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Stars badge resident evil 2 claire

in: Resident Evil 2 remake of the main entries Share Resident Evil 2 remake of the main entries Connection content is available on CC-BY-SA unless stated otherwise. The first blockbuster release in 2019 is Resident Evil 2. A remake of the timeless 1998 PlayStation classic, this survival horror adventure title sees players take on the roles of Claire Redfield and Leon Kennedy as they try to escape raccoon city. As in the original survival horror games series, Resident Evil 2 is as much about having zombies and other grotesque creatures as it is about solving puzzles, washing environments with key points and freeing doors through various artificial means. It is this blend of harrowing action and methodical puzzle solving gameplay that makes Resident Evil such a timeless series. Related: Resident Evil 2 Review: Classic reborn in remake of Resident Evil 2, there are a number of puzzles that are optional; tasks that do not need to be performed to finish the game. One of the most remarkable optional tasks in the game is the opening of the Special Weapons Case. Found at the beginning of the underground facility, part of the game i.e. explored after releasing a secret passage under the goddess's statue, this glass case contains vital goodies ... But how do you open it? To open a case of special weapons as either Leon or Claire, they need to find the STAR badge. It's acquired through a fairly long quest chain, and different parts are found in different locations depending on whether you're going through the original playthrough Resident Evil 2 or 2nd Run, which remixes item placements and otherwise cranks up the difficulties a little bit. 2. In Run, the player will not receive the S.T.A.R.S. mark until a little later than the original game. In any case, that's what you need to do: Find the Ornate Box, which requires a red jewel to open. In the first run, it's the RPD observation room (glass mirror and terrifying Licker-jump-scare) and 2. Find the red book in the library. Bring the Red Book to the Emperor's Statue of the Art RoomUse the Red Book with the shape of the arm to acquire a scepterUria scepter to acquire the Red JewelUs Red Jewel of the Ornate Box to acquire the STA R.R.S. Sign. The S.T.A.R.S. character can be examined to reveal its real purpose as a USB key that can be used on a computer in a S.R. office to open an armory, giving Claire and Leon access to a machine gun and a magnum. At this point, it may seem that the S.T.A.R.S. sign is no longer in use, but that is not the case; in Resident Evil 2, if an important item is fully used up, it is marked with a red watch, after which you can throw it away. The S.T.A.R.S. mark does not have a red mark until the player uses it Weapons case. Players must take the S.T.A.R.S. badge to a special weapons case, pull back the USB key, examining that inventory and slot mark into the event at which it will finally open. When playing Claire, the cat contains a suppressor for her MQ-11, which stabilizes the recoil, resulting in a much tighter spread of her weapon. Leon, meanwhile, gets a long barrel of his Lightning Hawk Magnum, which reduces recoil and increases the hand cannon's already impressive damage output. At this point, St.T.A.R.S. Badge will eventually earn its red badge and can be immediately discarded, its purpose accomplished. More: 15 Things You Never Knew About Resident Evil How to Find (& Catch) Chesnaught pokemon Go Related Topics Game Features resident evil 2 About The Author Zak Wojnar (894 articles published) Zak Wojnar is a writer in New York City. He's covered everything from video games and movies to maple syrup and deli business. Thanks to Screen Rant, he has discovered his latest passion by interviewing artists. He takes great pleasure in letting film and gaming legends tell their story and share his passion for his art. Zak's first memory goes to Tower Records with his father and buys a set of VHS's original start-up trilogy. Over the next decade or so, these tapes would be completely worn out by excess. If he's not getting ready for the next big interview, he can usually find sitting too close to the TV, either re-watching Miami Vice or The X-Files, or getting lost in a video game. Zak has bylines at Game Informer, Muscle & Fitness, PopCultureGalaxy, Men's Fitness, Cheese Connoisseur and Deli Business (see that there was no joke before!), among others. Follow and communicate with him on Twitter @ZakWojnar. More from Zak Wojnar Sale-Preis ab 44,26 € ab €49,17 Ursprünglicher Preis ab €49,17 (10% Rabatt) How to fill the Clock Tower and find the Bewel Box. USB Dongle Key and Library Jack along the way, Finding the Bejeweled Box. USB Dongle Key and Library Jack is one of the most stressful parts of Resident Evil 2 – especially now there is Mr. X in his tail. If you are not ready, make sure that you have collected club key, which allows you to find everything you need to reach the Clock Tower and the final Power Part.Looking for something else? Visit our Resident Evil 2 walkthrough for more help. Between Lickers in the corridors and Mr. X roaming around, and with a lot of important points to find and use, you want to be decisive on where you're going next. Assuming you lost Mr X somewhere after the roof, when Leon heads into the hallway outside the Art Room, then go down the stairs to the bottom and down 1F, or Claire, take the ladder up the balcony and