


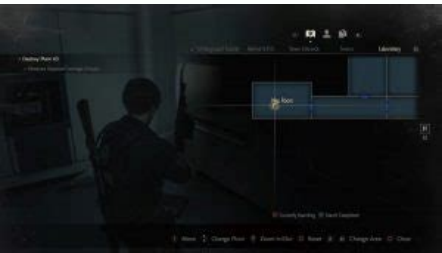
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Resident evil 2 remake dlc trophy guide



Which is exactly what you will need to do during this phase of our Resident Evil 2 Trophy Guide.I wouldn't recommend it, but you also could attempt to complete either of these scenarios without healing for Frugalist, without opening the item box for Minimalist, or under 14,000 steps for A Small Carbon Footprint. Could be done on Hardcore difficulty to get Hardcore College Student at same time.Any Leon Scenario HardcoreMust be Hardcore Difficulty. AdvertisementsA great place to unlock this trophy is in the Laboratory, in the "Lounge." There are three seemingly-dead scientists in the area by a small table. Easily combined with first 4 runs in this list. You will find many Flash Bang Grenades in the Police Station while making your way through it. The wheel has several connecting arrows which show the sequential order in which the lights must be activated.Via trial and error, figure out the corresponding lights for each button and then press them in such an order that the lights activate in the correct sequence. You should then equip a Flash Bang as your sub-weapon to be prepared.The next time you see a Licker, you can then hold to aim the grenade and hit to throw it at them. None of these are necessary, though, and can be combined with future runs or done separately.AdvertisementsAs there aren't many collectibles left, you could play on Standard Difficulty and attempt to get an S-rank in each scenario for Leon "S." Kennedy and Sizzling Scarlet Hero, but I wouldn't recommend it. See our Collectibles Guide for more info.Getting them both and opening them will give you two Spare Parts needed for one of the Hip Pouches.To open a Portable Safe, open your inventory , select it with and choose "Examine". Will unlock Frugalist trophy. You will need to reach the boss fight and then defeat "Stage 4 G" before the timer reaches 4 minutes remaining and this trophy will unlock at the end of the fight.You should make a save at the Typewriter after exiting the elevator at the start of this section. In this guide, you will find strategies and tips for unlocking every trophy on your way to the platinum. Will unlock A Small Carbon Footprint trophy. This is more common with Zombie Dogs, who will run at you from a distance and then jump up at you when they're close. The trophy will unlock once you do this for the first time.Shoot the grenade you fed to an enemy.When being bitten by a Zombie, you can press to attack them with your Sub-weapon. Will earn Sizzling Scarlet Hero. Will earn Hardcore Rookie.Any Claire Scenario HardcoreMust be Hardcore Difficulty. This includes weapons such as the LE 5 SMG and the Rocket Launcher with infinite ammunition. Here's a quick at-a-glance breakdown of each run:It is recommended that you try to combine some of these requirements into your many other runs. If you don't take the time to do this with as many key items as possible you could end up still carrying a lot of useless Key Items at the end of the game, with no space for ammo, weapons, and healing items.AdvertisementsTake 14000 steps or fewer in one playthrough. This is, in my opinion, the easiest of the miscellaneous run trophies. Note that the trophy description tells you specifically to "read" all of the files, but this isn't necessary, collecting them is enough.You can use our chronological Collectibles Guide which will lead you to each one as you play.Destroy a Mr. Raccoon.Destroy all Mr. Raccoons.There are 15 Mr. Raccoon collectibles hidden throughout the game's 4 Scenarios. Good opportunity to learn the game and gather all collectibles.Claire's Scenario BRecommend Assisted Difficulty. AdvertisementsYou can pick any two scenarios you are comfortable with, as long as one is a Leon Scenario and the other is a Claire scenario. Cannot use healing items. These are much more commonly found in the second half of Leon's Scenario A. If your equipped sub-weapon is a grenade or flash bang grenade, you will stuff it into their mouth, preventing them from biting you. In the north-west corner of this room, there's a radio with three microphones on a small table. Getting an S-rank on Hardcore Difficulty for any Scenario will unlock an infinite ammo SMG, which you can then use for your other run.It is recommended that you attempt a Leon scenario first because you will not only get an infinite ammo SMG for completing it, but if you manage to do it while only saving 3 times or less, you will get S+ rank, and unlock an infinite ammo RPG.Getting S+ Rank on a Hardcore Claire scenario instead will unlock an infinite ammo Minigun, which is cool, but the splash damage and high damage output of the RPG makes it more efficient.You can see the S/S+ rank requirements here.Regardless, you should have the Infinite Ammo Pistol from completing the game with an S-rank in the previous phase of this trophy guide, as well as the Infinite Durability