

1. Introduction

Resident Evil CODE: Veronica was originally released on the Sega Dreamcast console in early 2000. The game featured the best graphics seen in any Resident Evil game at that time. Later that same year, Capcom announced that they would re-release the game on Dreamcast and PlayStation 2 under the name "CODE: Veronica Complete."

A year after the original CODE: Veronica came out, CODE: Veronica Complete was released. It featured extra storyline cut-scenes important to the Resident Evil series. A few months after CODE: Veronica Complete's release in Japan, it was released elsewhere under the title "CODE: Veronica X."

Shortly after CODE: Veronica X's release, Capcom announced that the Resident Evil series would continue on Nintendo GameCube, and that announcement included a GameCube version of CODE: Veronica Complete. In 2006, Japan received a final version of CODE: Veronica Complete for the PlayStation 2, bundled with a soundtrack.

This guide specifically covers the GameCube version of CODE: Veronica X although it may be used for the other versions as well.

2. Version History

Version 1.5

June 17, 2007 - Rewrote most of the main walkthrough and cleaned up the formatting. Still have to rewrite most of the Battle Guide, but I've done my best to clean that section up for the moment.

Version 1.0

August 14, 2003 - CODE: Veronica Complete is the same on the GameCube as it is on the Dreamcast and PlayStation 2. So, after playing it through, I took my walkthrough from the Dreamcast version, made a few changes, and put it in this walkthrough. Guide done.

3. Controls

---TYPE A---

- A: OK/ATTACK/CHECK
- B: CANCEL/RUN
- X: UNUSED
- Y: STATUS
- Z: MAP
- R: ATTACK STANCE

L: CHANGE AIM
START: OPTION
CONTROL STICK: LEFT/RIGHT/FORWARD/BACKWARD
D-PAD: LEFT/RIGHT/FORWARD/BACKWARD
C-STICK: AUTO-TURN

---TYPE B---

A: OK/ATTACK/CHECK
B: CANCEL/RUN
X: MAP
Y: STATUS
Z: UNUSED
R: ATTACK STANCE
L: CHANGE AIM
START: OPTION
CONTROL STICK: LEFT/RIGHT/FORWARD/BACKWARD
D-PAD: LEFT/RIGHT/FORWARD/BACKWARD
C-STICK: AUTO-TURN

---TYPE C---

A: OK/ATTACK/CHECK
B: CANCEL
X: STATUS
Y: MAP
Z: UNUSED
R: FORWARD (Press Lightly)/RUN (Press Strongly)
L: ATTACK STANCE
START: OPTION
CONTROL STICK: LEFT/RIGHT/FORWARD/BACKWARD
D-PAD: LEFT/RIGHT/FORWARD/BACKWARD
C-STICK: AUTO-TURN

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4. Characters

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Claire Redfield

Age: 19
Claire Redfield returns after co-starring in Resident Evil 2 with Leon. Sister of Chris Redfield, Claire's tough and intelligent for a 19 year-old, and has the ability to survive even the most dire circumstances. She went to Raccoon City to look for her brother, but instead found the city to be infested with zombies. She escaped with Leon and Sherry Birkin and continues her search in CODE: Veronica.

Chris Redfield

Age: 26
Chris, fresh off his experiences in the original Resident Evil, returns to rescue his little sister from Umbrella's evil clutches. After living through the Spencer Estate disaster, he dedicated his life to taking Umbrella down with his fellow S.T.A.R.S. members, Jill Valentine, Barry Burton and Rebecca Chambers. He just might be the guy we've seen in the

Biohazard 5 trailer...

Steve Burnside

Age: 17

Steve Burnside is a teenage prisoner on Rockfort Island, where he was taken along with his father after offending the Umbrella Corporation. Like Claire, he too has a knack for surviving tense situations, and despite his brash, wreckless nature, Steve is generally a competent boy who can fly planes, shoot with both hands and look like a certain famous Hollywood actor...

Albert Wesker

Age: 38

He was the leader of the S.T.A.R.S. until he supposedly died in the Spencer Mansion incident. And now he's back, with a vengeance and a sinister plot that now forms the backbone of the Resident Evil series' plot. Supercharged thanks to a special virus, he's a forced to be reckoned with.

Alfred Ashford

Age: 27

Alfred is in charge of Rockfort Island, and believes Claire is the cause of the outbreak that's occurred on the island. Hence, he wants to murder her with a passion. He carries a terrible secret related to his family, who are key players in the history of the Umbrella Corporation.

