end of the hallway. The floor is made of patterned tiles. To the right, there is a staircase with a wooden railing. A red square with the word "GO" in white is overlaid on the scene.

GO



Wooden Board
Green Herb



Wooden Board (use) / ! * THAT'LL HOLD 'EM - Use Wooden Boards to board up a window

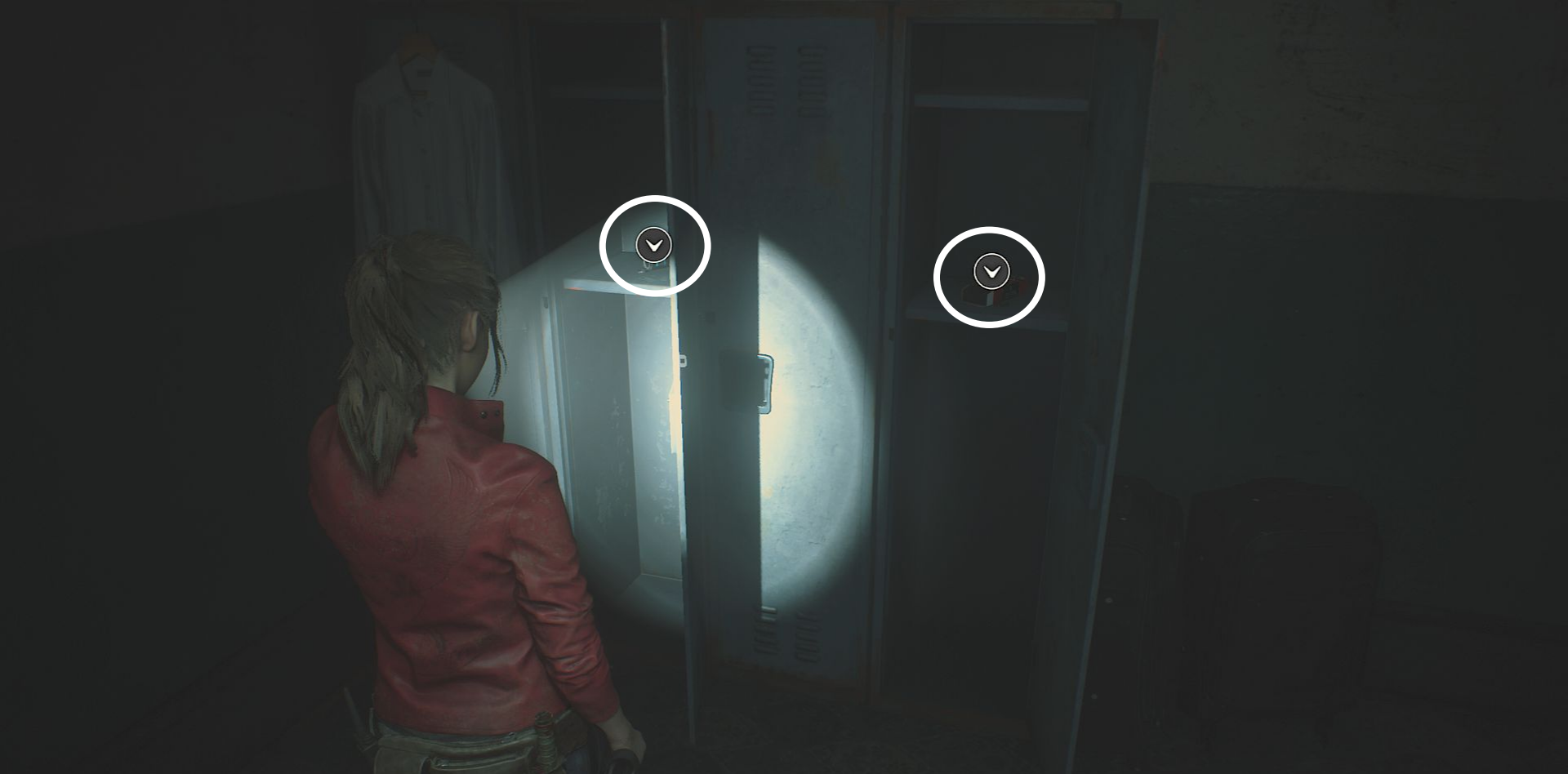
A woman with long brown hair, wearing a red leather jacket and a utility belt, stands in a dimly lit hallway. She is looking towards a doorway at the end of the hallway. The floor is made of patterned tiles, and the walls are dark with a decorative baseboard. A single light fixture is visible on the ceiling. A red square with the word "GO" in white is positioned near the doorway.

GO

DARKROOM




GO

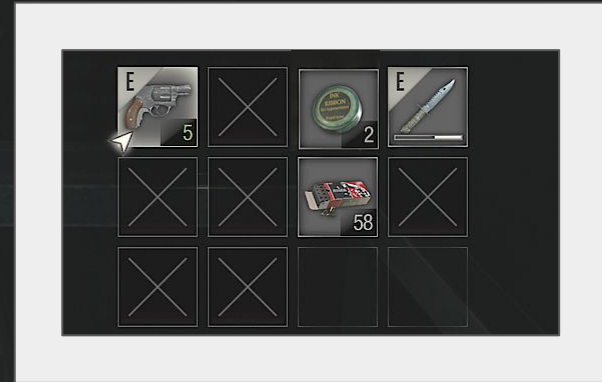


Gunpowder (combine with Gunpowder) = Handgun Ammo (combine)
Ink Ribbon x2



Red Herb (combine with Green Herb) = Mix G+R

	First Aid Spray	
	First Aid Spray	
	Mixed Herb (G+R)	
	Ink Ribbon	4



SLS 60

Handgun

5-shot capacity 9mm handgun. Its smaller capacity allows for its small size, making it extremely easy to handle.



STAIRS



Ink Ribbon (use - save)

PAUSE

00:09:13

Return to Game

Load Game

Records

Options

Quit



Handgun Ammo

GO

2F



Men's
Locker Room

GO



Portable Safe (examine) = Spare Key / ! * A VAULT-LIKE MIND - Open a portable safe

Open inventory



UP

STAIRS





Handgun Ammo



Spade Key

A woman with blonde hair tied back, wearing a red leather jacket and a utility belt, stands in a dark, narrow hallway. She is looking towards a wooden door on the left. A red square with the word "GO" in white is overlaid on the door. To the right of the door is a metal rolling cart with three shelves, containing several brown cardboard boxes. The floor is made of dark, square tiles. The hallway leads to a brighter area in the distance.

GO



GO

Gunpowder
Wooden Board



GO



Handgun Ammo



GO



GO

I've got something to show you. It's important.



GO





Gunpowder (combine with Gunpowder) = Handgun Ammo (combine)





Unicorn Medallion (Fish - Scorpion - Jar)



GO





Handgun Ammo







Spade Key (use)



Unicorn Medallion (use)



Spade Key (use)



Ink Ribbon (use - save)

PAUSE

00:15:03

Return to Game

Load Game

Records

Options

Quit

Time *

POLICE DESK

GO



GO





File * Guide Pamphlet (read)



Who turns a museum into a police station...?

Spade Key (use - discard)

GO

ART ROOM

WIKI





Weapon's Locker Key Card

A character with long brown hair, wearing a red leather jacket and a utility belt with a knife, stands in a dimly lit museum room. The room features a checkered floor with circular patterns, a wooden display case on the left containing various artifacts like vases and statues, and a large wooden wall panel on the right. A red instruction box with the word 'LEFT' is overlaid on the scene.

LEFT



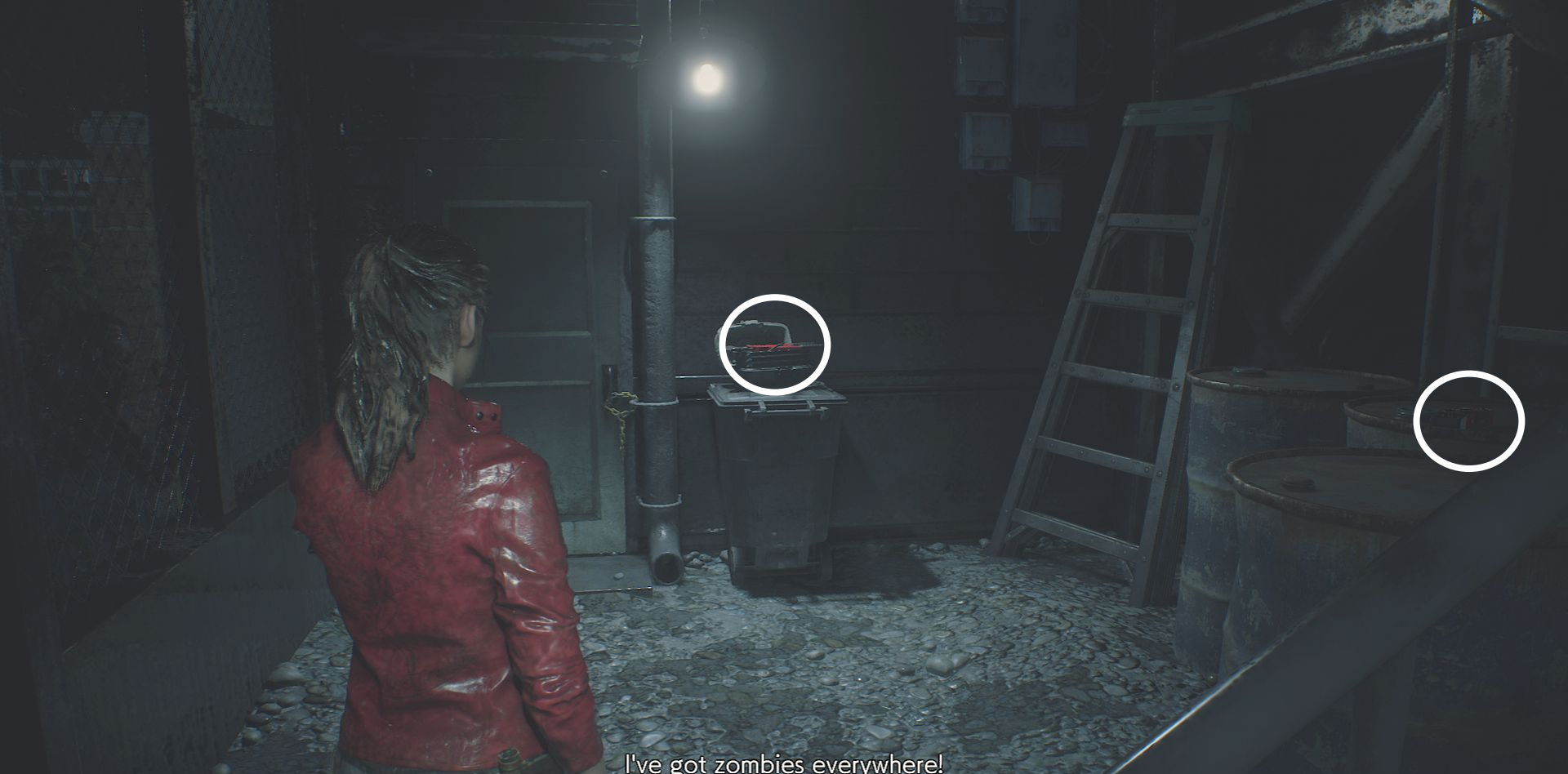
GO

WAITING ROOM



EXIT

GO



I've got zombies everywhere!

Handgun Ammo
Cutting Tool



Cutting Tool (use)







Wooden Board (use)

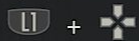


Handgun Ammo
Flash Grenade

Change equipped sub-weapon



Change equipped sub-weapon



GO

LEFT

ENEMY





Fuse (use)



A character with long braided hair, wearing a red leather jacket and a utility belt, is seen from behind in a dark, cluttered room. The character is holding a flashlight that illuminates a desk with a computer monitor and stacks of papers. A body lies on the floor in the foreground. A red square with the word "GO" in white is positioned above the desk. The room has blue walls and arched windows in the background.

GO

A woman with blonde hair in a ponytail, wearing a red leather jacket and a utility belt, stands in a dark, cluttered room. She is looking towards a doorway that is slightly ajar. The room is dimly lit, with some light coming from the doorway. There are boxes and papers scattered on the floor. A red square button with the word "GO" in white capital letters is overlaid on the doorway. The overall atmosphere is dark and mysterious.

