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Last updated January 26, 2019 In this Resident Evil 2 Trophy Guide, we'll show you what all the trophies and achievements there are in the game. Control Leon S. Kennedy and Claire Redfield in this remake as they shoot their way out of Raccoon City. Resident Evil 2 is a survival horror game developed and published by Capcom, which will be released worldwide on January 25, 2019 for PC, PlayStation 4 and Xbox One. Use is a Resident Evil guide and a roadmap to achieve platinum or 100% of the game when we mow down dozens of zombies to collect 42 trophies. Platinum time: 55 hours Platinum Difficulty: 7/10 Pleirom required: 4 or 2 depending on the choice of decision players: Leon S. Kennedy Complete Leon story about Standard or Hardcore rated S. Sizzling Scarlet Hero Full story Claire on standard or rated S. Story of hardcore Rookie Complete Leon in Hardcore game mode. Hardcore College Student Complete Claire is a story about hardcore game mode. Missable Trophies: Master Unlock One Slick Super-spy Young Escape Most Effective Way Platinum: Nearest Soon Resident Evil 2 Trophy Achievement Guide - Roadmap Raccoon City Native Welcome in dead Make City it's at the police station. Bob and weave to avoid all zombies to safely reach R.P.D. Path to the goddess Decide the statue of the goddess of the puzzle. Statue of leo, located in the Main Hall on the second floor of the solution: Leo, Plant, Bird. The solution to the puzzle will provide the player Leo Medallion. The Unicorn Statue is located in the Lounge on the ground floor solution: A pair of fish, Scorpio, Water Jug. Solving the puzzle will provide the unicorn player with Medallion. The Maiden Statue is the solution to Lady, Onion, Snake. The solution of the puzzle will provide the player Maiden Medallion. Never-Ending Rain Escape police station. Hack Complete Hide and Seek Complete Sherry segment. The great need for Shower A Hero Emerges A Heroine Emerges Broken Umbrella Complete as Claire and Leon story then play the first character you played in the game. Example: Leon, Claire, Leon or Claire, Leon, Claire The Basics Survival Combine two items together. Red/Green Herb: Combine Green Grass and Red Grass Green/ Green Grass: Combine 2 Green Grass Green/ Blue Grass: Combine Green Grass and Blue Herb Handgun Ammunition - Combine 2 Gunpowder Shotgun Shell - Combine Gunpowder and High-quality Gunpowder (Yellow) MAG Ammunition Assemble Hip Bag located in the Western Pantry in R.P.D. Eat it! Counterattack with a sub-gun. This will keep 'Em Use wooden boards on board the window. Vermin Extermination can be found in a shooting range under the R.P.D. A Sanctuary-like Mind First Break-in Unlock set safe in R.P.D. using left 9, right 15, left 7. Bon App'tit Shoot grenade you fed the enemy. Use a grenade in Without other zombie Roundup Kill 3 enemies immediately with a gun. Collect 3 enemies and hit them with a grenade. Like Skeet Shooting Shoot zombie dog or licking out of the air. Keep their Ringin' Paralyze heads licking their sense of hearing. Throw flashbang on the lick for a moment to disable their hearing. Hats off! Shoot Tirana's hat off his head. Got! Defeat Stage 2 G with a tap only once. Treasure hunter, mutilate photos, find 2 hidden items. The vaist of Space Expand inventory slots to the max. The West Storage Room in the R.P.D. Open safe in R.P.D. with code left 9, right 15, left 7. One Slick Super-spy Use is the only EMF Visualizer to complete the hell gameplay segment Young Escape Escape bedroom for 60 seconds during the Sherry segment. Over time to get rid of hitting Stage 4 G with 4 minutes to detonate in the blink of an eye Defeat Super Tyrant with 5 minutes to detonate. Lore Explorer Complete Vermin Extermination Destroy are all Mr Raccoons. Leon S. Kennedy Complete Leon's story about Standard or Hardcore rated S. Story hardcore Rookie Complete Leon in Hardcore game mode. Hardcore College Student Full Claire's story about hardcore game mode. Frugalist Complete games without the use of a recovery point. Self-evident; play in the simplest setting. Minimalist Clear games without opening the box item. A small carbon footprint is 14,000 steps or less in a single passage. Grim Reaper finished 4th survivor extra mode. If you liked this guide about Resident Evil 2 be sure to read more about the title in the four minute Resident Evil 2 remake gameplay featured featuring Claire and Resident Evil 2 Remake First screenshots Claire Redfield showed. You can also check out more of our Trophy Guides for all your completionist needs. Resident Evil Code: Veronica X Resident Evil Code: Veronica X Trophy Guide Guide By: Kheapathic There are 12 trophies that can be earned in this title. Section 1. Review Estimated Trophy Difficulty: 5.5 Offline Trophies: 12 (9 2 1) Online Trophies: 0 Approximate Time to /100%: 6-10 Hours Minimum Passage Required: 1 Number of Missable Trophies: 3 - From Young Lady, Debt and Humanity, Weapon Crazy Glitched Trophies: No one is hard to influence trophies: N/A Lee cheat codes disable trophies: N/A Section 2. Introduction Resident Evil: Code Veronica X HD is a remastered Resident Evil: Code Veronica X, which came out on PS2 in 2001. Code Veronica was the last