Alexia Ashford

Age: 27

She is Alfred's twin sister who supposedly died in a freak accident. Before her death, she was a brilliant scientist at the young age of 10, a child prodigy if there were ever one. However, the truth regarding the circumstances that surround her will reveal itself in the game...

Rodrigo Juan Raval

Age: Unknown

He captured Claire Redfield in Paris and after the attack on Rockfort Island, frees her. After all, he has nothing to lose if he's about to die from either the zombies or the wound on his abdomen. However cold as he may appear, Rodrigo's actually not so heartless and does have genuine good will in himself.

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5. STRATEGIES

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- Avoid Enemies -

In the game, many enemies can be avoided by running around them before they can react and attack you. Not only does this save you ammo, it can avoid getting you injured and making you use up a precious healing item.

- Keep Your Distance -

Very important should avoiding an enemy not be an option. Keep your distance while you're attacking. Thankfully, unlike the other Biohazard games, weapons don't seem to noticeably lose their effectiveness when fired from afar (they might, but you'd probably at most lose a bullet or two). By keeping your distance, you have a smaller chance of injury.

- Conserve Ammo -

You do not have unlimited ammo, which means you should make every effort to save your ammo for when you need it. Don't waste Magnum ammo on a zombie unless you're absolutely forced to (which shouldn't happen unless you're in danger condition). Conserving ammo while using it reasonably leaves you in a good position for a majority of the game. You'll be able to take on most challenges that come at you.

- Use Your Weapons Wisely -

A more powerful weapon many times is the worst possible weapon to use. Don't use the Magnum on one lone zombie, and don't use the Handgun against a group of zombies. The Magnum needs to be saved for powerful foes, and the Handgun should be used for lone enemies a fair distance away. Thankfully, the Shotgun and Grenade Launcher are flexible. The Shotgun will burn through groups of zombies in two or three shots, while the Grenade Launcher, depending on the type of ammo, will kill most enemies in a shot or two.

- Make Multiple Save Files -

What you should do is save on multiple save slots a few times in your adventure. If you make a mistake and become unable to proceed forward in the game due to that mistake (such as using up too much ammo or health), then reload an older save file and avoid making the mistake.

- Manage Your Item Slots Wisely -

Chris and Claire can initially hold eight items before finding the Side Pack items in the middle of their respective adventures. For each character, keep a health item, weapon, ammo and a powerful weapon at your disposal. At least two spaces should be unoccupied for items you can pick up. Make frequent trips to the item box and drop things off that you don't need.

- Use The Lighter Against Bats -

The light from the lighter will scare bats away so they won't damage you and you can save ammo.

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6. Walkthrough: Claire Redfield

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Part One: Prison Area

Cellblock Room

We are in a cellblock. Start off by going to your item screen. Go to the LIGHTER you see and use "Select" with the action button. This will prompt a cut-scene. After the cut-scene, go back into the cellblock and grab the ever-important GREEN HERB. In the small corner of the room, grab the HANDGUN BULLETS. On the desk near the unconscious jailer is a COMBAT KNIFE. Once you have all the items, you may exit the room.

---> Alert <---

Rodrigo is injured. You will need to find him HEMOSTATIC MEDICINE, which can be found in about an hour through the game. If you do not, you will miss out on some useful items.

Cellblock Hallway

Run across the typewriter and grab the INK RIBBON from the desk. Do not save the game, though. Grab the box of HANDGUN BULLETS on the ground also. Run across the hallway, and unequip the LIGHTER in your item screen, and equip the COMBAT KNIFE instead. Climb the stairs at the end of the hall.

Graveyard

Run across the graveyard and make a U-turn past the burning truck. A cut-scene will then trigger, and 4 zombies will appear. This battle is simply not worth it. Dodge the zombies and continue in the direction you are facing, pass the open gate to the door. If you get bitten, check your health status on the Item Screen. Only use the GREEN HERB from Rodrigo's cellblock if you are on Yellow CAUTION health. Pass through the door.

---> Alert <---

That BRIEFCASE that fell from the exploded truck is an item you will get in 10 minutes. But do not get it now, as fire surrounds the BRIEFCASE.

Courtyard

Walk up some steps and another cut-scene will occur between Claire and Steve Burnside. After he leaves, you will want to grab the HANDGUN BULLETS on the truck next to the door you just past through. Don't forget that you know have the HANDGUN equipped. Keep it equipped. Pass through the only unlocked door in this courtyard (besides the one you passed through).