GO



Handgun Ammo



GO

EXIT



GO



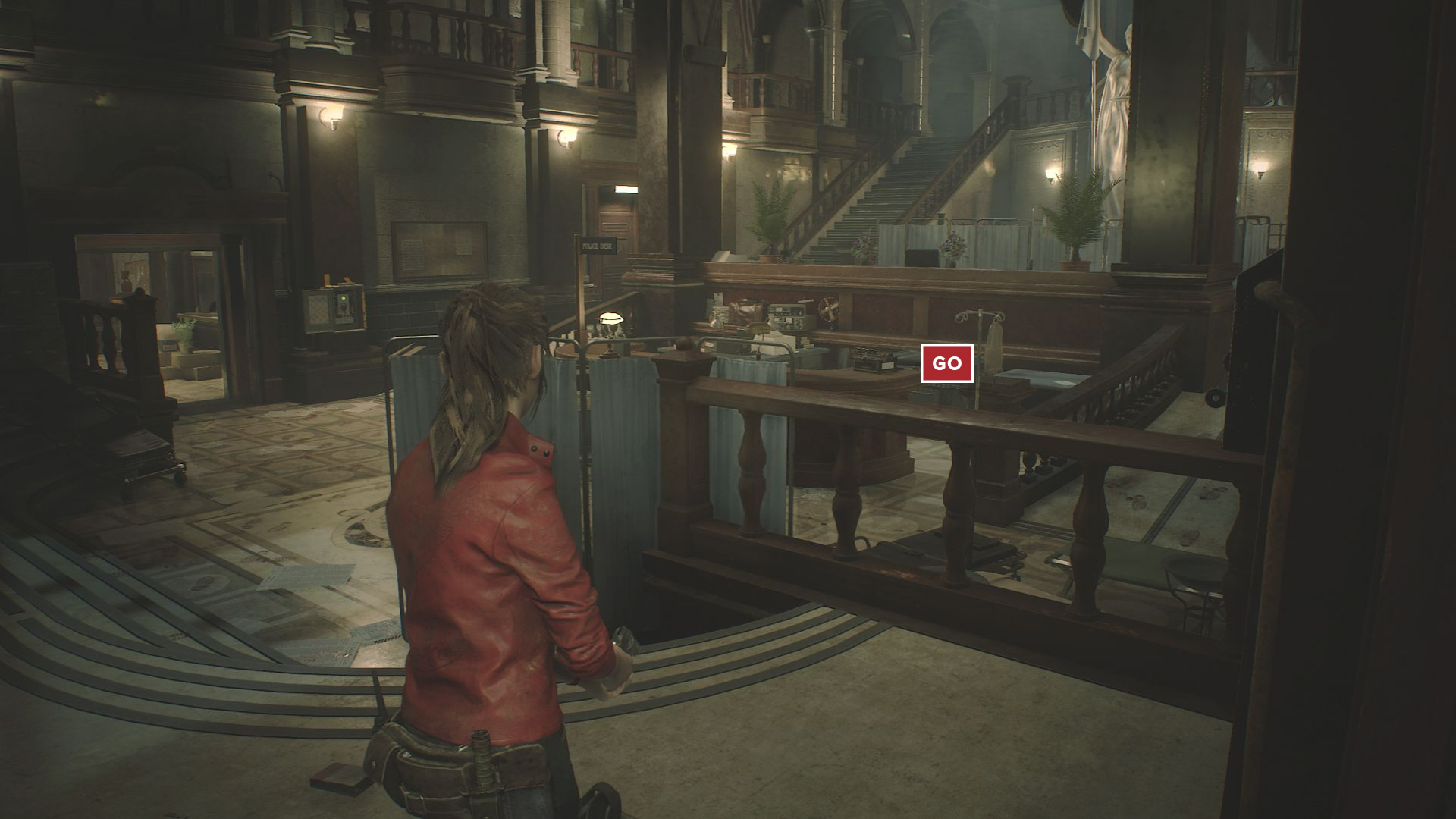
Round Wheel
White High Grade Gunpowder



Gunpowder (combine with High Grade Gunpowder) = Acid Rounds



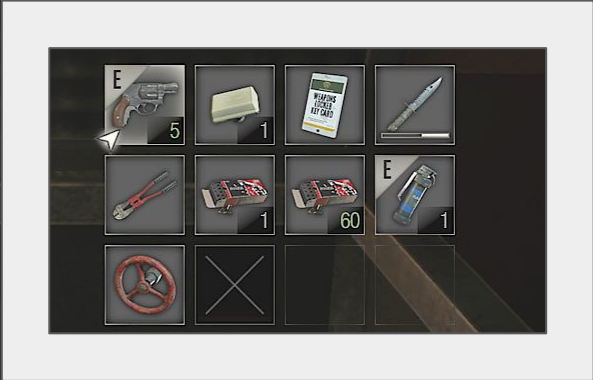
LEFT
MAIN HALL



GO

POLICE DESK

	First Aid Spray	
	First Aid Spray	
	Mixed Herb (G+R)	
	Ink Ribbon	3
	Acid Rounds	3



SLS 60
Handgun

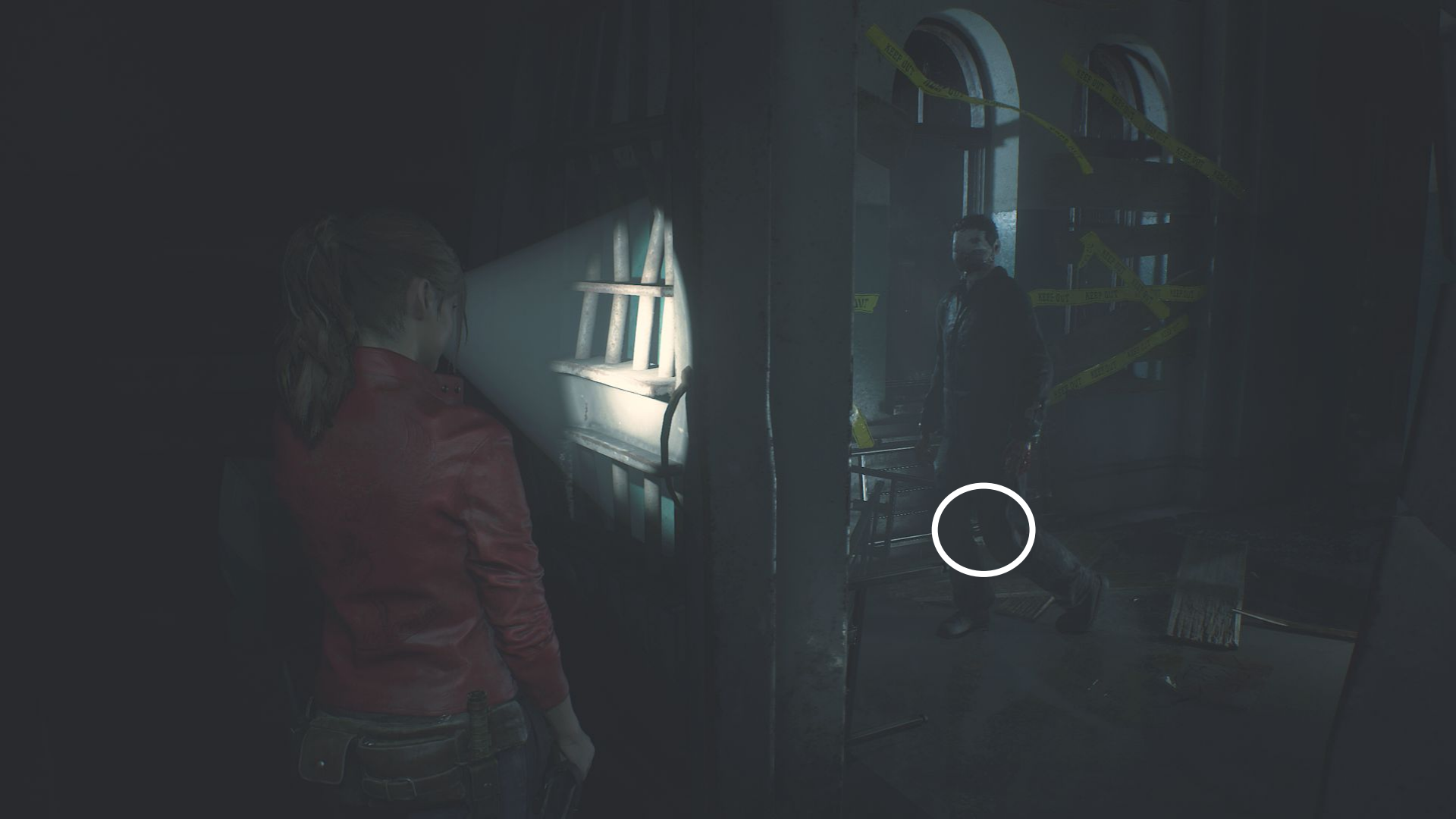
5-shot capacity 9mm handgun. Its smaller capacity allows for its small size, making it extremely easy to handle.



