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**Re 2 walkthrough police station**

A guide to completing Leon and Claire's campaigns with our Resident Evil 2 walkthrough guide. Resident Evil 2 is a remake of the 1998 classic - reinvented with a shoulder-over-perspective and some new surprises. But don't worry, because this is the same police station and raccoon city you remember - it's dense, dangerously easy to lose, and full of hard puzzles. Our Resident Evil 2 Walkthrough explains how to complete Leon's campaign from start to finish, as well as the beginning of Claire's - after all, there are some crossovers between the two storylines. The following explains how to close the game as Leon, but note that many of these areas use exactly the same for Claire's campaign - for example, until the first G-Tyrannen encounter, apart from a weapon, the route and the encounters are exactly the same. Police station (as Leon and Claire) Police station continues (as Only Leon)Police Station further (as Claire only)Orphanage (as Claire-only)Sewers (as Leon-only)Sewers (as Leon and Claire)Laboratory (as Leon and Claire) Looking for more help, whether there are specific puzzle solutions off the beaten paths, or how to find certain elements? The following can help. Optional Puzzle Solutions Weapons and Equipment Explainer Resident Evil 2 Shotgun Location, Grenade Launcher Location Explained Collectables Resident Evil 2 Ghost Survivors Mr Raccoon Locations Want More Resident Evil 2? Then listen to the Eurogamer podcast on iTunes, Spotify, RSS and SoundCloud: this content is hosted on an external platform that displays it only if you accept targeting cookies. Please enable the display of cookies. It is the raccoon City police station is the first safe haven for Leon Kennedy and Claire Redfield in Resident Evil 2. In our Resident Evil 2 police station walkthrough, we will walk you the first section of the police station, through the opening hour of the game, until you are charged with obtaining three medallions. But if you need help in later stages of Capcom's remake instead, then you should go to our complete Resident Evil 2 Walkthrough. Here you will find all the information you need to bring it to life through the Apocalypse, including gun guides and more. In this Resident Evil 2 Raccoon City Police Station Walkthrough, we'll report on how to collect first aid sprays and pistol ammunition, and provide map locations for additional items such as documents. Resident Evil 2 Police Station Walkthrough Whether you chose Leon Kennedy or Claire Redfield for your first run through Resident Evil 2, this part of the game will play exactly the same thing. Only in the later stages do the two campaigns begin to drift apart, with Leon entering the sewers and Claire goes to an orphanage. Police Station 1F Item Locations A brief note about our map of the first floor of the police station, pictured below. The green circles refer to the locations of medicinal objects such as green herbs and first aid sprays, while the Circle refers to gunpowder and ammunition. Green = Healing Objects, Black = Gunpowder/Ammo. | Hirun Cryer/USG, CapcomPolice Station 3F Item Locations As with the obland map, these are all locations of the items on the third floor of the police station. Once again, black objects are the gunpowder/ammunition items. Green = Healing Objects, Black = Gunpowder/Ammo. | Hirun Cryer/USG, CapcomStart from the entrance to the police station, where Claire and Leon will have just escaped from a horde of zombies, you want to go forward. Interact with the typewriter to log your first storage of Resident Evil 2, and then look at the small computer screen on the back of the desk. The beginning of the nightmare. | Hirun Cryer/USG, CapcomInteract with the computer and Leon/Claire will see a policeman who needs reinforcements in the eastern hallway. Turn right, and in the far right corner of the main hall you will see a metal clasp. Interact with the lever with the bright red light next to the shutter, and Leon or Claire will squeeze underneath, leaving you in massive darkness with just one flashlight. Use the lever to open the shutter. | Hirun Cryer/USG, CapcomVenture the hallway straight ahead of you and follow the path to the right. You can go through the white double doors on the left to get some pistol ammunition, but return to the hallway after that and look left. It's pretty dark here. | Hirun Cryer/USG, CapcomYou are now holding down A/X on your controller to get a fallen closet out of the way. Continue down the hallway, but take the next path on the left. Open the door on the right that leads to the toilets, and the middle cabin will hold a first aid recovery spray so you can pick it up. First aid spray in the toilets? | Hirun Cryer Continues back in the hallway and you will hear the screams of the policeman in danger. Walk through the door on the left side of the reception window in the wall, and then interact with the metal shutter in the next room, causing Leon/Claire to enter a cutting scene where they try to save the officer. That is a pity. | Hirun Cryer/USG, CapcomMaking it Back to Safety And now the challenge really begins: The police station is crawling with zombies! Back towards the door, and a zombie will burst through you, so be ready to quickly aim with the left trigger, aim at the head of the zombie, and blast away with the right trigger. Goal and Fire! | Hirun CryerWith the zombie down, head into the hallway, and another zombie will burst through a window in the corner. It is worth noting that, especially on standard and hardcore difficulties, the zombies in Resident Evil 2 almost always get up, You've shot them in the head a few times, so remember that any zombie, unless their head explodes, can get up again for another you go. Your goal is to make it back down the hallway, to the metal clasp, where you first Hall of Raccoon City Police Station. If you walk near where you have lifted the fallen closet out of the way, two zombies will begin to move towards you from the opposite side of the path. Understatement of the Year, Leon. | Hirun Cryer/USG, CapcomYou want to put the zombies on the ground as soon as possible. If you have some spare ammunition after you have done this, then you should go right at the end of the path because there is a now open storage cabinet with a zombie waiting