---> Alert <---

The giant door is the gate of the Prison and the goal of this mission is to unlock it. It leads to the other areas of this entire island. We need a HAWK EMBLEM to unlock it. It is in this prison, somewhere.

Barrack

In this circular room, you have the option to explore the barracks nearby. Climb the small set of steps, and pass a door to the GREEN HERB nearby. Go back to the door you just past and enter through it. Those individuals who want to skip this area and a powerful weapon can meet me at the upcoming "Guillotine CAGE" paragraph.

Prison House

In this disgusting prison house, there are zombies. Shoot them. You have plenty of bullets to burn. Once they are all dead, climb the small steps up to the table and grab a GREEN HERB. Head back down the small stairs and to the door to the right from where you just entered from.

Bunk Room

Run across this room and on the second bunk to the right, grab the PrisonER'S DIARY.

After reading it, keep moving forward and turn 2 left turns. At the end, grab the HANDGUN BULLETS. Head back and where you see the window banging is another box of HANDGUN BULLETS. Suddenly, the zombie will break in. Shoot it and the other 2 zombies that get in your way. After the fierce battle, pick up the M 100 P guns. These guns are extremely powerful, but save them for the Military Training Facility later on. Return to the Main Room.

Prison House

Zombies have invaded, so dodge them. Before exiting, re-explore the room and find a Prison MAP in the corner. Now you can find your way back.

Barracks

Head down the small steps. Watch the cut-scene. Turn and continue along the path. Another cut-scene occurs. Continue along the path until you

come to a locked gate and a door. Enter the door.

Guillotine Room

Kill every zombie in here. There are zombies behind the gate, but you cannot kill them. The door to your right is the other side of the "Nailed Door" in the Courtyard, where you met Steve Burnside. The small door hidden in an alley ward in the corner is your next destination.

---> Alert <---

That locked gate needs to be unlocked. You will do it in a few minutes.

Security Hall

Move forward, and then a small cut-scene will occur, instructing you to place ALL your items inside the security box, including the LIGHTER. Run across the hall, past another security box. Turn to Claire's right. There is a table with GRENADE ROUNDS and FLAME ROUNDS. There is also a FIRST AID SPRAY. Deposit them in the nearest security box. Then take the door nearby.

Computer Room

Run down and grab the document. Then turn around and watch a cut-scene with Steve. Afterwards, examine the yellow clipboard next to the computer. You'll get the HAWK EMBLEM, the item you need to get out of the Prison. The door nearby is blocked, but press the little switch to the right of the door. Now you can unlock the gate in the Guillotine Room.

Security Hall

Return to the Security Hall and then go to the 3D duplicator machine to the right of the table. Examine the machine and place the Hawk Emblem in there. Now return to the first SECURITY BOX and grab the HANDGUN, BULLETS and HERBS. Return to the Guillotine Room.

Guillotine Room

Go to the roll up gate. To the left is a blinking switch. Press it. The gate rises and zombies attack. Kill them ones in front of Claire by exploding the BARRELS nearby. Kill the rest of the zombies. Now go into the garage and grab the FIRE EXTINGUISHER. Head into the cage and grab the PADLOCK KEY from the guillotine slick. Return to the Barracks.

Barracks

Continue your way around. After you turn a corner, the zombie dogs will emerge from below the barracks and chase you, so keep running. Head

through the door at the end, back into the Courtyard.

Courtyard

Zombies have entered this area, so dodge them. You may not have enough BULLETS to stop them. Enter the door leading to the Graveyard.

Graveyard

Kill every zombie in here with your HANDGUN. Now go over to the burning truck and use the EXTINGUISHER. Grab the BRIEFCASE. Open it in your item screen by examining it, and then spinning it to the top of the case, where you can open it. Inside is TG-01 and a file.

Now return to the Courtyard.

Courtyard

Run into the Barracks.

Barracks

From the entrance, turn to Claire's right to a locked gate. Use the PADLOCK KEY to unlock it. It leads to the door leading to the Guillotine Room, therefore you can avoid the cereberus now! Head into the Guillotine Room.

Guillotine Room

Return to the Security Hall.

Security Hall

Deposit all of your items into the security box, except the TG-01 alloy. The TG-01 isn't made of metal, so it can bypass security boxes. Return to the machine where you left your HAWK EMBLEM. To the right is a gold mechanism. Use the TG-01 there. After a cut-scene, grab the SPECIAL ALLOY EMBLEM from where you placed the TG-01. Attempt to leave and then zombies will run in. You have no gun right now, so dodge them until you reach the first security box. Grab EVERY ITEM, including the FIRE EXTINGUISHER and the LIGHTER. Return to the Guillotine Room.