game of its kind that used old style controls and gameplay from previous Name Name Evil titles. The game hasn't had any changes from the PS2 version, so if you have experience from there you should have a few problems earning trophies. If you are new to this game you should be prepared to die and be disappointed as you learn the controls and everything else because this game is not forgiving doesn't care if you miss something. Each trophy plot can be earned in one passage, but if you are not familiar with the game it can take a few passing to earn a single gold trophy. Section 2.1 - The Control HD version comes with almost identical controls from the PS2. And have been re-appointed, but everything else is the same. Walk/ Turn/ Walk-Forward/ Back/ Turn Left/ Right - N/A - Interaction / Pick/ Context/ Ual Commands - Map - N/A/ - Running / No 180 Fast Turn - N/A - Changing Goals (when Carrying) - Ready Weapon / Step-by-Step Guide It was the last Resident Evil title that used the old gameplay formula. What the old formula specializes in is getting you to hunt and ration ammunition on top of clumsy controls and challenging puzzles. If you are new to this game you should be willing to die and be disappointed as you learn the controls and everything else because this game is not forgiving and does not care if you miss something. The big hurdle for you is earning an A-Rank at the end of the game and this will be what stops most people from earning them 100%, it's no easy feat and will probably require a few tries. Section 3.1 First Passage If you're never in the game, then not that time and feel your way through it. It's an old style game and as such is relentless if you make any mistakes. Your ammo is limited, and if you run, then you, there are also a limited number of saves; Saving requires you to have ink tapes. By the end of the first passage you have to feel the game and most of the story trophies. If you have experience with the game, then this may be your only passing. Trophies Earned Terror begins with a changed father behind the shades of a fallen tyrant Prisoner who lost everything to the frozen land of Green Giant Debt and Humanity (Missable) From The Young Lady (Missable) The Arrogant Queen of The Weapon Crazy (Missable) Section 3.2 Combat Mode Combat Mode Mode Is Unlocked as soon as you complete the game and after the game. Combat mode is similar to time attack mode; Giving you specific symbols and specific loads of weapons. The best thing about this mode is you have endless ammo, so all you have to do is worry about killing enemies as quickly as possible and move on to the next room. Once you've completed your combat mode, you'll get a score of the letter, depending on how well you've done. You have to earn an A-Rank with all the characters to earn one Battle Mode trophy. Not every character is immediately selected in combat mode; See the trophy guide on how to unlock each character. Trophies Earned Battle Master Section 3.3 A-Rank Passage This passage is necessary if you haven't earned an A-Rank for your first time through the game. Getting an A-Rank requires a lot of skill, speed and about where where Puzzle and what order you can make them in. This is the most difficult trophy in the game because of the requirements of earning an A-Rank. All A-Rank compliance requirements are in the trophy guide. Trophies Earned Weapons Crazy (Missable) PS3T would like to thank Kheapathic for this roadmap Terror Begins Escape with the Cemetery of Terror. (1) This trophy is associated with the storyline and cannot be missed. After Rodrigo pulls you out of his cell and gets out of prison, you'll be in the cemetery. Go to the other side of the cemetery to meet Steve and earn this trophy. Changed father Release changed man. This trophy is connected by a storyline and cannot be missed. After Claire is rescued by Steve from Bandersnatch, you'll play a little bit like Steve. At the end of Steve's game it will have an emotional moment and you will earn this trophy. Aside from Shades Encounter, the former S.T.A.R.S. captain has this trophy tied by a storyline and cannot be missed. Once Claire has red and blue ant decorations you will have to return to the Ashford residence. Before entering the door of the residence you will meet with Albert Veske and earn this trophy. Fallen tyrant Inses an irrepresible enemy. (5) This trophy is associated with the storyline and cannot be missed. You meet the tyrant twice in the game and you will earn this trophy after defeating him for the second time. Battle Of Spoilers First Encounter After self-destruct sequence on Rockforth Island begins you need to head back to the plane; on your way there you will run into a tyrant. There is no way to run past a tyrant, you have to put his face in the dirt. If you don't get him in time, he'll push you into the fire and kill you. The first fight meeting for this fight I recommend a grenade launcher with acid and grenade rounds. Fire two acid cartridges at him to throw him on his knee; switch to grenade cartridges, approach the tyrant and shoot him twice. The tyrant will get to his feet, so run away from him so he doesn't attack you. Repeat 2 acids to 2 pomegranate rounds two more times to throw it