GO



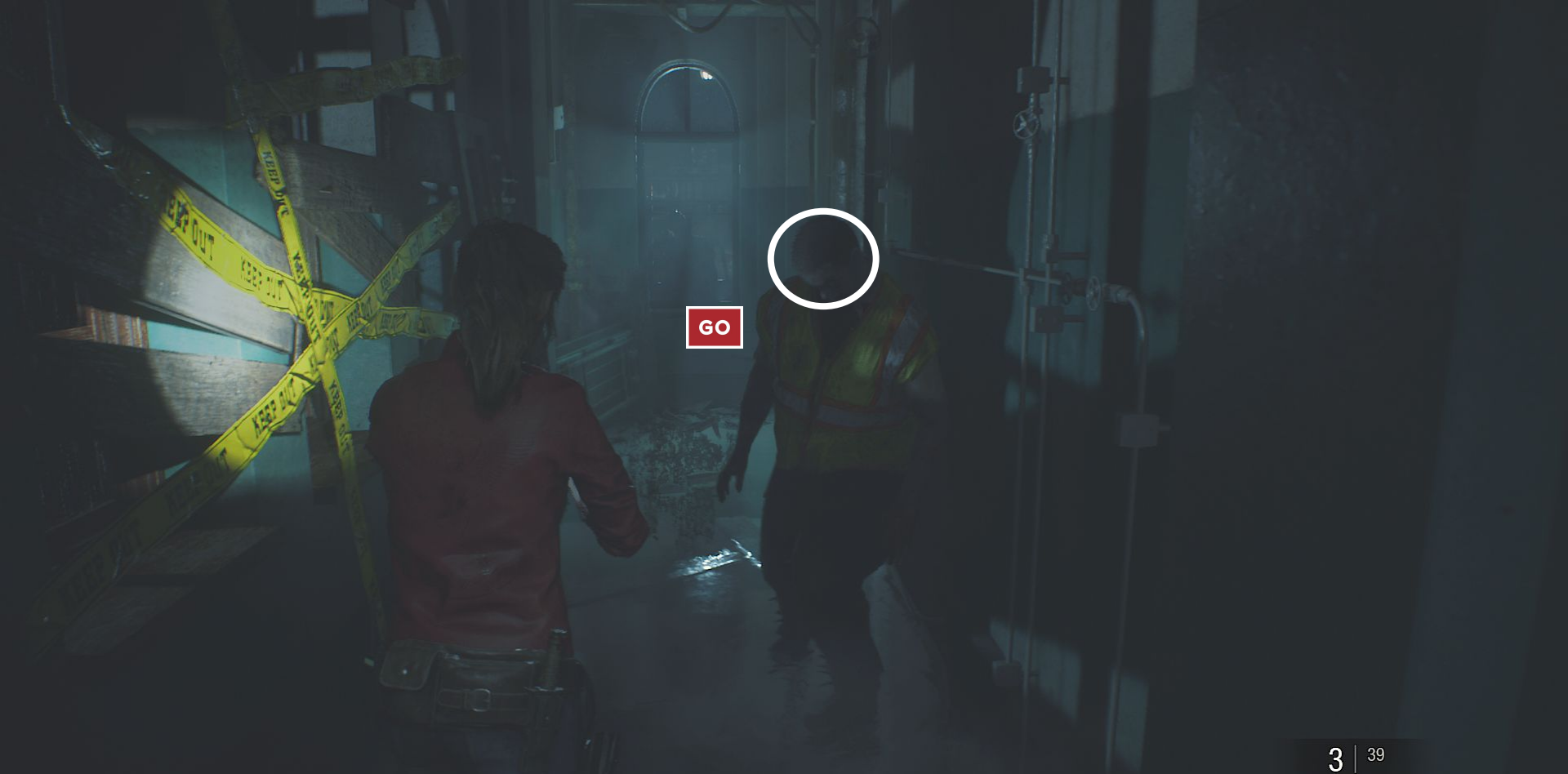
GO

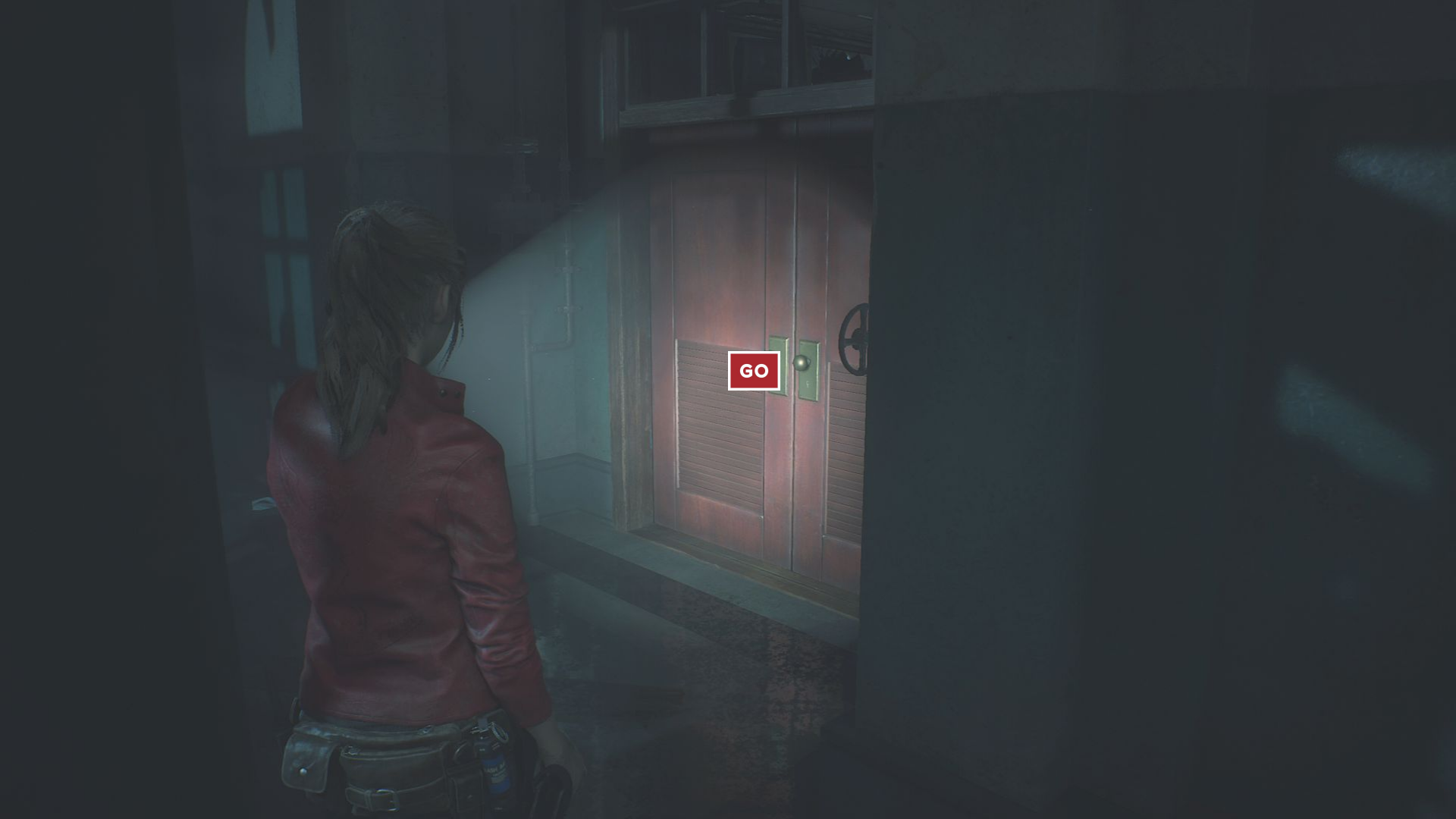






RUN





GO



Cutting Tool (use - discard)



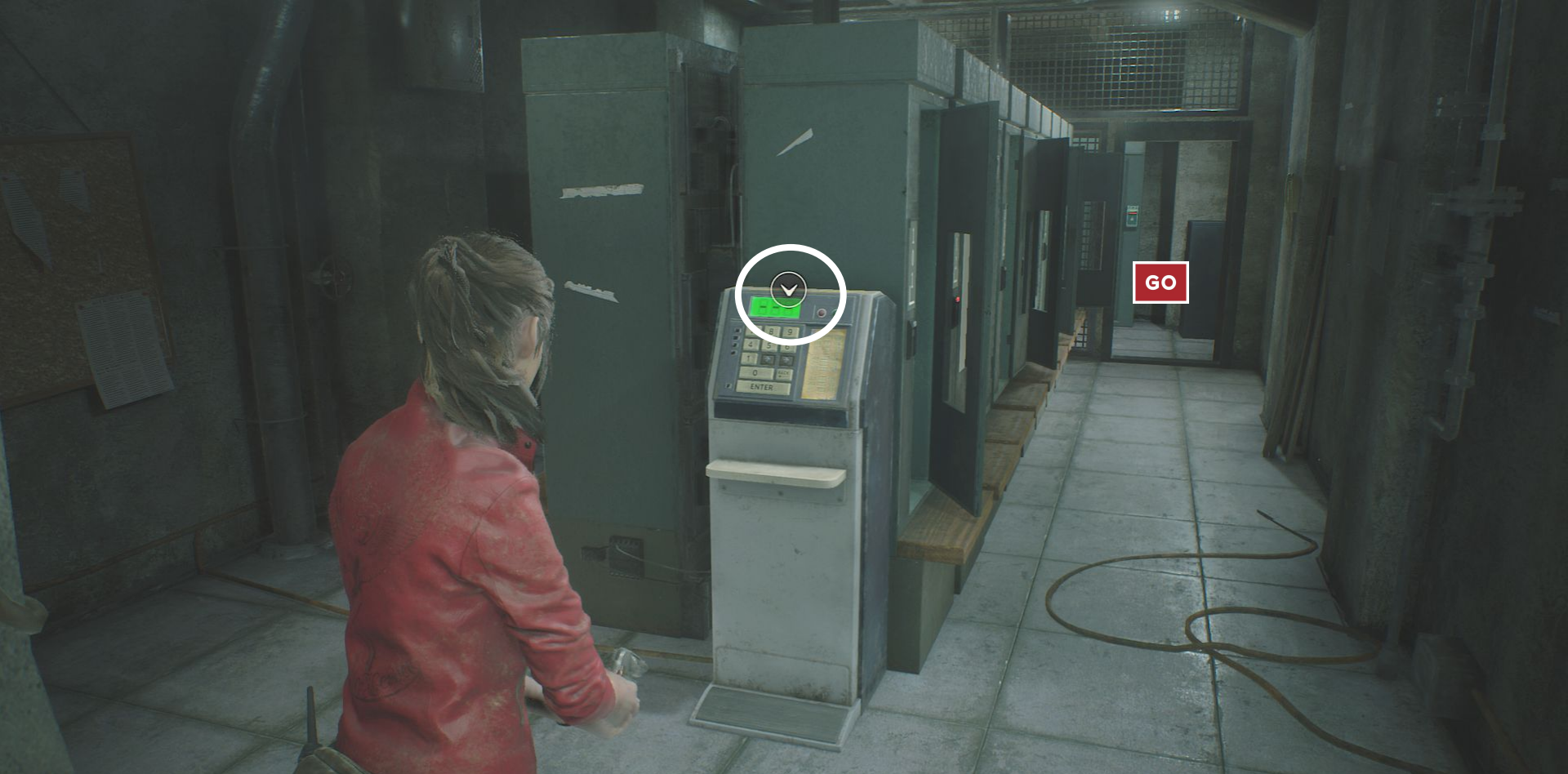
Electronic Gadget
Flash Grenade

Organize Items



GO





Spare Key (use #2)

Organize Items



GO





Weapon's Locker Key Card (use)
Flame Rounds
GM 79 (load)

A character with long blonde hair, wearing a red jacket and a dark utility belt, stands in a dark, dilapidated room. They have a rifle slung over their shoulder. The room features a large, heavy door on the left, a wall with a teal-colored section, and a wall with dark, splattered paint on the right. A red "GO" button is overlaid on the scene.

GO

STAIRS





GO

2F

Men's
Locker Room

GO



Flame Rounds
Lock * CAP / Flame Rounds



Round Handle (use)



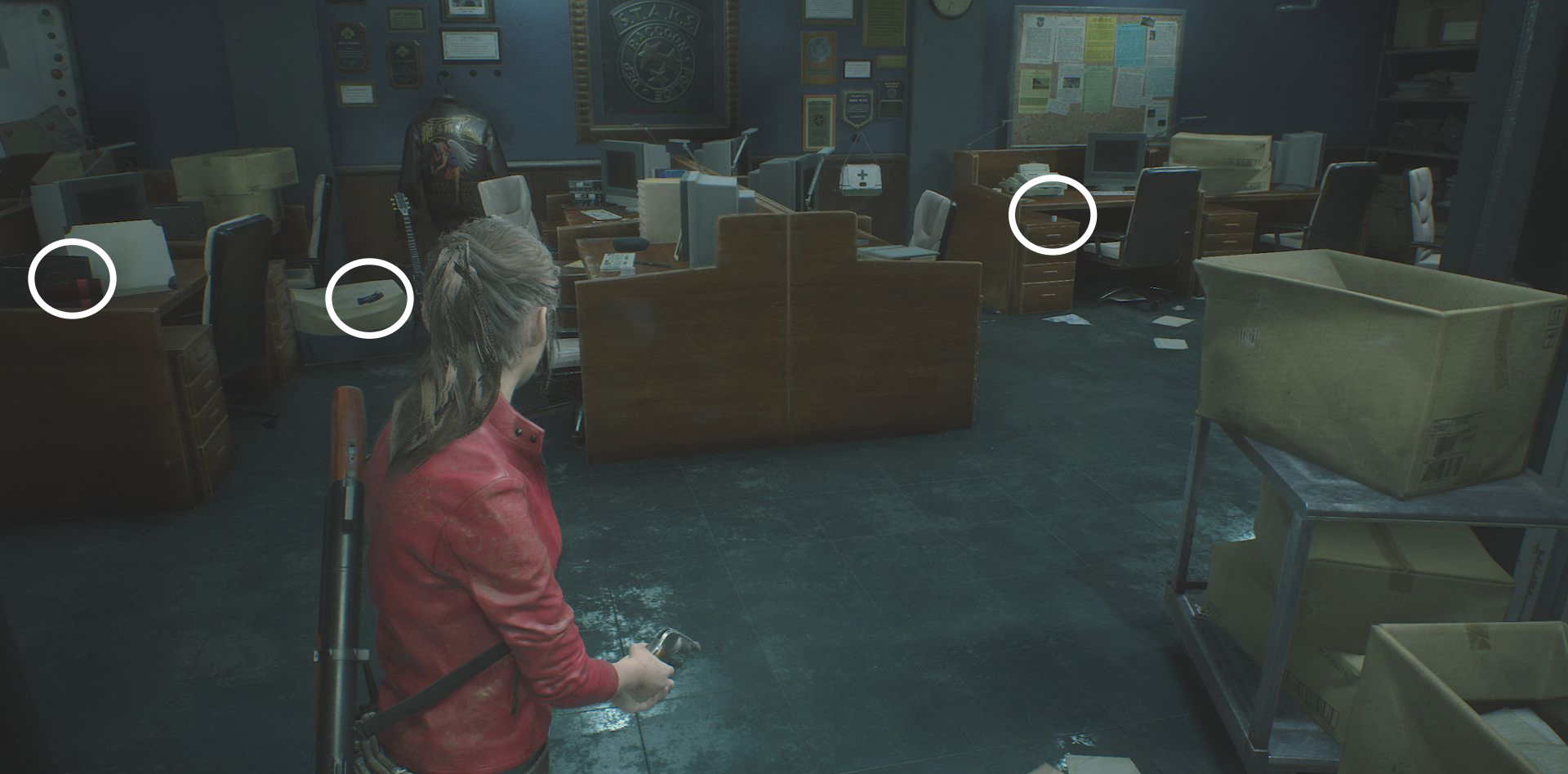
Gunpowder



Flame Rounds



Battery (combine with Electronic Gadget = Detonator)



High Grade Gunpowder (combine with Gunpowder) = Acid Rounds
Flash Grenade
Flame Rounds

A character with long brown hair, wearing a red leather jacket and a brown tool belt, stands in a dimly lit storage room. The room contains several metal lockers, some with boxes on top, and a fire extinguisher on the left. In the center, there are more boxes, a white bucket, and two black trash bags. On the right, a wooden door is visible, with a red instruction box overlaid on the wall. The floor is dark and has some papers scattered on it. The walls are blue with wood paneling at the bottom.