Guillotine Room

Run back to the Barracks.

Barracks

Turn to Claire's left, and enter the Courtyard.

Courtyard

Turn to the biggest door in this room, the prison gate. Use the SPECIAL ALLOY EMBLEM on the gate. Exit the Courtyard.

Iron Bridge

We aren't out of the Prison yet. Run across the bridge, and turn left, down a smaller pathway. Cross it and then turn right, after grabbing 2 GREEN HERBS. See the crates? Push the one closest to the truck up toward the other crates, and then push them to the right, providing space over the fire. Now head to the truck in the middle of the bridge and grab the HANDGUN BULLETS. Now head over the crates, and up the stairs. We are out of the Prison at last.

Part Two: Wandering the Palace

Passage

There are zombies here, so shoot them all. You should have enough ammo. You'll notice a door nearby, which leads to the Military Training Facility. Ignore the door for now, and follow the path to a gate.

Palace Courtyard

Dodge all the dogs here, but don't grab any items yet. Climb the stairs and run for the Palace. Head through the double doors into the house proper.

Main Hall

In here, run over to the computer. Enter the following code into the computer: NTC0394. You will have saved some time getting the ID card in the save room if you entered the code automatically. The door nearby unlocks, but before going there, grab some HANDGUN BULLETS. Head up the long stairs and turn right. Head through the nearby door.

Palace Save Room

This is the first save room of the game, so rest easy. Head to the item box and drop off the COMBAT KNIFE.

You should have enough space soon, but that will be find for now. Head around the corner from the door you entered and grab the file. Keep

going until you reach a locked door. Grab the GREEN HERB nearby. Exit back into the Main Hall.

Main Hall

Head to the door to the very left of the room. It is the Bathroom.

Bathroom

Search the stalls for HANDGUN BULLETS. Search the sink for FIRST AID SPRAY. Grab the nearby DURALUMIN CASE. Now exit.

Main Hall

Head into the door you unlocked with the computer, in the left corner of the room.

Hallway

Shoot all the zombies here. Grab the HANDGUN BULLETS and RED HERB. Combine the RED HERB with 1 GREEN HERB. Pass by the locked double doors until you see a single door. It is the GUN Room.

Gun Room

Grab the HANDGUN BULLETS. See the blinking button underneath a display? Press it and watch a cut-scene. After it ends, a new passage will have opened. Grab the STEERING WHEEL in there, but don't grab the lugers on the wall, or else you'll be trapped in the room. Leave the room after you grab the STEERING WHEEL.

Hallway

Run back to the Main Hall.

Main Hall

Attempt to exit the place completely, and you'll hear a scream. Return through the door you unlocked with the computer.

Hallway

Run to where you got the STEERING WHEEL.

Gun Room

Go to the computer console. It is the first puzzle of the game. Simply press options C and E because they're both guns. Then, the puzzle will end, and you can return to the Hallway safely after watching the cutscene.

Hallway

Run back to the Main Hall.

Main Hall

In the Main Hall, a cut-scene will occur. After it ends, exit into the Palace Courtyard.

Palace Courtyard

Grab the nearby GREEN HERB. See the green blinking object? It is called the NAVY PROOF. DO NOT grab it at this moment (you can, but it's best to just wait). Turn to Claire's right from the stairs and head through the gate at the end. Continue dodging the zombie dogs.

Submarine Dock

Run and make a U-turn and grab the PALACE MAP and some HANDGUN BULLETS. Head to the dock and then grab the BOW GUN ARROWS. Go to the little platform and use the STEERING WHEEL. A submarine will rise and the dock will slide out to meet it, so head inside.

Submarine

On the chairs is a SIDE PACK. Equip it to allow Claire hold two more items. Go to the control panel of the Submarine and flip the switch. After a short cutscene, head up the ladder and leave the submarine.

----- Part Three: The Airport -----

Airport Tunnel

Run down the stairs and continue down the tunnel. Head through the first door.

Fork Room

Kill all the zombies in here. If you are running low on ammo, use the M
100 P. After you kill all the zombies, take the door to the right.

Bridge

Run across this bridge. At the end is a gate. Go through.