down the stairs. You can use Club Key or Heart Key (such as Leon or Claire points) at the end of the corridor here, escaping Room or interrogation room. It's time to search both rooms. You can do as both characters, but the following is written from Leon's perspective. You'll be able to look for the opposite room for Claire after you pick up the Bejewelled Box – we won't spoil the surprise of how, but it's obvious. Inside you'll find some consumer goods, a confiscation report file (which gives you a security code in waiting room 2F) and a Bejeweled Box. Combine this Red Jewel from the Art Room to open by giving you a STARS Badge. Examine the back to get the USB Dongle Key. You can use this STARS office – we will explain how in an instant. Before you leave, jump into the interrogation room while for ammo. Head back to the main hall - remember that Mr X will break through the wall from the observation room around the corner - and go to 1F, going west through the reception and entering the records room in the southwest corner using Club Key. There's a Licker along the way - either take it out or sprint past it, it's up to you. As well as some consumer records room, you can pick up the Mechanic Jack Handle.Head library – remember you can get there through the Main Hall – and use the Mechanic Jack Handle jack to support the shelf. Move the shelves over now so that all three rows in the middle - creating a bridge 3F above. Cleaning the room with zombies and losing Mr. X will make this step a lot easier if you can. This allows you to reach the Clock Tower. You playing DLC? Check out our list of Ghost Survivors, Mr. Raccoon's whereabouts. Elsewhere, our complete Resident Evil 2 walkthrough explains every aspect of Leon and Claire's campaigns, including C4 Detonator and Battery Locations, Heart Key Location, How to Stop Mr. X, Clock Tower Puzzle, Sherry Block Puzzle Orphanage, Power Panel Parts Puzzle Solution, How to Escape From The Incinerator and Male Plug Puzzle Solution. Not only that, we also offer all locker code solutions, Leon Desk puzzle solution, all Resident Evil 2 Safe Codes and Portable Safe Solutions and Hiding Places. While you're here, there are two optional things you can do. If you want to use - and then dispose of - Diamond Key, then head to Linen Room 2F, which is between lounge and STARS Office. It offers some consumer products and another Portable Safe. Next go to STARS Office, use usb dongle key on your computer to unlock Arsenaly, giving you a Lightning Hawk (Magnum, in other words) like Leon and an MQ 11 Submachine gun like Claire and a letter from stars members file. Once you've done that, and Library Jack, it's time to visit the Clock Tower. An object similar to the badge of an official S.T.A.R.S. member. This character can be used to open a small screen cabinet in an underground if you examine the opposite of this character, it also shows itself as a USB Dongle Key. What is the best Resident Evil 2 weapons is depends on many things. Your preference for accuracy or power, for example. Ammo power and speed, is another. And whether you play as Leon or Claire. However, whatever your preference is, you want to find all the weapons and get as many upgrades as possible – the best Resident Evil 2 weapons will help no end when going against some later bosses and enemies. Our best Resident Evil 2 weapons guide will help you find each weapon and upgrade the game. This includes a fiddly STARS character puzzle that opens a Lightning Hawk magnum or an MQ-11 submachine gun depending on the character. Resident Evil 2 Guide | Resident Evil 2 Tips | Resident Evil 2 Mr Raccoon Locations | Resident Evil 2 Safe Codes | Resident Evil 2 Cabinet Codes | How to Get Resident Evil 2 Shotgun and Grenade Launcher | Resident Evil 2 Film Roll Locations | Resident Evil 2 main locations| Resident Evil 2 Locket Locations | How to solve resident evil 2 chess plug puzzle | Find Resident evil 2 hip bag locationsLeon's WeaponsMatildaThis is Leon's standard issue with a pistol that you can at the beginning of the game, so there is no need to go look for it. Reliable and powerful, this handgun packs a punch and only gets better in addition to upgrades like gunstock, which gives Leon the ability to fire three-shot bursts. UpgradesExtended Magazine: West Office, 1F, solve two combination locks leon's desk: Left is NED & Right at MRGGunstock: Parking garage, B1, examine the worn key found in a box near the Shooting Range, press open the car boot in the main parking area. Muzzle break: Waiting room, 2F, crack safe desk

combination 6 Left, 2 Right, 11 Left Must for every Resident Evil game if you want to pick up a shotgun you're going to have to find a Weapon Locker Card 2F Art Room on the east side of the police station. Once you find it, head to the safe vault on the western end of the first floor, and you can wipe it at the back of the room, where you can see the W-870 behind the locked grate. UpgradesLong Barrel: found at Kendo's Gun Shop when you leave the police station in Ada Wong and head to the sewers. Stock: Upper sewerage, pool room in the safe on the right after crossing the bridge. The combination (2 on the left, 12 on the right, 8 left) is etched in chalk on the right side of the safe. Lightning HawkTo acquire the super powerful Lightning Hawk Magnum, you need an S.T.A.R.S. Badge that can be explored and turned into a USB to unlock the Arsenal's T.A.R.S. Office on the second floor of the police station. To