WALK

LEFT

LINEN ROOM

WALK

A character with long, light-colored hair, wearing a red leather jacket, is seen from the back, looking towards a dark wooden door in a grand, dimly lit hall. The floor is made of large, light-colored marble tiles with dark grout. To the right, there is a large, ornate bronze statue of a horse. The walls are dark and paneled, with several spherical wall sconces providing light. A red square icon with the word "GO" in white is positioned in the center of the door.

GO



Combat Knife



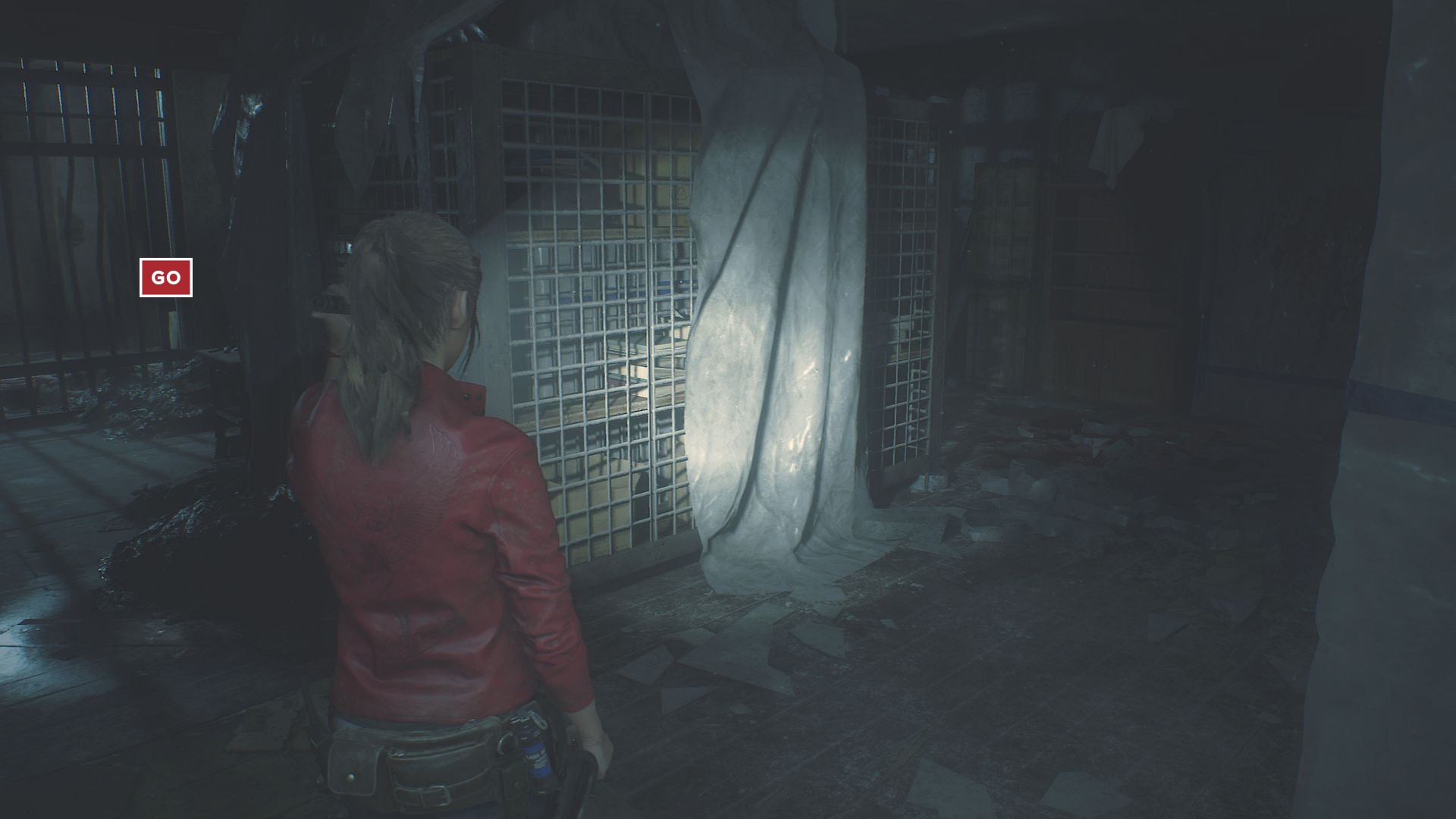
GO

EXIT

A character with long dark hair, wearing a red leather jacket and a utility belt, stands on a balcony with an ornate metal railing. The character is looking towards a red square sign with the word "GO" in white. The setting is a grand, dimly lit library with dark wood paneling, bookshelves, and a large oval mural of a figure on the wall. A chandelier hangs in the background.

GO

GO





Detonator (use)

A woman with long dark hair, wearing a red leather jacket and a utility belt, is seen from behind, looking into a dark, cluttered room. The floor is covered in papers and debris. In the background, a doorway is illuminated by a light fixture, and a red 'GO' prompt is overlaid on the scene. To the right, a large window with a grid pattern is visible. The overall atmosphere is dark and mysterious.

GO



GO



GO





Maiden Medallion (Lady - Arrow - Snake)



Flash Grenade (use) / ! * KEEP THEIR HEADS RINGIN' - Paralyze a licker's sense of hearing



GO

EXIT

STAIRS





Unicorn Medallion, Maiden Medallion (use)

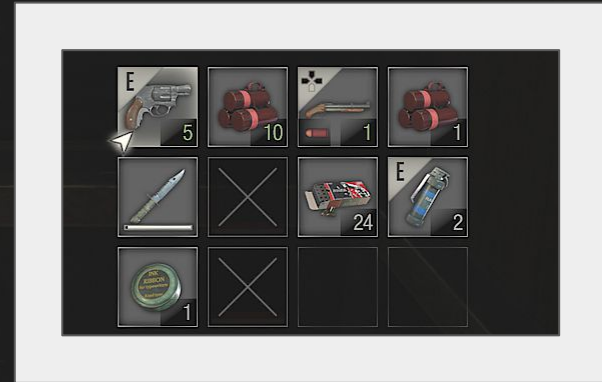


! * PATH TO THE GODDESS - Solve the Goddess Statue puzzle



Flame Rounds
Ink Ribbon

	First Aid Spray	
	First Aid Spray	
	Mixed Herb (G+R)	
	Ink Ribbon	3
	Acid Rounds	5



SLS 60

Handgun

5-shot capacity 9mm handgun. Its smaller capacity allows for its small size, making it extremely easy to handle.



Ink Ribbon (use - save)

PAUSE

00:30:41

Return to Game

Load Game

Records

Options

Quit

Time *



GO



A woman with long, light-colored hair tied back, wearing a red jacket and a utility belt, stands in a dark, industrial-looking hallway. She is looking towards a doorway that leads to a set of stairs. The doorway is framed by dark wood and metal. A red rectangular label with the word "STAIRS" in white capital letters is positioned in the center of the doorway. The woman is holding a small, clear object in her hands. The lighting is dim, with some highlights on the woman's jacket and the floor of the stairs.

STAIRS

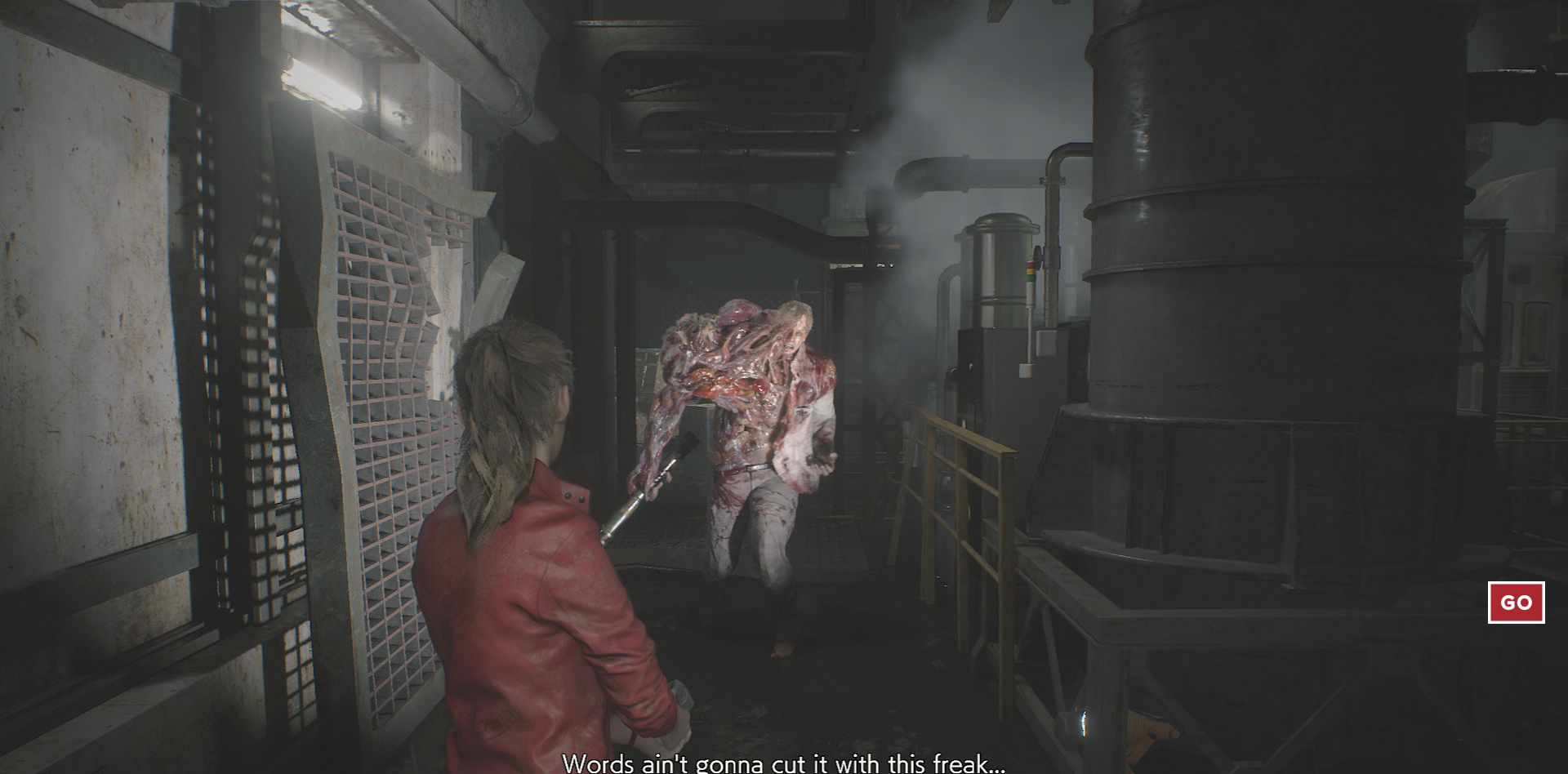


Hand Grenade

A character with blonde hair in a ponytail, wearing a red leather jacket, is seen from behind, looking towards a set of concrete stairs in a dark, industrial environment. A red square with the word "GO" in white is positioned above the stairs. A red light is visible on the wall to the right of the stairs.