Cargo Room

Here, take the small lift in the corner. Nearby is a control panel.
Examine. You are now pushing a crane. Push the UP button until the crate
stops moving. Then push it LEFT until it stops moving. Ride the lift
back down. Go to where the crate was and then push the blinking button.
An elevator rises, along with zombies. Kill them. Nearby, grab the
BIOHAZARD CARD and the BOW GUN ARROWS.

Return to the Bridge once you're done.

Bridge

Run across back into the Fork Room.

Fork Room

Return to the Airport Tunnel.

Airport Tunnel

Return to the Submarine.

Submarine

Ride the Submarine back to the surface.

Submarine Dock

Climb the stairs and go back to the Palace Courtyard.

Palace Courtyard

Dodge the dogs. Head to the first gate and down into the Passage.

Passage

Run down until you are at the stairs leading to the Prison. Don't go down into the Iron Bridge. Take the small door nearby.

Part Four: Military Training Facility

Military Training Facility Yard

The Gulp Worm will appear and attack Claire by burrowing underground and emerging to uproot her. You can kill the Gulp Worm now by shooting it with all the ammo you have, but it's really just a waste of time and you'll get a proper battle with the Gulp Worm later. But if you do decide to kill it, the Gulp Worm won't bother Claire again. Enter the facility through the main doors.

Facility Hall

When you enter, go to the shutter on the far end of the hall and use the BIOHAZARD CARD to open it. When you pass through, it will lower again, trapping you. Ignore it for now and pass through the door into the Courtyard.

Courtyard

When you enter the Courtyard, Alfred will try to shoot you with his sniper rifle. Evade by quickly running up the stairs. Go past the locked brown door and the blue box on the balcony handle. Enter through door Alfred went through. Remember where that blue box is.

Alfred Hall

Run down this long hall until you get to a wider area with the vending machines. Go through the silver door.

MTF Save Room

In this peaceful save room, be sure to manage your items and grab whatever's in here, including the HEMOSTATIC MEDICINE on the couch. Rodrigo will need this medicine. Exit after you're done.

Alfred Hall

Now go through the brown door. Alfred will lower a shutter and lock you

in. Go through the brown door.

Bandersnatch Warehouse

Turn left and collect the pair of SUBMACHINE GUNS, which are just what Steve was looking for. Next, attempt to go down the stairs and a Bandersnatch will appear. Use 3 BOW GUN ARROWS to kill it quickly, or if you use something bullet-based, shoot from the side of without the arms. Once you kill the Bandersnatch, a door at the bottom of the stairs will open. Go down the stairs and through the door.

Watch the cutscene, and then you will be in control of Steve.

Steve Room 1

Steve is now in Steve Room 1. Since you'll only control Steve once, feel free to liberally use his Submachine Guns. They'll take out all the zombies relatively quickly. Head through the door to Steve's left.

Steve Room 2

Kill all the zombies in here using the Submachine Guns, then exit the room.

Steve Room 1

This time, go through the door next to the gate across from Steve.

Steve Room 3

Head down the staircase and kill all the zombies; you can use the explosive canisters to save ammo, but since our time with Steve is almost up, just use all your ammo. Head up the next set of stairs and through the door.

Sewer Balcony

Run forward and another cutscene will occur. After the cutscene, you'll be back in control of Claire as you and Steve take the lift together.

Control Room

Steve will run ahead of you, so follow him through the door to the next room.

2F Steve's Dad Room

Run down the unstable, wooden walkway until you and Steve fall through.

1F Steve's Dad Room

Watch the cutscene, and then Steve won't be falling you anymore, instead sitting down looking at the zombie he just killed. Head to the door to the left of Steve.

Elevator Hall

Kill all the zombies in this long hallway, then go through the door at the very end.

Model Room

You are in the Model Room. Grab the EAGLE PLATE on the wall and then head back to the Elevator Hall.

NOTE: Now that you have the EAGLE PLATE, you can use it either in the balcony where Alfred attacked you, or in the Prison's Guillotine Room. It doesn't really matter which order you do it in, although since you're in the Military Training Facility, you might as well finish it off to avoid having to come back later. If you decide to go to the Prison now, simply leave the Military Training Facility for now and skip ahead to the Prison part of the walkthrough, then double back to this section when you collect the second EAGLE PLATE in the Palace and proceed. The tasks stay the same, but the order of events change a little bit.

Elevator Hall

Head back to the first floor of the Steve's Dad Room.

1F Steve's Dad Room

This time, go through the double doors directly in front of Steve.

Tank Room

There's a big tank in here, but beyond it is a single door next to a stack of crates (a conveniently placed stack of crates, as you'll see later...).