Combat Knife from collecting all of the Mr. Raccoon Figurines, both of which will prove very useful for working your way through Hardcore difficulty and its more durable enemies.Note that you cannot save freely on Hardcore mode, if you wish to save the game you must have ink tape in your inventory which you can then use on a Typewriter to make a manual save.Phase Six - Additional RunsDuring this final phase of our Resident Evil 2 Trophy Guide, there are four more trophies tied to completing a run under certain conditions. Aim Assist will help you consistently shoot the Eye on his shoulder.You'll also have a dramatically easier time with the Rocket Launcher if you bought the Unlock All Rewards DLC. To unlock this trophy, you will need to complete this section without ever using anything other than the EMF Visualizer. Will earn Hardcore College Student.No Healing Items RunRecommend Assisted Difficulty. Your first Knife will come from Marvin towards the start of the Police Station portion of the game. We strongly advise that you attempt this on Assisted Difficulty and attempt to bait zombies out of our way and then run past them to give yourself room to breathe.Once you successfully complete this section without using any weapons, and are playing as Leon again, this trophy will unlock.Using the photo hints, find 2 hidden items.After riding the Workroom Lift from the Lower Level of the Sewers to the Upper Level (where the Rook Plug for the Chess Puzzle is found), you will be in a room called "Workroom" on the Sewer's Upper Level. The table below shows each of the bonus weapons and how you can earn them:WeaponHow to UnlockSamurai Edge Pistol - Infinite AmmoBeat the game on Standard or Hardcore mode with an S rankCombat Knife - Infinite DurabilityShoot all Mr. Raccoon Figurines in the game. AdvertisementsIt will benefit you if you do, though. 11 of them are in Leon's Scenario A, 3 more can be found in Claire's Scenario A, and then the final one is found during Leon's Scenario B.When you collect your first one, you will get "Vermir Extermination", but you will need to find all 15 to get "Complete Vermir Extermination."You can use our chronological Collectibles Guide which will lead you to each one as you play.Phase Four - Standard Difficulty, S-Rank TrophyesIt's time for the big-boy runs now. Naturally, these items will make your runs much easier to complete and many of the trophies will be easier with these items too, such as Like Skeet Shooting Bonus WeaponsIf you buy the Reward Unlock DLC mentioned above, the below weapons will all just be given to you and you can use them from your very first run onwards. Otherwise, you will need to complete certain conditions in order to unlock them. None of these are necessary, though, and can be done separately.Complete 2 Scenarios on Hardcore DifficultyComplete Leon's story on "Hardcore" game mode.Complete Claire's story on "Hardcore" game mode.Some key item locations and puzzle solutions will be different on Hardcore. Use the T-Bar tool to open the secret door and return to the Main Hall. Will earn Leon "S." Kennedy. AdvertisementsFrom there, make your way to the Dark Room, on the Western side of the First Floor. None of these are necessary, though, and can be combined with future runs or done separately.Unmissable Claire Scenario A Story TrophiesComplete Sherry's segment.Complete Claire's story.Missable Claire Scenario A Story TrophiesThe trophies listed below in this portion of our Resident Evil 2 Trophy Guide are missable and so you should be careful to take note of each one and keep them in mind as you play.Escape the bedroom within 60 seconds during Sherry's segment.You should save before this segment if you can, but the game should also autosave the moment you switch to playing as Sherry, so if you are not quick enough you can just reload your save and try again. This isn't too difficult except for "Minimalist" which I would actually recommend doing as a separate run entirely.Obviously, the 4th Survivor can't be combined with another run but the bonus scenario will only take you 10-15 minutes.Miscellaneous Run TrophiesComplete the game without using a recovery item. This is one of the easier trophies to combine with another run. If you have infinite ammo weapons and can be a bit more reckless then you will have no trouble at all. You can also get a infinite durability knife from the Unlock All Rewards DLC. That way, if you are simultaneously Shoot the Tyrant's hat off his head.Find two hidden items using photos from a Roll of Film.Defeat Stage 2 G using the crane only one time.Collect all Files, Mr. Raccoons, Locks, Safes, Portable Safes, and Hip Pouches in this Scenario (use our chronological Collectibles Guide).Defeat Super Tyrant with 5 minutes or more left on the timer.You also could attempt to complete this scenario without healing for Frugalist, without opening the item box for Minimalist, or under 14,000 steps for A Small Carbon Footprint. Once they're all on their feet, they