inside. But if you can take this zombie down, then you can pick up more pistol ammunition from the closet. Either way, you now have to go back to the metal clasp at the end of the hallway. Just interact with the shutter itself, and this section of the game will come to an end. Now there is a cutscene in which Leon Kennedy/Claire Redfield are introduced to Marvin Branagh, the station's dying police lieutenant. Meet Marvin Branagh. | Hirun Cryer/USG, CapcomGetting the Combat Knife After the Cutscene played out with Marvin, you get a combat knife that can be used with the left shoulder button to ever get out of a zombie's grip. Now go down the path on the right and you can interact with the box on the wall with yellow tape by cutting it with your combat knife to open the shutter on the left. Use the knife to get rid of the tape. | Hirun Cryer/USG, CapcomPick the green herb on the right, and the pistol ammunition on the bench on the left in this new room before passing through the door on the back left side of the room. In this dark corridor, head forward to the end of the corridor, and interact with the corpse on the ground, which has suffered a particularly cruel fate. Is the electricity out everywhere in this place? | Hirun CryerAfter the short cutscene, head forward the dark hallway in front of you. A zombie appears in the window at the end of this corridor, and after you've turned around the corner, it will burst through the window behind you, so be ready to put a few shots in your head. When you receive the map of the police station, you will now see down the hallway again that the road in front of you is blocked. Take the double doors on the right, and in this room you can pick up the document Record of Events on the desk on your right and the bloodstained police station 1F card on the board. The events seem unpleasant, to say the least. | Hirun Cryer/USG, CapcomTurn to your left once you have picked up the card and climb on the bar in front of you. Now press A/X to jump through the window directly under the ceiling. In this next corridor, you will find a zombie in front of you trying to get into the vending machines but take it with a few balls because you don't want it to come after you later. Is there a life after death? | Hirun CryerYou can now be marked by the door nearby West Office. In this room there is a zombie pretending to sleep at his desk, so be ashamed of him and then take the on the next right next to the stealth zombie. There is also a document on the same desk as the gunpowder that describes the many ways you can use it. Gunpowder is more valuable than gold dust in Resident Evil 2. | Hirun Cryer/USG, CapcomNow turn around and you can open a locker to get some pistol bullets. Walk to the eastern end of the room, near the stairs leading to the door, and you'll notice that there's a document on a desk that's titled Rookie's First Assignment. This is the task of opening Leon's own desk, and if you want the solutions for the two dialing locks on the desk, go to our Resident Evil 2 system guide for dialing locks. But otherwise, go back to the hallway from where you came from. A zombie will get up from the ground as soon as you re-enter the hallway, so be prepared to either walk past it or put a few shots in it. Now turn right and down the hallway leading to a window. If you want to stop the zombie breaking through, you can go straight when you come to the end of the hall, take the wooden boards on the floor (don't forget the green herb!), and use them on the window to climb it, preventing the zombie from entering the interior. You need to be quick to stop the zombie collapsing. | Hirun Cryer/USG, CapcomIf you want to save, there is actually a safe space through a door, right where you picked up the wooden boards. Here you can save with the typewriter, pick up a pistol ammunition and use the article box to store unwanted items that you might need later. Otherwise, you're just going back from the stairs to the hallway. On the second floor there will be a zombie on the ground with some pistol ammunition right next to him. On the way to the third floor, there is a zombie banging against the window, and since the sidewalk is so narrow here, be sure to prepare to put it quickly. I hate this guy, he always comes back for more. | Hirun Cryer/USG, CapcomOnce you have reached the top of the stairs, turn right and continue until you can walk through the broken wall on the right. On the desk, you can pick up a key that you need a little later in this level. This key will open many areas for you. | Hirun Cryer/USG, CapcomHead through the door to the left of where you picked up the key, and you will see a licker scammer through the window on the outside of the building. Follow the corridor to the left and you can take a door on the left that leads you to the western storage room. Find your first hip bag In this new room, take the on the right, and you can combine it with the gunpowder you picked up earlier to create more pistol ammunition. Now walk around the corner and walk towards the bars that run from floor to ceiling. When you're against the bars, turn right and you'll see a hip pocket on the desk in front of you that will add two to Leon/Claire's inventory slots. The hip pocket is crucial for Leon Kennedy. | Hirun Hirun CapcomHead back to the center of the room, and there will be a door on the right that you can take through the library area of the raccoon city police station. As soon as you go through this door, Marvin Leon will radio and tell him to return to the main hall immediately. The return to Marvin. | Hirun Cryer/USG, CapcomTo do just that, walk down the sidewalk in the middle of the library, and down the stairs on the right. There are three living zombies downstairs, but you just have to take the downstairs downstairs because the other two are easily avoidable. Now use the key that you picked up at the door with the red exit sign above it, and you will be back in the main area of the police station. Head up the stairs on the left, and a cutscene will play with Marvin, in which he instructs Leon/Claire to search for three medallions to escape the police station forever. For a complete guide on how to do this, and continue with the history of Resident Evil 2, visit our Guide to Resident Evil 2 Medallions. Guide.

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