Military Training Facility Yard

Back here, continue to avoid the Gulp Worm (if it's still alive) and head back into the Facility Hall.

Facility Hall

Inside the Facility Hall, head to the shutter at the far end and raise it with the BIOHAZARD CARD again. Go through the door to where Alfred sniped at you.

Courtyard

Zombie dogs have appeared, so kill them or dodge them. You can dodge them simply by climbing up the stairs, although they'll be sure to ambush you when they go back down. On the balcony is the blue box I mentioned before. Use the EAGLE PLATE and collect the EMBLEM CARD. Head to the Alfred Hall afterwards.

Alfred Hall

Use the BIOHAZARD CARD to raise the shutter Alfred lowered earlier. Then, go into the MTF Save Room again.

MTF Save Room

Save some item space by placing the GOLD LUGERS inside the item box. If you failed to earlier, collect the HEMOSTATIC from the MTF Save Room on the couch and deposit it into the item box. Now go back to the Alfred Hall.

NOTE: If you want, you can take the HEMOSTATIC back to Rodrigo to heal him, although it makes much more sense to do so when you're back in the Prison to use the EAGLE PLATE. No need to be in a hurry, as Rodrigo will be fine no matter how long you take to complete the task.

Alfred Hall

Run back to the Courtyard.

Courtyard

Go down the stairs and then through the gate to the left of the fire. You'll see a ladder you should descend.

Steve Room 3

Go past the lever to the gate. Remember that lever when you play as Chris. Use the EMBLEM CARD on the card reader next to the gate in order to raise it. Climb down the step and you are now back in Steve Room 3. Head back to Steve Room 1.

Steve Room 1

Raise the gate next to the door using the EMBLEM CARD and then take the GRENADE LAUNCHER if you're playing on Normal Mode. It'll really come in handy for the rest of the game. Head back to Steve Room 3.

Steve Room 3

Go to the Sewer Balcony.

Sewer Balcony

In the Sewer Balcony, head down the balcony to the elevator and ride it to the Control Room.

Control Room

On 2F, go to the gate near the lift and use the EMBLEM CARD on the card reader. When it rises, discard the EMBLEM CARD as you'll have raised all EMBLEM CARD-compatible shutters. Run past the brown door towards the main screen. Examine the computer and then take the ARMY PROOF. You need that ARMY PROOF for the end of Disc/Part One. Examine the camera computer and you will see the laboratory room through infrared. Zoom in on the skeleton painting and remember the code "1126" that's written on it. Now exit the room through the brown door.

Courtyard

You are now back in the Courtyard where you got the EMBLEM CARD. Go down the stairs, and go through the door back into the Facility Hall. Now, go to the first shutter and use the BIOHAZARD CARD. Discard the BIOHAZARD CARD and then climb the stairs. Pass the door with no doorknob. Chris will open that door, so don't worry about it while playing as Claire. Go through the open door.

Laboratory

Inside, look for the other door and enter the "1126" code. This will unlock the door, allowing you to enter.

Albinoid Laboratory

Enter and collect the SKELETON PAINTING from the backwall. A cutscene will then occur, and an Albinoid will then escape the room, while a few more drop down from the ceiling. Don't bother killing the Albinoids as there are too many of them and they deal very little damage. You'll have less than a minute to get to the Facility Hall, so hurry and get out.

Laboratory

Run to the Facility Hall as quickly as possible.

Facility Hall

Run down the stairs before the shutters lock you in and you get a game over. Go back to the Military Training Facility Yard.

Military Training Facility Yard

Continue to avoid the Gulp Worm if it's still around, and head over to the Tank Room.

Tank Room

Go back to where Steve shot his dad.

1F Steve's Dad Room

Steve's no longer here, but forget him for now. Head back to the Elevator Hall.

Elevator Hall

Head into the room where you got the EAGLE PLATE, the one with the model of the Military Training Facility.

Model Room

Put the SKELETON PAINTING in the spot on the right wall where the EAGLE PLATE used to hang. Then, the back wall off of the room will rise, revealing a diorama of the training facility. There's a GOLD KEY on it. Grab it and leave the room.

Elevator Room

Run to 1F Steve's Dad Room.

1F Steve's Dad Room

Run to the Tank Room.

Tank Room

Run to the Military Training Facility Yard.

Military Training Facility Yard

Exit and head for the Passage.

Passage

Run to the Palace Courtyard.