completely. Grenade rounds are scattering, so you need to be near for maximum damage. The second Enounter Once you reach the plane and take off Steve will tell you the cargo door is open and Claire needs to go check it out. Be sure to grab everything you need from the box item and then go through the door to start a second fight with this guy. The second fight meeting for this fight I recommend Bow Gun with 30 explosive arrows or a grenade launcher with B.O.W. and acid rounds. Before you start the fight you need to take note of the button near the door you entered the cargo area from. Your goal here is to hurt the tyrant enough to where he takes his knee and then press a button to knock him out of the plane. The easiest way to do this is with a Bowgun and 30 explosive arrows. As soon as the fight starts, ready your weapon and shoot away all 30 arrows and Only the last arrow hits it, click to finish the fight. For The For on explosive powder, see the prisoner, who has lost everything, cannot do away with the unnamed man and end his suffering. This trophy is connected by a storyline and cannot be missed. Towards the end of Claire's adventure, you will be attacked by Alfred and Alexia's father; Nosferatu. Defeat him to finish Claire's adventure and earn this trophy. Battle Spoilers Encounter Nosferatu Near the end of Claire's Antarctic adventure you'll have an 8-point valve handle and use it to disable the leaking poison. As soon as the leak is turned off, you will be attacked by Alfred, who will be dealt with. Go to where he fell and get the rifle. After the scene you will be on the frozen helpad, try to leave the area to start the battle. Nosferatu Boy Nosferatu has two attacks; first, he would swing his giant hand around. The helpad is frozen and if hit you can slip off the platform and die. Its second attack is a poisonous scythe, the poison will flow from the ground and can blow to you depending on the air. This fight is not too difficult until you find yourself trapped in its poisonous attacks. Nosferatu's heart is exposed and is its weak point. I recommend using Alfred's sniper rifle (you'll go into first-person view) and shoot him in the heart; You'll know you've hit his heart if he's wobbly, gay, and you only see red blood. You can throw it in 4 Sniper Rifle Bullets if you repeatedly hit the heart. The hard part is you have to be relatively close to see his heart and he's swaggering about. NOTE: If Claire gets poisoned during this fight you will have an additional mission once Chris reaches her in Antarctica. How to avoid poisoning helps your deadline to earn an A-Rank to frozen Land Begin search for your sister. This trophy is connected by a storyline and cannot be missed. After Claire's adventure you will get control of Chris on Rockforth Island. Once Chris finds out where Claire is you will be working towards securing an airplane to reach Antarctica, once Chris is on his way you will earn this Green Giant Spray farewell to your fallen comrade. This trophy is connected by a storyline and cannot be missed. Once Chris frees Claire to Antarctica, they will be separated and you can play as Claire another little adventure. At the end of the section you will come across Steve, who attacks you. There is no way to kill Steve so make 180 quickturn and run away from him. Steve hits very hard, he's going to kill you with two punches. The worst part is that it will hit you at least 3 times, so make sure you have a lot of healing items. The arrogant queen In the end of the reign of the queen. This trophy is connected by a storyline and cannot be missed. This is the last trophy for the storyline. You're fighting Alexia In the game and through three forms, this trophy is awarded for the victory over it for the second time. Battle Spoilers Alexia Encounter 1 Playing as Chris in an Antarctic base you end up finding Claire trapped in that the lobby of Spencer's mansion. Once you free her Albert Wesker and Alexia Ashford will like to enter the area with Chris and Claire stuck in the middle. At the end of cutscene it's Chris and Alexia just in the lobby, you know what to do. Alexia Fight Part 1 (Form 1) Alexia has only two attacks, both of which are easy enough to dodge. Her in range attack has her throw blood on the floor and it will erupt into flames and block your path. The flames will disappear after a while, but if you need them to go away and health to spare, you can take a hit and they will disappear. Alexia's other attack is a point-grabbing attack that also has instantaneous death; Don't get so close to her. For this fight I recommend using Magnum on it, it will go down in 5 or 6 shots. Alexia Encounter 2 After Claire has her final moments with Steve you will be back in control of Chris. Once you make your way to the self-destruct button you will be on your way to meet Alexia. As soon as you press the button Alexia will appear and attack Claire. You need to shoot Alexia at least once before she reaches Claire. WARNING: If you don't shoot Alexia fast enough, she's going to kill Claire. Alexia Fight Part 2 (Form 2) Alexia has three attacks here; First, poisonous spray, nothing too hard to dodge. Her second attack is a giant tentacles that pop out of one of the three holes on her