GO



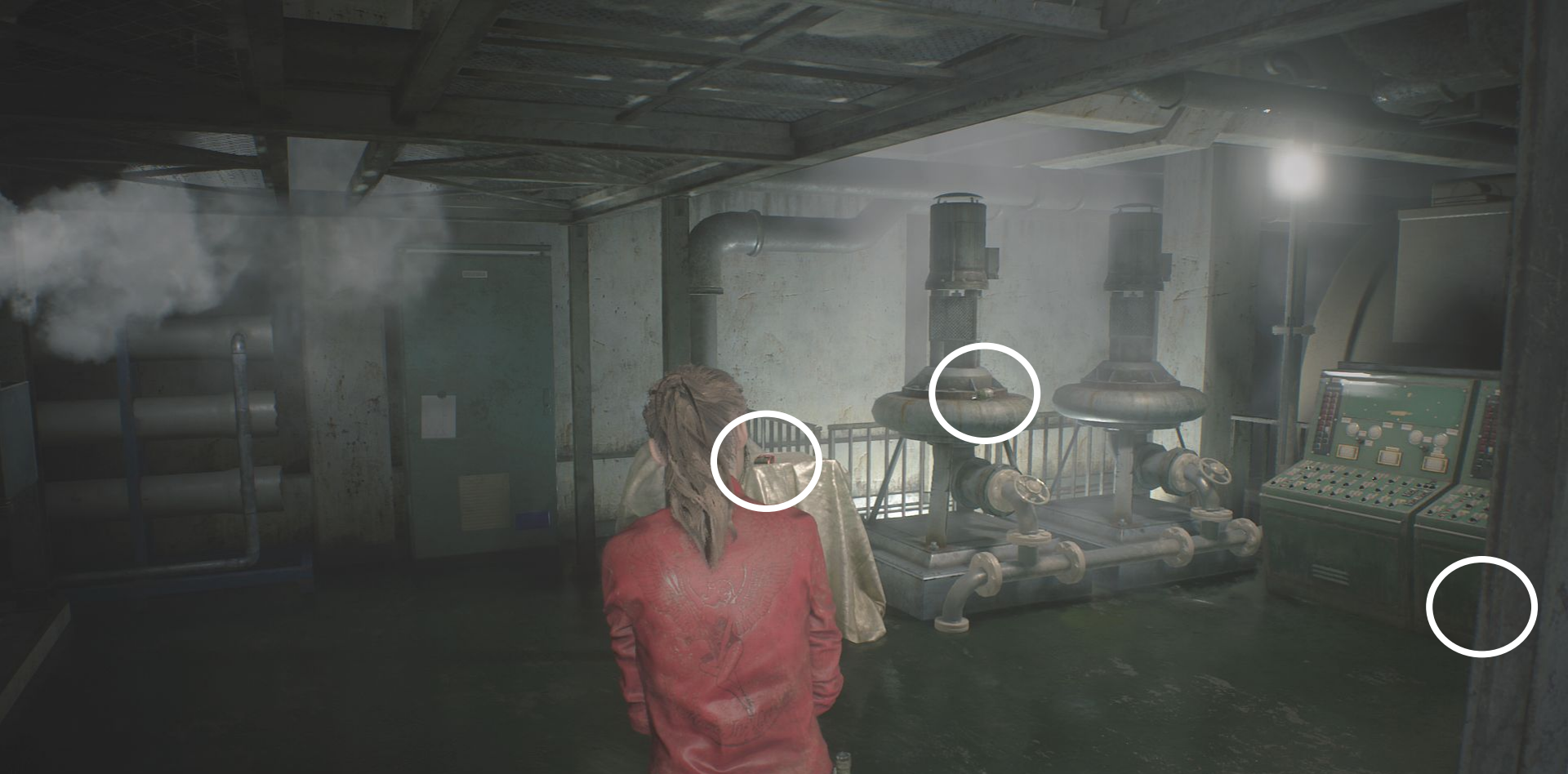


Words ain't gonna cut it with this freak...

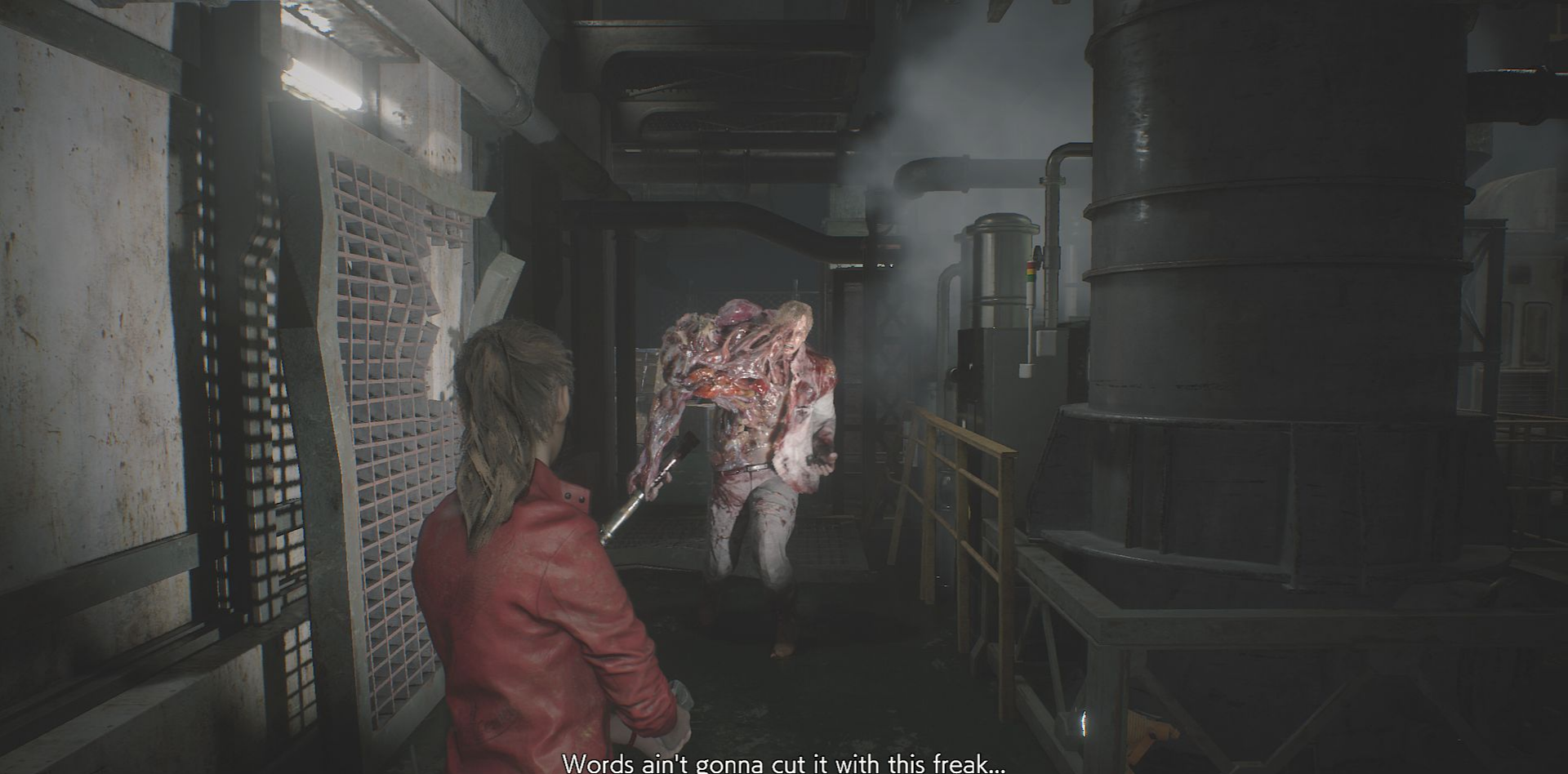
Berkin (Boss) - Combat Knife x18, Counter with Combat Knife

A character with a ponytail, wearing a red leather jacket and a utility belt, is seen from behind, looking towards the right. The environment is a dark, industrial interior with heavy machinery, pipes, and a large circular structure on the right. The air is thick with fog or smoke. A red rectangular box with the word "RIGHT" in white capital letters is positioned above the character's head, indicating the direction of their gaze. The floor has yellow hazard markings, and a metal railing is visible on the right side.

RIGHT



Handgun Ammo
Hand Grenade
Green Herb



Words ain't gonna cut it with this freak...

Berkin (Boss) - Grenade x2, Flame Rounds x8 or x9

A character with long blonde hair in a ponytail, wearing a red leather jacket and a utility belt, stands in a dark, industrial environment. The character is facing away from the camera, looking towards a doorway in the distance. To the right is a large, circular, riveted metal structure. The floor has yellow hazard stripes and a yellow triangle. A red rectangular box with the word "LEFT" in white capital letters is positioned above the character's head.

LEFT



Handgun Ammo

Red Herb (combine with Green Herb) = Mixed G+ R

A woman with blonde hair in a ponytail, wearing a red jacket and blue jeans with a tool belt, is walking away from the camera down a metal walkway in an industrial facility. The walkway is flanked by wooden railings. To the left is a large, grey metal cabinet with various panels and pipes. To the right are large, cylindrical industrial tanks. In the background, there's a chain-link fence and a bright light source. A red rectangular box with the word "RIGHT" in white capital letters is overlaid on the scene, pointing towards the right side of the walkway.

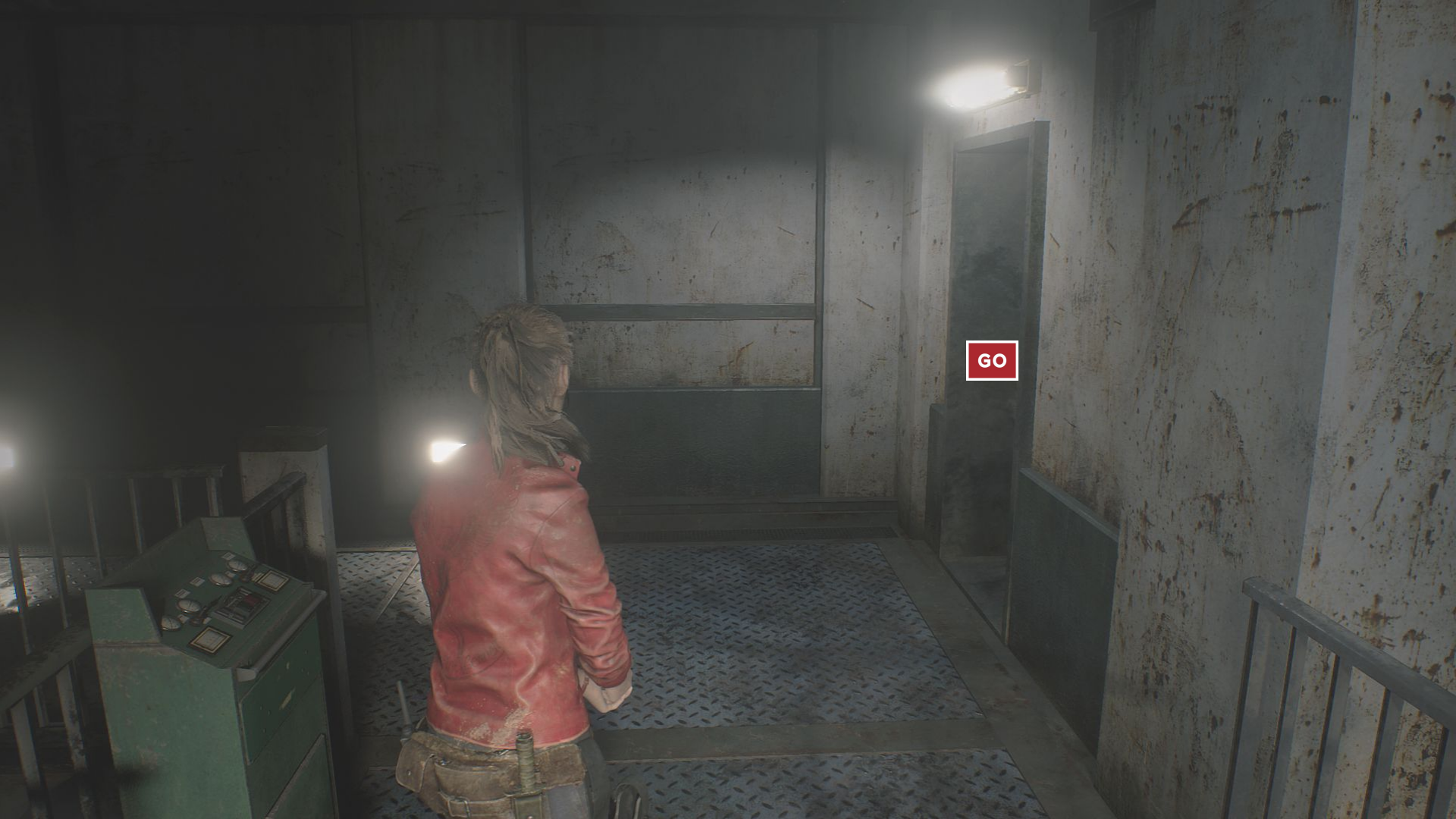
RIGHT



Handgun Ammo
Green Herb

GO





GO



Gunpowder
Green Herb

A character with long blonde hair in a ponytail, wearing a red leather jacket and a tool belt, stands on a metal walkway in a dark, industrial facility. The character is looking towards a red square sign with the word "GO" in white capital letters. The environment is dimly lit, with steam rising from the ground and a person visible in the distance. The walkway has a metal railing, and there are various industrial structures and pipes in the background.