find it, you need to retrieve the book from the library, take it to the 2F art room on the east side of the police station, with your hand and put it in shape. It's a drop of scepter that can be explored by exposing the red jewel that will later be placed in a special blue box that will find the 1F Interrogation Room. If you have a sign, head back to the office and connect to the USB to access the Lightning Hawk in the Armory. UpgradesLong Barrel: In the Underground Facility, head all the way down the stairs and you'll see the glass case. To open this upgrade, change the USB back to the character and wash it into the case. Red-dot Sight: Find a hiding place to film a roll workroom in the upper sewers and use the T-Bar to get back to the Darkroom from the sewers through the Underground Facility. Once advanced, head to the S.T.A.R.S. Office on the second floor and check the draw at the back of the table on the left when you enter. Chemical ThrowerThe Chemical Thrower is a very powerful piece of kit that is useful for wiping out scary swamp beasts in the guts lined with sewers under Raccoon City. To find it head to the lowest point of the sewers, supplies storage room and solve the self-evident plug puzzle there to find a weapon on the wall in the end room. UpgradesRegulator: Nap Room, Labor, use signal modulator from the depths of the lab to kickstart the power room, and the door opens by exposing this upgrade. M19 (Leon 2nd play out only)When you start 2. That's where you'll find the M19 pistol. It is a slightly more powerful weapon than your standard starter, Matilda, and uses 0.45 ACP rounds. Claire's WeaponsSLS 60The SLS 60 is Claire's standard issue with a pistol that you can at the beginning of the game. Malnourished but full of potential, this pistol has made it much more useful if you pick up a reinforced frame upgrade that allows you to load it with stronger ammo, making it a magnum-style handgun. UpgradesSpeed Loader: West Office, 1F, solve two combination locks Leon's desk: Left is NED & Right on the MRGRReinforced Frame: Upper Sewers, Treatment Pool Room safe on the right side after you cross the bridge. The combination (2 on the left, 12 on the right, 8 left) is etched in chalk on the right side of the safe. JMB Hp3This pistol is much more reliable than the SLS 60 and is worth picking up your time before sewer time to play out Claire's story. It's also a laser sight, so it's a lot cooler than other weapons. You'll find this parking garage, B1, examining a worn key found in a box near the Shooting Range. Press the A/X button to press the button and open the police car boot in the main parking area. UpgradesHigh Capacity Magazine: Safe, Waiting Room, 2F Police Department. Use combination 6 Left, 2 Right, 11 Left Gm79 Grenade LauncherThe GM79 grenade launcher is equivalent of Leon's shotgun, An Unlock grenade launcher, pick up a Weapon Locker Card from the 2F Art Room on the east side of the police station and head to the Safe Deposit Room on the west side of the ground floor. Swipe it from behind, where you can see the GM79 behind the locked grate. UpgradesShoulder Stock: Elevator Control Room, Police Department B1, closet room before elevator in Chief Iron's office, available for Parking Garage.MQ-11Theet to acquire Claire's powerful sub machine gun, you need an S.T.A.R.S. Badge that can be examined and turned into a USB to unlock armory in the S.T.A.R.S. Office on the second floor of the police station. To find it, you need to pick up a book from the Library, take it to the 2F Art Room on the east side of the police station, connect it to your hand and place it in shape. It's a drop of scepter that can be explored and turned into a red jewel, which will later place in the box, which you will find in the 1F Interrogation Room. Once the sign has been received, return to the office and connect the USB to access the MQ-11. UpgradesExtended Magazine: Find a hiding place to film the roll workroom of the upper sewers and use the T-Bar to get back to the DarkRoom from the sewers through the Underground Facility. Once advanced, head to the S.T.A.R.S. Office on the second floor and check the draw at the back of the table on the left when you enter. In an underground facility, go down the stairs and you'll see a glass box. To open this upgrade, change the USB back to the character and wash it into the case. Spark ShotThe Spark Shot shock and anesthet change your enemies in place, making it an important part of your arsenal when you're trying to escape the chase tyrant. You can find this piece set at the lowest point of the sewer, (figure it out). Solve the self-evident plug puzzle out there to find a weapon on the wall in the end room. UpgradesHigh-Voltage capacitor: Nap Room, Labor, use signal modulator from the depths of the lab to kickstart the power room, and the door opens by exposing its upgrade. Quickdraw Army (Claire 2. play out only)Starting another play out Claire puts Quickdraw in the Army Guard Room you start nearby. It is a slightly more powerful handgun that uses 0.45 ACP ammo. Claire can also be a fan of the hammer giving her a surprisingly quick fire. It's a great tight spot, but it's a slow reload maybe a practice to squeeze out one shot to make it go further. And if you want more Resident Evil 2, why not read everything about how ever released Resident Evil 1.5 survived 22 years to appear in the Resident Evil 2 remake? Remake?

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