Part Five: Return to the Palace

Palace Courtyard

Run into the Palace Main Hall.

Palace Main Hall

Once back in the Palace Main Hall, go through the door you unlocked with the computer.

Hallway

Inside, pass the door where Steve got the GOLD LUGERS. Unlock those double doors with the GOLD KEY and discard it.

Painting Room

Inside, look at the paintings. Then press those paintings in order.

Press the female painting first.

Then press the painting with the man and 2 babies.

Then press the red-haired man with the teacup.

Then press the other red-haired man painting with a plate in the background.

Then press the painting with a guy holding paper.

Then press the painting with the man wearing blue.

Then press the giant painting.

It will spin and a VASE will be revealed. Grab it and check the inside. A QUEEN ANT OBJECT is inside. Exit.

Hallway

Run to the Palace Main Hall.

Palace Main Hall

Run up to the Palace Save Room.

Palace Save Room

Deposit the BOW GUN and ARMY PROOF into the item box, and grab the GOLD LUGERS. Take them to the back door down the adjacent hallway and USE (not equip) the GOLD LUGERS to unlock the door. Go through.

Secret Study

Head inside this empty office and find the computer on the desk in the back. Enter the code "1971" and then a shelf will slide, revealing a passage. A Bandersnatch will then jump through the window and attack you, so use the GRENADE LAUNCHER or BOWGUN to kill it. Head into the secret passage, and into the door afterwards.

Bridge

Follow the tunnel until you reach the stairs that lead into the Private Residence.

Part Six: Private Residence

Private Residence Courtyard

In the yard, kill or dodge the Bandersnatch. Run forward and climb the

stairs, and then enter the building with the LIGHTER equipped.

Private Residence Main Hall

The LIGHTER will prevent the bats in this room from attacking you. Avoiding all the zombies in here, climb the stairs and run down the walkways, up another set of steps (there are items all along the walkway) and head through the door at the end.

U Hall

Watch the cutscene, and then enter the door near Claire.

Alexia's Bedroom

Examine the Music Box and close it. Then, the bed will drop and reveal a SILVER KEY. You can't climb the ladder on Alexia's bed right now, so ignore it for now and go back to the U Hall.

U Hall

Grab all the items in here, and then head back to the Private Residence Main Hall.

Private Residence Main Hall

Head back to the Private Residence Courtyard. Continue to avoid the Bandersnatches if you haven't killed them already.

Private Residence Courtyard

Head back to the Bridge.

Bridge

Run back to the Secret Study.

Part Seven: Palace Revisited Again

Secret Study

Head back to the Palace Save Room.

Palace Save Room

Head back to the Palace Main Hall.

Palace Main Hall

Once back, head down the small flight of stairs and run straight across the upper area to a door at the end. Use the SILVER KEY to unlock the door and go through.

Casino

Inside this room is a casino, with a grand piano. Collect the herbs if you want to heal. Collect the EXPLOSIVE POWDER and create 10 EXPLOSIVE ARROWS by mixing them with regular arrows. (Deposit them in the item box.) Return to the Palace Main Hall.

Palace Main Hall

Now go back through the door on the first floor that you unlocked with the computer earlier.

Hallway

There, go to the nearest double doors and unlock them with the SILVER KEY. Discard the SILVER KEY and enter.

Office

Launch a grenade at the 2 Bandersnatches, or dodge them (although it's rather difficult to). Now go to the floor between the two desks and collect another EAGLE PLATE. On a nearby desk is HUNK'S REPORT. Exit the room.

NOTE: If you used the first EAGLE PLATE in the Prison's Guillotine Room, then double back to the Military Training Facility, and to the portion of the walkthrough after Steve killed his dad. Then skip ahead to the return to the Private Residence.

Hallway

Head for the Palace Main Hall.

Palace Main Hall

Go back to the Palace Save Room.

Palace Save Room

Grab the HEMOSTATIC MEDICINE from the item box, and take the EAGLE PLATE with you. Head back to the Palace Main Hall.

Palace Main Hall

Exit into the Palace Courtyard.

Palace Courtyard

Head back into the Passage.

Passage

Run down, avoiding the Bandersnatches, past the Military Training Facility, and head down the stairs to the Iron Bridge.

Iron Bridge

Head all the way down the stairs, over the crates, down the walkway and back into the Prison.

Part Eight: Prison Revisited

Prison Courtyard

When you are back in the room where you met Steve for the first time, head to where Rodrigo is, which is the prison cell Head for the Graveyard.