should be pretty close together.Throw your grenade between them to take them out simultaneously and unlock this trophy.Obviously, any location with 3 or more Zombies is fine but we recommend that one.Shoot Tyrant's hat off his head.You can do this from your very first meeting with Tyrant, though it's recommended that you save before doing this in case it gets you killed.AdvertisementsJust take a moment to aim at Tyrant's hat and fire a single shot at it to see it fly off his head, unlocking you this trophy.Use only the EMF Visualizer to complete Ada's section which happens during Leon's Scenario A, you will have a pistol and an EMF Visualizer which is used to complete hacking segments. With this, anyone should be able to conquer this hat and its challenges.Resident Evil 2 Trophy Guide: Before You BeginReward Unlock DLCCapcom released a DLC which unlocks all rewards from the beginning of the game. Otherwise, you will want to play it safe and use everything you have learned from previous runs to ensure you aren't caught off-guard too often and can avoid taking damage as much as possible.You can check your health by pressing and it is shown in the bottom-left corner. However, if you have the DLC mentioned above, you can access these weapons from your very first playthrough. You will need to reach the boss fight and then defeat "Super Tyrant" before the timer reaches 5 minutes remaining and this trophy will unlock at the end of the fight.AdvertisementsYou should make a save at the Typewriter after exiting the elevator at the start of this section. If you are attempting to earn this trophy in a run, you must not use any of these health items or you will void this trophy.Successfully reach the end of any scenario on any difficulty (Assisted is recommended) without using any healing item and the trophy will unlock.Clear the game without opening the item box. This is the toughest trophy to combine with other runs and I would actually recommend completing this one as a separate Assisted Difficulty run.You will need to avoid opening your Item Box completely for an entire run. AdvertisementsYour main goal in this phase of our Resident Evil 2 Trophy Guide is to beat two of the game's 4 Scenarios again and get an S-rating for them.You also could attempt to complete either of these scenarios without healing for Frugalist, without opening the item box for Minimalist, or under 14,000 steps for A Small Carbon Footprint. Approach these windows and press to open your inventory. When starting this phase of our Resident Evil 2 Trophy Guide, make sure you select "New Game" and not "New Game [2nd Run]".The 2nd Run option is only for the B Scenarios which we aren't doing yet, there's a few things to do in Claire's Scenario A first.Given that we got most of the story trophies, combat trophies, and collectibles during our Leon Scenario A, you'll have a lot less missable things to worry about in this playthrough.AdvertisementsAs a quick reference, here's a short list of the key objectives you will be completing:Finish Claire's Scenario A.Escape the bedroom during the Sherry segment within 60 seconds.Collect all Files and Mr. Raccoons in this Scenario (use our chronological Collectibles Guide).Defeat Stage 4 G with 4 minutes or more left on the timer.You also could attempt to complete this scenario without healing for Frugalist, without opening the item box for Minimalist, or under 14,000 steps for A Small Carbon Footprint. It is very likely that you will earn this trophy naturally while working through your S-rank or Hardcore Difficulty playthroughs.If you don't spend a lot of time exploring, gathering collectibles, or getting lost and, instead, make your way from puzzle to puzzle using your knowledge of each level, it is very easy to complete a scenario in fewer than 14,000 steps.4th Survivor ScenarioComplete "The 4th Survivor" extra mode.From the main menu, select "Extra Mode" and then at the top of the list you should see the "4th Survivor" bonus scenario. AdvertisementsCombine this mod with your starter pistol (Matilda) and the trophy will unlock.Open a portable safe.There are two portable safes to find in the Police Station, the first is in the Shower Room, the second is in the Linen Room. Can be done on any Scenario.No Item Box RunRecommend Assisted Difficulty. Press to use the sub-weapon on the zombie, stunning them. We have broken the journey up into easily digestible phases with expert information packed into each one. Can be done on any Scenario. You can combine some of these runs for a quicker platinum, or you can do them all separately, I will leave the choice in your hands as this will be heavily dictated by your own skill, experience, and what you are comfortable with.AdvertisementsTo help you make a decision on whether and how you would like to combine runs, I have made a short guide below:RunNotesLeon's Scenario ARecommend Assisted Difficulty. This shouldn't be a problem, though, as you don't need to get an S-rank on these runs. The