GO



GO











GO

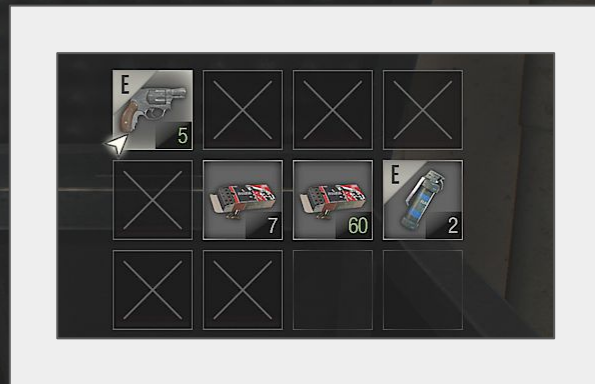
She works at Umbrella.



GO

He, um...worked with my mom but... He's gone.

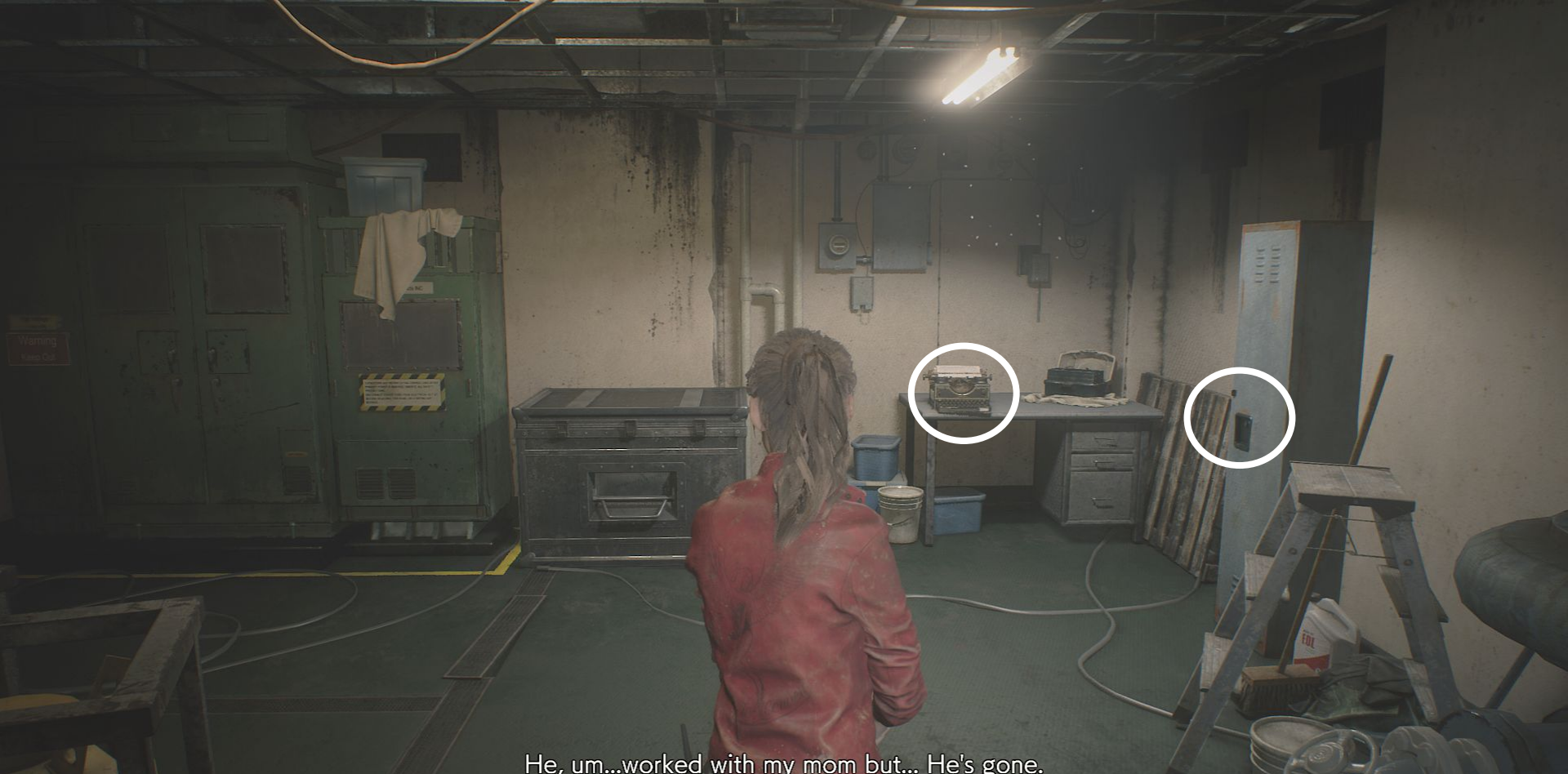
	First Aid Spray	
	Mixed Herb (G+R)	
	Ink Ribbon	3
	Acid Rounds	5
	Gunpowder	
	Green Herb	
	Green Herb	
	Mixed Herb (G+R)	
	Flame Rounds	3
	GM 79	1



SLS 60

Handgun

5-shot capacity 9mm handgun. Its smaller capacity allows for its small size, making it extremely easy to handle.



He, um...worked with my mom but... He's gone.

Ink Ribbons (use - save)

PAUSE

00:33:46

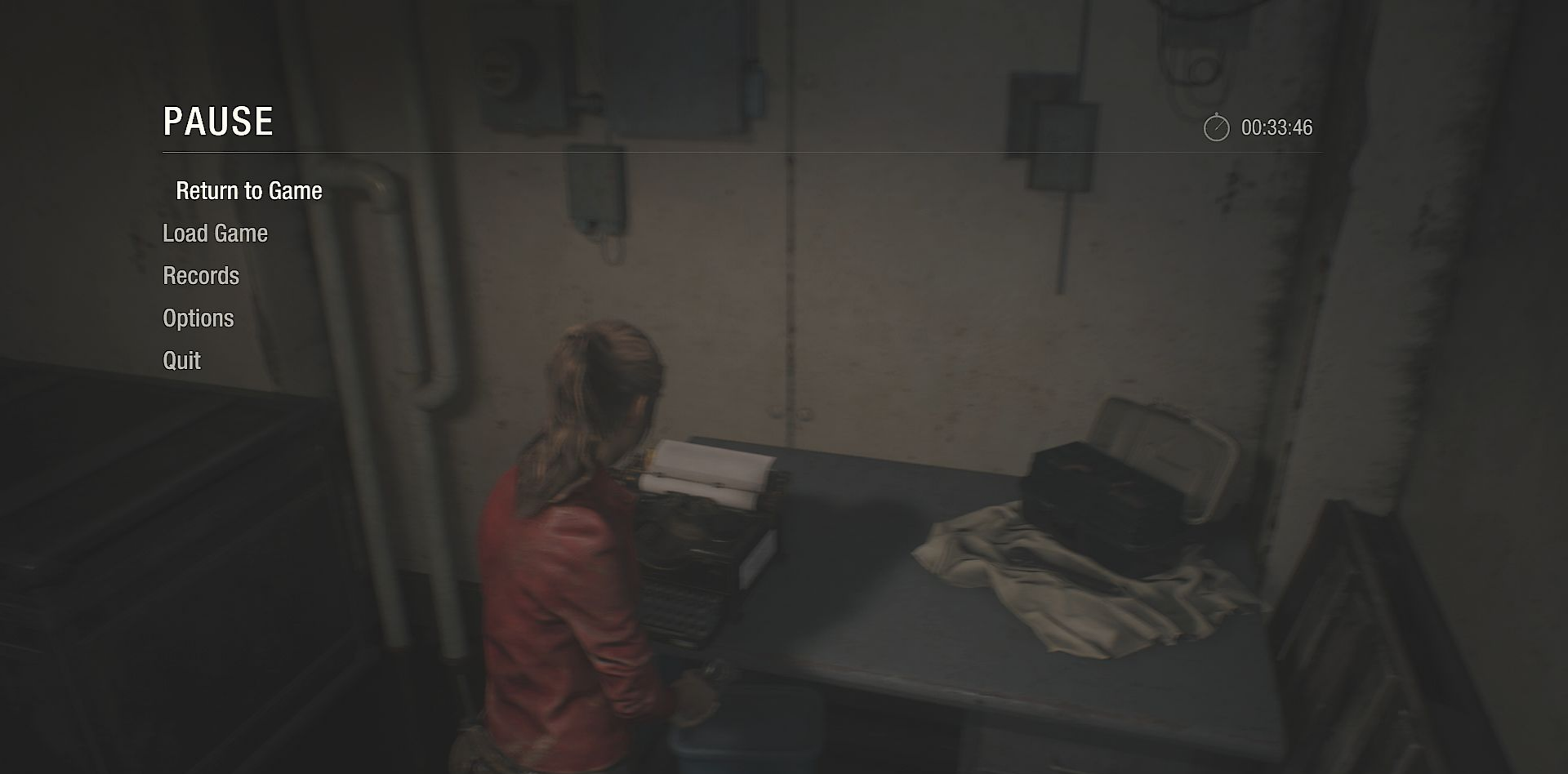
Return to Game

Load Game

Records

Options

Quit



Time *

LADDER

He, um...worked with my mom but... He's gone.



NO ENTRY

EXIT

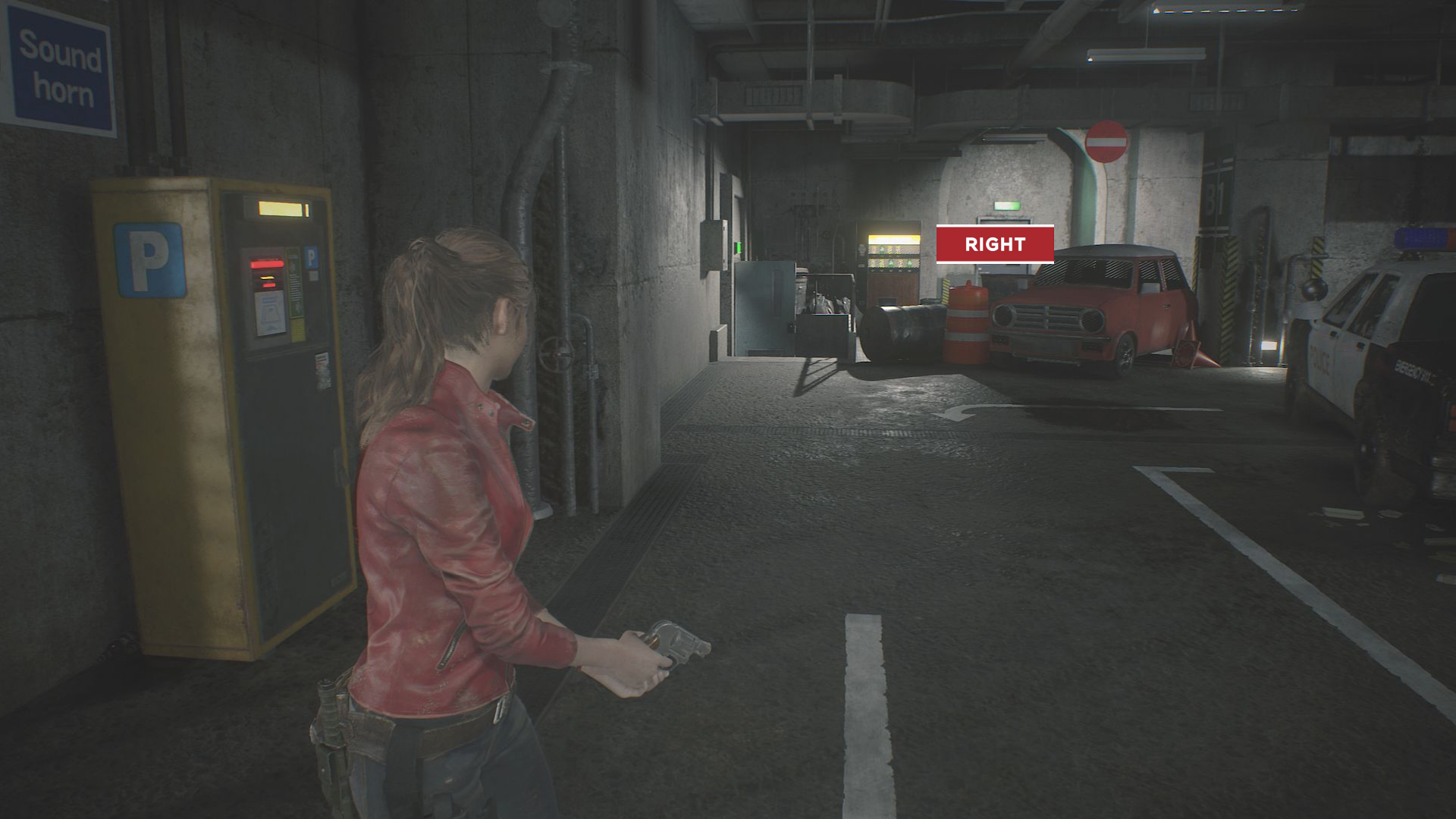
B1

B1

POLICE
PARKING
ONLY

GO

It's closed...