body. The latest attack has her calling a little pod of creatures that will attack you; Shotgun is the best weapon to fight them. For this fight I recommend Bowgun with 20 explosive rounds; Just like a tyrant fight it will go down quickly and can get maybe one attack on you. If you don't have explosive rounds I recommend a Magnum and a grenade launcher (main/acid) for her while shotgunning for her pods. Be sure to have some healing items that can cure the poison. Alexia Fight Part 2 (Form 3) Alexia is currently flying around the arena, and her only attack is a fire spit. Her attacks are not as hard to dodge as she has a pattern; It will spit fire 4 times and then fly around a bit. As soon as it mutates the linear launcher is done charging; It has endless ammunition and is the weapon of choice. The hardest part of Alexia's fight is hitting the weapon; The line launcher shoots in the first person. There are two ways to hit Alexia; The first of them is immediately firing as soon as the auto-target sets your shot. It's a bit random, but it's the best method for evading its fire. The second method is to aim for it left or right, Alexia well dodging when you shoot. If you shoot her to the side, there's a chance she dodges your shot. The best part about the linear launcher is it only takes one punch to kill Alexia. Debt and Humanity/Suppoh some medicines for the person in need. (Missable) in myself. This trophy can only be earned while Claire is still on Rockforth Island. Rodrigo, your jailer who freed you, is wounded and needs his medication; You will need to find and deliver his medication to him to earn this trophy. History Spoilers Hemostatic Hemostatic is in a military training center. As soon as you enter the facility there are two Biohazard shutters on the right side of the room. A further set of shutters leads to the room where you will be ambushed by Alfred. Chase him into the next room and you'll have two possible exits. One of them begins a scene where Alfred locks you in a room, the other doorway leads to the rescue room, the medicine is on the couch in the rescue room. If you have medication you can go back and deliver them to Rodrigo at any time; When you deliver the medication you will also hand over your lighter and it will give you a lock to pick up. Providing Rodrigo with medication is required to earn an A-Rank in the game. To save time, the best time to give him medication is when you head back to the prison facility with Blue Cross. Weapon Crazy Get missile launcher. (24) (Missable) To get a rocket launcher you need to earn an A-Rank in the storyline. The A-Rank requirements are quite strict; You will need a deep knowledge of the game on top of skill and speed. You will earn this trophy after credits during the account screen and only if you have an A-rank. A-Rank Requirements here are various factors that need to be met for you to earn an A-Rank. The great thing is how long it took you to complete the game and various small factors as well. Each requirement earns you so many points. To earn an A-Rank, you have to meet a certain number of points at the end of the game. Счет по времени 04:30:00 или ниже 8250 пунктов 04:30:01 - 05:00 7550 пунктов 05:00:0001 - 05:30:00 7000 точек 05:30:01 - 06:00:00 6450 точек 06:00:00 01 - 07:30:00 5500 очков 07:30:01 - 15:00:00 5000 очков 15:00:00 01 - 20:00:00 2500 точек > 20:00:00 2000 точек «Часы всегда работают, нет никакого способа, чтобы остановить его. Special account 1) Did you give a hemostatic bottle to a prison warden? Yes, No. 250 No -1000 2) The speed you took to save Steve from the Golden Luger trap. The fastest - 400 average 0 Slow -1000 There is no known numerical value, clearing 4 zombies from the hall outside the room helps with this though. 3) Opening card 100% 100 All that less, 0 4) First Aid spray Not to use - 1800 If used 0 5) The typewriter does not save 0 The first time - -1000 Every time after -50 Free save after killing a tyrant and before landing in Antarctica does not count. 6) Retry No Retry - 0 First Time - -1000 Every time after -50 Total score 10,000-10800 - Rank 7000-9950 - B rank 4500-6950 - C rank 2500-4450 - D rank 2450 or lower - E Rank As you can see, as you can see, There are many things you have to do to make sure you are doing it. Battle Master Get linear launcher from the battle game. (5) To get a linear launcher out of the battle game you will need to earn A-Rank with all the Battle Game characters. To unlock Battle Game you will need to complete the storyline and have games save on your profile. There are five characters fighting games; Claire, Alternative Claire, Steve, Chris and Wesker. Each character has their own gear, timing and and Kill. For more information, see the combat mode guide. From a young lady a receptive encouragement from a young lady. I'm not myself. This trophy can only be earned at a very specific moment in the game. There is a small part of the game where you play like Steve; it's shortly after you meet your first Bandersnatch. If you have control of Steve, go back to the room he came from. Claire will wait there and tease him, Steve will leave the room again and you will earn this trophy. Trophy.

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