solution is random each time.Once you do this for just one of the two Portable Safes, this trophy will unlock/Defeat an enemy with a knife.You will need a Knife Sub-Weapon for this trophy. None of these are necessary, though, and can be combined with future runs or done separately.Complete 2 Scenarios on Standard with S-rankComplete Leon's story on "Standard" or "Hardcore" with an S Rank.Complete Claire's story on "Standard" or "Hardcore" with an S Rank.You should have the infinite-durability Combat Knife from destroying all of the Mr. Raccoon figurines in previous saves, which may prove useful in these next two runs. Hit them with a bullet or Rocket Launcher explosion while they are in the air and the trophy will unlock.AdvertisementsParalyze a licker's sense of hearing.For this trophy, you want a Flash Bang grenade. To unlock them both you will need to open one dial safe (First Break-in) and open all 3 safes & 5 locks (Master of Unlocking).For a much easier time accomplishing this, use our chronological Collectibles Guide which will lead you to each one as you play.Defeat Super Tyrant with 5+ minutes left until detonation.We strongly recommend unlocking this trophy during this phase of our Resident Evil 2 Trophy Guide as you will be playing on Assisted Difficulty and the boss will be much easier to defeat.Also if you have the infinite ammo RPG from the Reward Unlock DLC this will be hilariously easy to accomplish as he will die in just one shot.During the final section of Leon's Scenario A, there will be a red timer at the top of the screen. "Fine" means your health is maxed or close to it, "Caution" means that you're at around half health, and "Danger" means your health is very low and you may not survive another hit. Proceed to the first concrete platform with the Metal Container attached to a Crane.Down the boss, and interact with the controls to move the container.Continue damaging and downing the boss while waiting for the crane to stop moving. He needs to b damaged enough by the tim you bring it back, or he will survive the first hit.Once the crane has stopped and the boss has been recently downed, interact with the controls once again and then go back to damaging him. AdvertisementsTo start with, interact with the doll on the wicker chair to add it to your inventory.Open your inventory and Examine the stuffed doll. Defeat a Zombie in this way to unlock the trophy.Counterattack with a sub-weapon.When a Zombie grabs you, a button prompt will appear on screen if you have a defensive "sub-weapon" equipped, such as a knife. Naturally, this is much easier on Assisted Difficulty as the Zombies are unlikely to survive the ball. Despite being blind, the Lickers will still be disoriented by the sound, unlocking this trophy.Kill 3 enemies at once with a sub-weapon.In order to unlock this trophy, you are going to need a Grenade. Obtaining S+ Ranks on Hardcore will unlock infinite ammo weapons that you can use during your subsequent playthroughs. See Complete Vermir Extermination.LE 5 SMG - Infinite AmmoBeat the game on Hardcore mode with an S Rank.ATM-4 RPG - Infinite AmmoBeat Leon's scenario A or scenario B on Hardcore mode with an S+ rank.MinigunBeat Claire's scenario A or scenario B on Hardcore mode with an S+ rank.S+ RankAlthough you can achieve S+ Rank during your playthroughs, it's not necessary for the platinum. This short story follows another additional perspective of a character you haven't met yet but may have seen. It may prove slightly challenging as you need to make your way from the Sewers up through the Police Station. There will be way more enemies than in any other run, but you start off well-equipped and with your experience from past playthroughs, you should be able to complete it in as little as 10-15 minutes. You don't need to complete the scenario under any specific conditions, just reach the end of the scenario and this trophy will unlock.Here are some tips from our run.Combine the Large Gunpowder with the High Grade Gunpowder to make 10 extra shotgun rounds. Use the shotgun to kill/stun zombies that got in your way. When you reach the small bridge with the zombie dogs, near the Cable Car, use the red & blue herb mix to tank the section with the armor boost. Use a grenade in the stairwell leading up to RPD to deal with the zombies in this dark room. Use a flashbang in the garage to get past the zombies to your right when you arrive through the manhole.Walk whenever you're near a Licker, don't waste ammo taking them down.Use the magnum for two headshots on Mr.X to down him and get past. In there, develop the Roll Film to receive two photographs called "Hiding Place."Once you have that, go up to the S.T.A.R.S office on the Western side of the Second Floor, and interact with the drawer of the desk where you found the battery for the detonator earlier in the story. Use a flashbang every subsequent time you run into him.Also use the Magnum to kill the plant zombies outside the S.T.A.R.S office. Use your last 