Sound horn

P

RIGHT

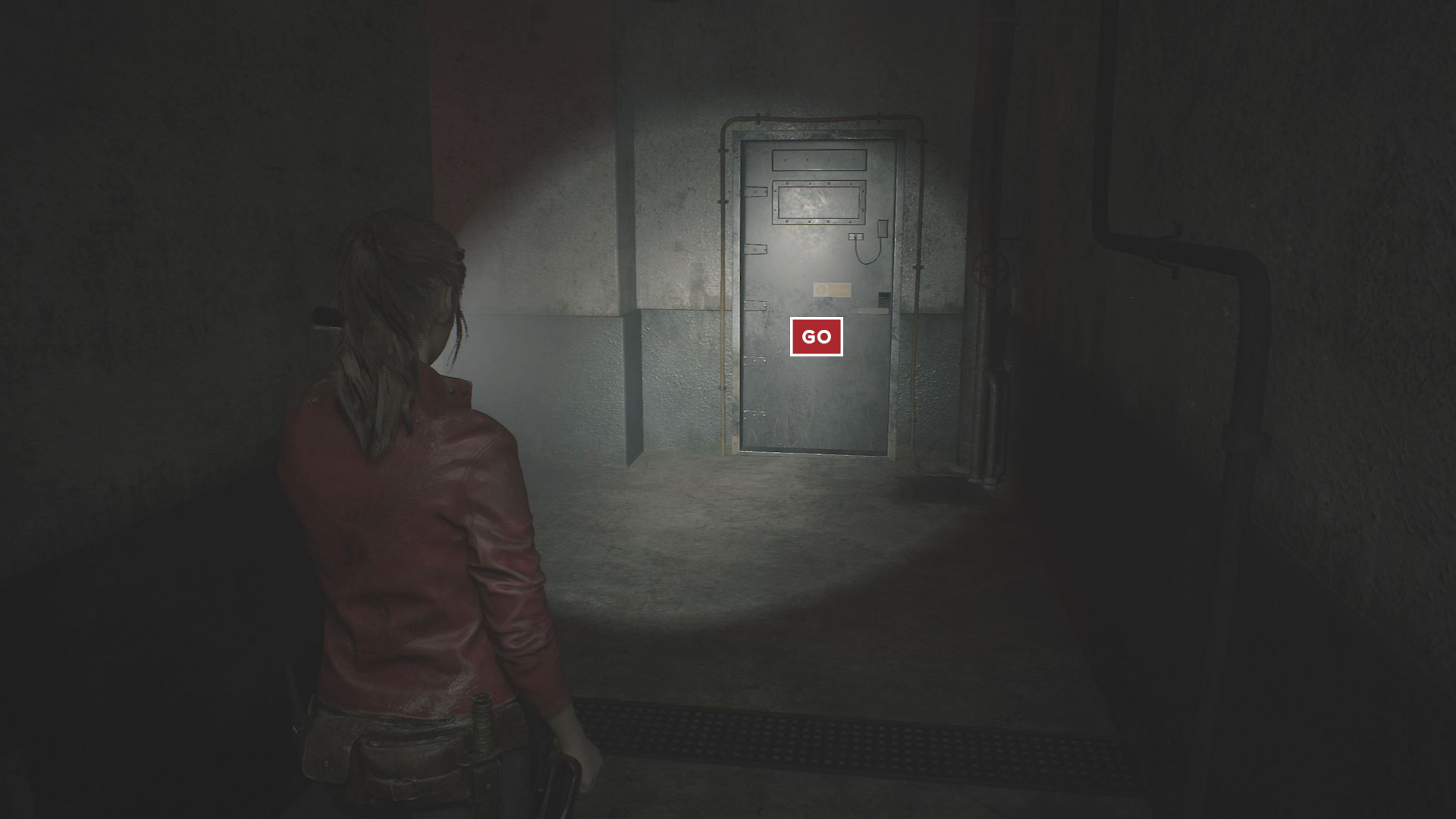


A character with blonde hair tied back, wearing a red leather jacket and a utility belt, stands in a dark, industrial-looking room. The room has concrete walls and a doorway in the center. A red rectangular button with the word "WALK" in white capital letters is positioned in front of the doorway. To the right, there are some pipes and a piece of equipment. The lighting is dim, with a spotlight effect on the doorway.

WALK

A third-person view of a character with long blonde hair, wearing a red leather jacket and a utility belt, standing in a dark, industrial room. The character is holding a flashlight and looking towards a door at the end of a hallway. The room is filled with large white sacks on metal shelving units, some labeled 'ANIMAL FEED'. A red instruction box with the word 'LEFT' is positioned above the door. The floor has metal grates and a small red bin is visible on the right side.

LEFT

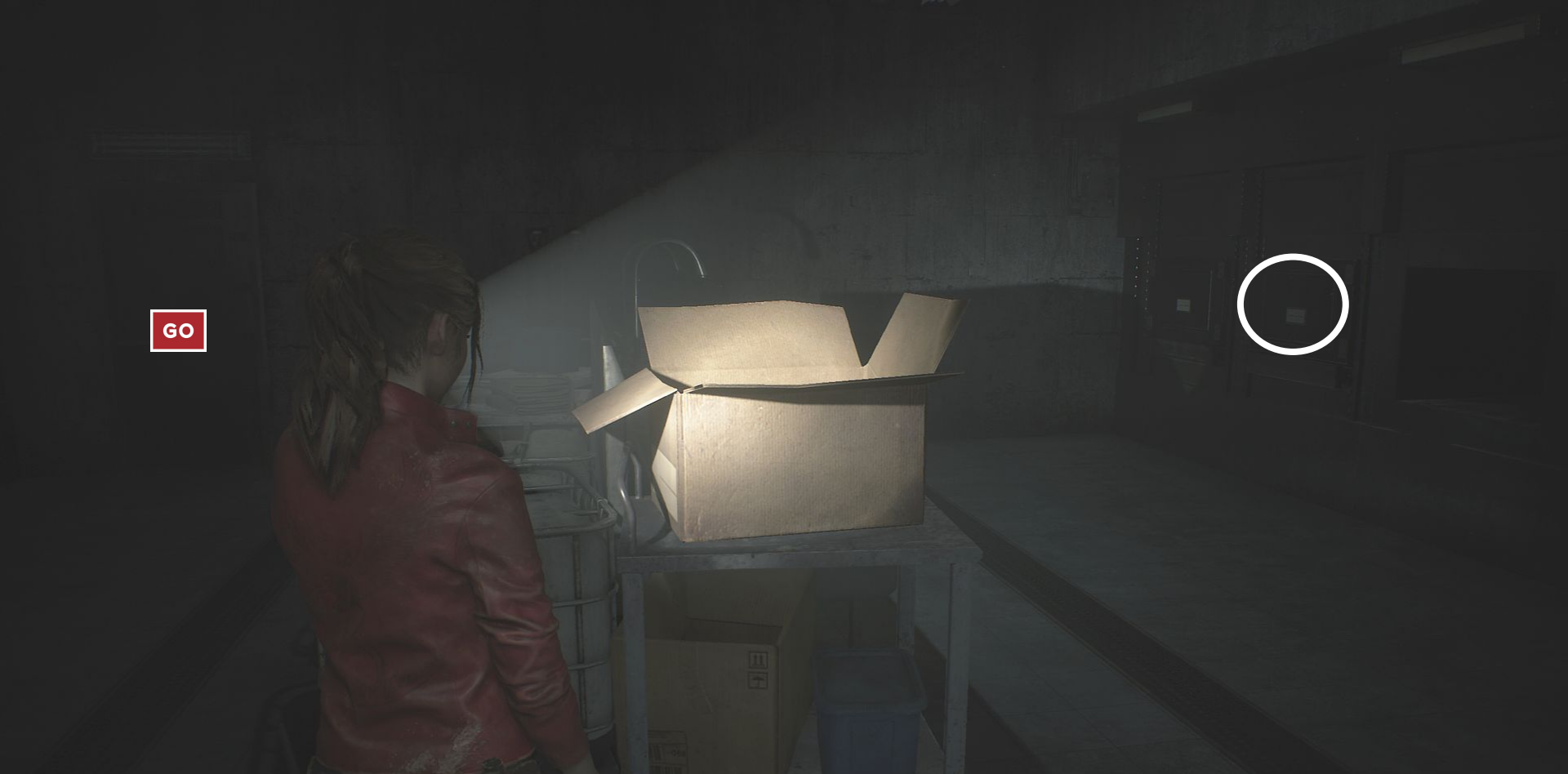


GO



GO

Flash Grenade



Diamond Key

A woman with blonde hair, wearing a red leather jacket and dark pants, is walking away from the camera through a dark, narrow tunnel. She is holding a flashlight that illuminates a doorway ahead. The wall to the right of the doorway has a small, rectangular opening. A red rectangular box with the word "WALK" in white capital letters is overlaid on the scene, positioned above the doorway.

WALK

A character with long blonde hair, wearing a red leather jacket and dark pants, is seen from behind, looking towards a body lying on the floor in a dark, industrial setting. The body is partially obscured by a red rectangular overlay with the word "TURN" in white. The environment includes concrete steps, pipes, and a metal grate on the floor. The lighting is dim, with a red glow emanating from the background.

TURN



WALK

A woman with blonde hair, wearing a red leather jacket and dark pants, is walking away from the camera in a dark, narrow tunnel. The tunnel walls are textured and grey. A bright light source, likely a flashlight, illuminates the path ahead, creating a circular beam of light on the wall and floor. In the center of the beam, there is a red rectangular box with the word "WALK" written in white capital letters. To the right of the woman, there is a doorway leading to a darker area. Below the doorway, there is a small, square opening in the wall, possibly a vent or a small passage. The overall atmosphere is dark and mysterious.

WALK

A character with long hair, wearing a red jacket and a utility belt, is seen from behind, looking at a large, mounted animal specimen on a wall. The specimen is a reddish-brown creature with long limbs, possibly a lizard or a small dinosaur, mounted on a wall. The scene is dimly lit, with a red "WALK" instruction box overlaid on the image. The character is standing on a platform with a set of stairs leading up to the wall where the specimen is mounted. The environment appears to be a dark, industrial or laboratory-like setting.