2 grenades and remaining shotgun ammo once you reach the outdoor area where the Helicopter crashed and make a beeline for the exit.Practice makes perfect! Replay this mission multiple times, scoping out the best route to avoid conflict as much as you can.Plat Get!Obtain all trophies.The platinum will unlock once you have acquired every other trophy in this Resident Evil 2 Trophy Guide.AdvertisementsThank you for choosing PlatGet as your source for a Resident Evil 2 Trophy Guide, consider checking out our other guides!Follow us on Twitter @GetPlat or Instagram @platget for updates on new reviews and guides, as well as small anecdotes about our platinum journeys. These will make your trophy journey significantly easier, though you will be locked out of obtaining S+ ranks if you use them.If you don't have the DLC, it is advised that you at least achieve S+ Rank in Leon's A Route on Hardcore as it rewards you with the infinite rocket launcher which makes the rest of your journey faster and easier.Total PlaythroughsYou will need to play through many of the game's scenarios multiple times to acquire various trophies. Will unlock Minimalist trophy. Combine with any run, must have good inventory management. Still, it's an option and if you're successful you will significantly reduce your platinum journey Unmissable Scenario B Story TrophiesWitness the true ending.Final Collectible TrophiesRead all of the files. There are 58 total files to find in Resident Evil 2, and they are distributed across the four Scenarios thusly:40 Files in Leon Scenario A12 Files in Claire Scenario A4 Files in Leon Scenario B2 Files in Claire Scenario BIn order to unlock this trophy you will need to find and collect all 58. Won't be able to use Infinite Ammo Weapons as they are stored in the Item Box.Less than 14,000 Steps RunEasily combined with any run. This will be a struggle, though, and you will need to be sure you have adequate experience in the game to commit to a challenge like that.Below are the S-Rank conditions:DifficultyScenarioTime limitStandardA3h 30mStandardB3h 30mHardcoreA2h 30mHardcoreB2h 00mNote that any of the above times can be upgraded to S+ rank if you. Save less than 3 times and don't use any infinite ammo weapons (except the Combat Knife). You will get one of the above trophies for each run provided you successfully earn an S-rank.If you are feeling brave, you could combine this run with the Hardcore Rookie and Hardcore College Student trophies, cutting an entire two runs out of your trophy journey. Ride this elevator back up to the Police Station's "Underground Stairs" area.Walk up the stairs to the top and ride the next elevator to be back in the Police Station's Main Hall Secret Room. Shoot each of them once in the leg to wake them up. You've played all four scenarios and should have some idea of the routes you need to take and where most things are, which will benefit you a lot for these next few runs. To solve the puzzle, place the blocks in such a way that the top row of shapes and the bottom row of shapes all line up.The original order of the blocks is randomised, but the solution will always be in this order on Scenario A:Front: Circle, Square, Star, Square, Star.Top: Square, Triangle, Circle, Star, Triangle.When you have the scissors from the box for completing the puzzle, quickly take them to the cardboard panel on the wall, use them to cut the duct tape off, and the trophy will unlock if you did all of this within 60 seconds.AdvertisementsIf not, load your save/the autosave and try again.Defeat Stage 4 G with 4+ minutes left until defeat.We strongly recommend also unlocking this trophy during this phase of our Resident Evil 2 Trophy Guide as you will be playing on Assisted Difficulty and the boss will be much easier to defeat.If you have the infinite ammo RPG from the Reward Unlock DLC this will be stupidly easy to shoot the grenade/flash bang while it is in their mouth to blow it up and unlock this trophy.Shoot a zombie dog or a licker out of the air.If you have the Rocket Launcher with Infinite Ammo for completing the game on Hardcore with an S-rank or from the Reward Unlock DLC, this trophy will be much easier, otherwise you may struggle a little. Often when Lickers or Zombie Dogs attack you, they will jump in the air. Likely to unlock naturally during S-rank attempts. AdvertisementsWith a Knife equipped as your sub-weapon, you can hold and press to attack with it. Collect these by pressing on them to add them to your inventory.As you make your way through the Station there will be many weapons and items to find. You can use our chronological Collectibles Guide which will lead you to each one as you play.Open a dial safe.Open all of the safes and locks in the game.Here's another set of collectible trophies you can fully complete during this one scenario. Good opportunity to learn the game and gather all collectibles.Leon's Scenario BRecommend Assisted Difficulty. 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