WALK



White High Grade Gunpowder



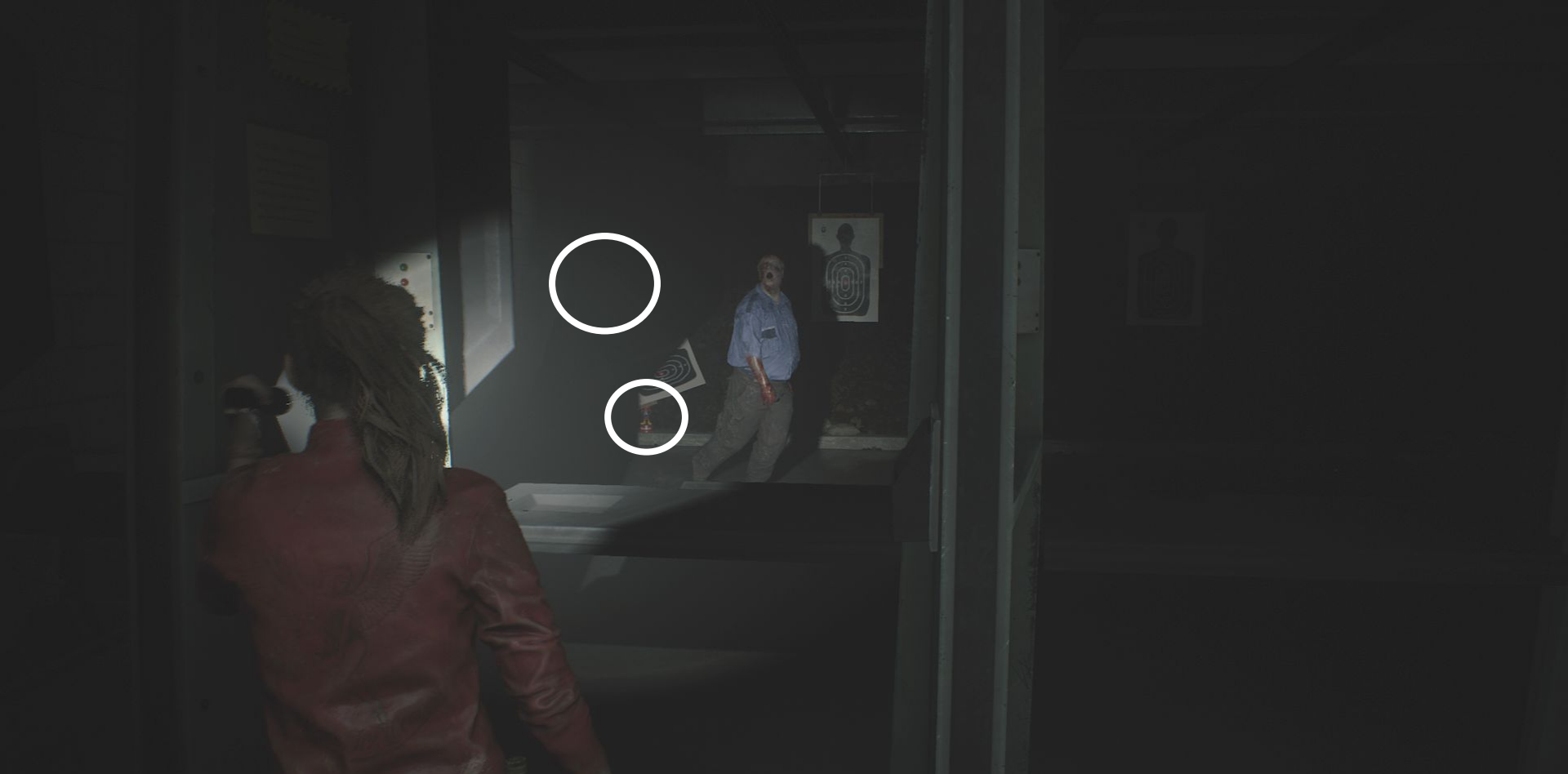
WALK

RIGHT

A character with long blonde hair, wearing a red jacket and a utility belt, is seen from behind in a dark, industrial hallway. The character is looking towards a doorway in the distance. The floor is littered with papers. A red instruction box is overlaid on the scene.

WALK

LEFT



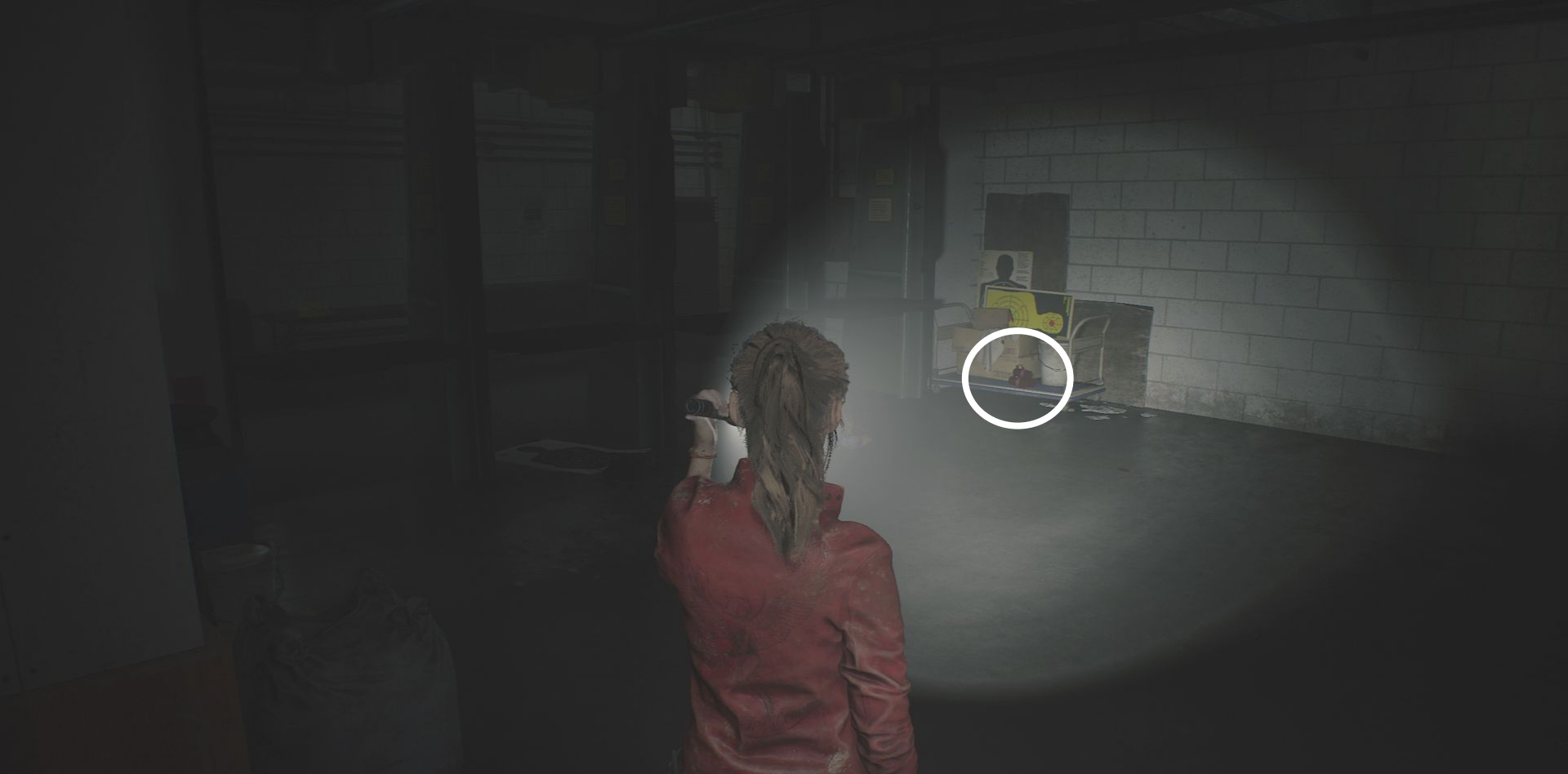
Raccoon * Shooting Range



File * Equipment Disposal Notice (read)
File * A Message from Mr. Raccoon (read)



Diamond Key (use)



Flame Rounds



WALK

RIGHT

EXIT

WALK



GO



Diamond Key (use)





GO



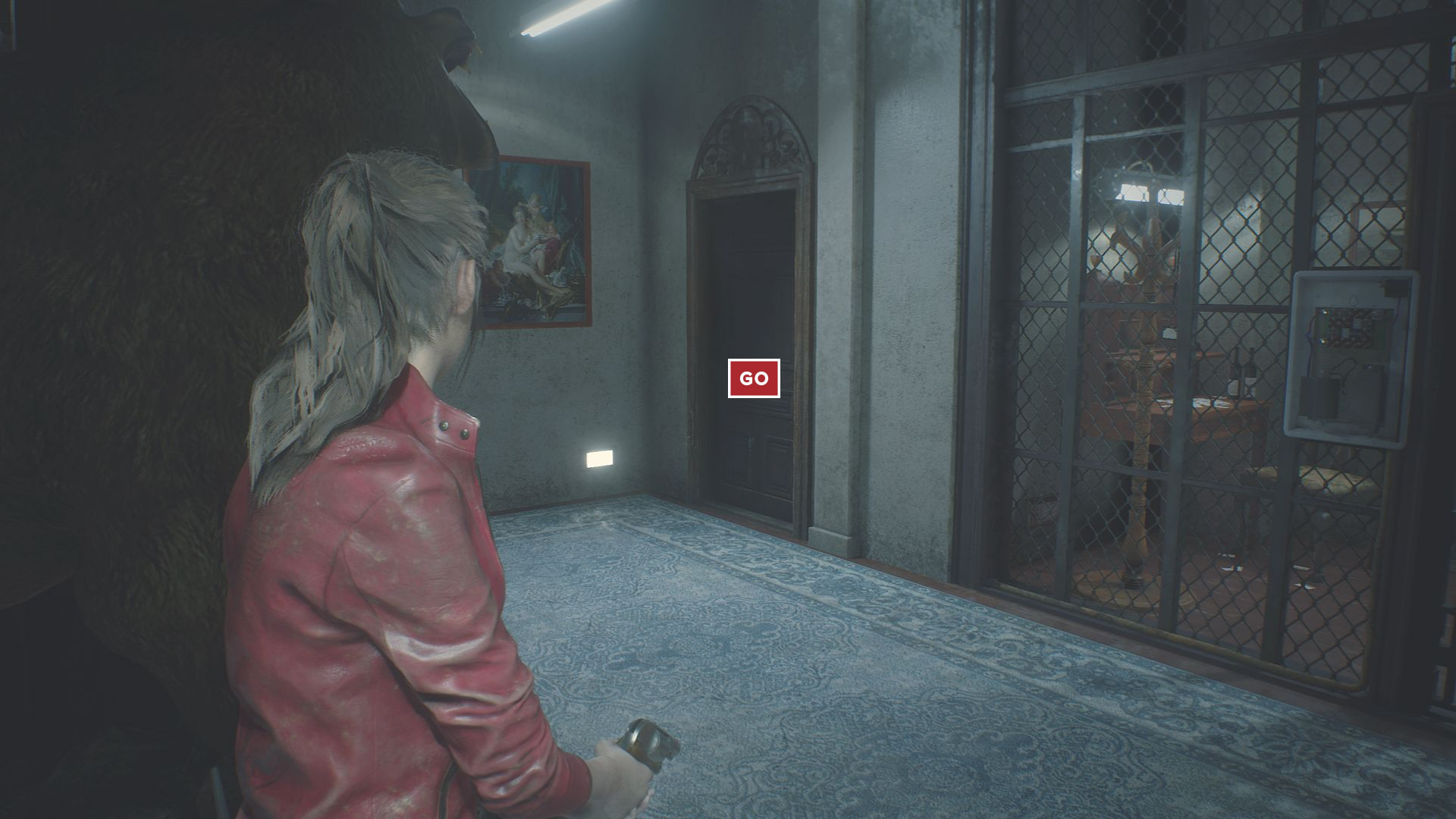
GO



Ink Ribbon



Relief (examine) = Heart Key



GO



Heart Key (use)



UP
STAIRS



Raccoon * Outside Chief's Office



Wooden Board



DOWN
STAIRS



Wooden Board (use)

A character with long, light-colored hair, wearing a red leather jacket and a utility belt, is seen from behind, looking down a long, dimly lit hallway. The floor is tiled in a checkered pattern. At the end of the hallway, there is a door. A red square with the word "GO" in white capital letters is positioned in the center of the hallway, indicating a prompt to proceed.

GO



White High Grade Gunpowder