Graveyard

Avoid the zombies here (or kill them, whichever you prefer) and head down the stairs at the very end.

Cellblock Hallway

Run down the hall towards the Cellblock.

Cellblock

Claire will feed Rodrigo the HEMOSTATIC and trade her LIGHTER for the LOCKPICK, which changes the game up a bit. After the cutscene, go back to the Cellblock Hallway.

Cellblock Hallway

Save if you like, and run up the stairs.

Graveyard

Run to the Prison Courtyard.

Prison Courtyard

Head into the Barracks again.

Barrack

Turn right through the gate you unlocked earlier and head into the door nearby.

Guillotine

Inside, past the slick, use the EAGLE PLATE on the door. When it slides across, kill the zombies that emerge from hiding before they bite you. Go through the door that was behind the other door that you unlocked with the EAGLE PLATE.

Behind The Guillotine

Kill all the zombies (you can blow them up with the explosive canister nearby) and head through the left door.

NOTE: If you move ahead through a gate, you'll be in an area with a lot of crates, an item box and a blocked off door. If you unblock the door by moving the crates (this should be a rather simple task), then the door will lead back to the office where Claire sent the email to Leon. Now that the door's unblocked, you can take the B.O.W. GAS ROUNDS, FIRST AID SPRAY and other items that you couldn't take through the security boxes and place them in the item box. The B.O.W. GAS ROUNDS will be especially useful, and you can never have too many FIRST AID SPRAYS.

Doctor Room

You are in the Doctor Room. Pass through the room to another door at the end. Pass through that door, noting the body bag that moves as you leave the room.

Torture Room 1

More zombies populate this room, so get rid of them. Towards the end of the room is a DURALUMIN CASE, which we can easily open now that we have Rodrigo's lockpick. Opening the DURALUMIN CASE yields the HANDGUN PARTS, which combine with Claire's HANDGUN to form the CUSTOM HANDGUN. The CUSTOM HANDGUN can fire 3 rounds at once, as well as hold 18 bullets. If you prefer to conserve ammo, you can set the gun back so it fires one bullet at a time. Head back to the Doctor Room afterwards.

Doctor Room

As you enter, you'll hear the sound of flesh being chewed on... and then you'll witness a zombie doctor eating what seems to be another zombie who is also still alive. The zombie doctor is faster and takes more rounds than the average zombie (almost as if it were like those Crimson Heads from the Resident Evil remake, except without the vicious claws), so get far away from it and kill it with your new CUSTOM HANDGUN or something stronger like the GRENADE LAUNCHER. Kill the other zombie as well.

After you deal with them, look on the floor near where the zombie doctor was and pick up the GLASS EYEBALL. Take it to the side area of the room, where a plastic model of a human body lies. Place the GLASS EYEBALL in the eye socket of the human model, and a wall will rise, revealing a secret staircase. Go down.

Secret Hallway

Look out for the bats. As you don't have the LIGHTER anymore, you'll have to just run past them. They don't cause much damage, so don't worry too much. Head to the door at the very end.

Torture Room 2

Yikes, another torture room, full of zombies too. Kill them all, and then head down the stairs in the back corner of the room. Head through the door.

Torture Room 3

Grab the RUSTED SWORD from the large shield on one wall. The middle statue will then rise and gas will begin to spread throughout the room. Quickly push the bar protruding from the statue counter clock-wise and the gas

will stop. If you are too slow, the gas will kill Claire instantly.

Next up, the statue you got the RUSTED SWORD from will rotate. Insert the RUSTED SWORD in the hole that appears, and a zombie will suddenly burst out from the armor and attack you. Kill it completely and collect the PIANO ROLL from where the zombie was hiding. You have now explored every room in the Prison, so we ought to get out of here once and for all. Go back to the Torture Room 2.

Torture Room 2

Go up the stairs and return to the Secret Hallway. Note that if you didn't kill the zombie with the rusted sword stabbed through it, then it'll follow you in here. However, it will be so far behind that you can continue to ignore it, and it'll stop following you here.

Secret Hallway

Run back to the Doctor Room, avoiding the bats as usual.

Doctor Room

Run to the area behind the Guillotine.

Behind The Guillotine

Head to the Guillotine.

Guillotine

Head to the Barrack.

Barrack

Head to the Prison Courtyard.

Prison Courtyard

Head to the Iron Bridge.

Iron Bridge

Cross the bridge, head past the crates and up the stairs. Run all the way to the Passage.

Part Nine: Return to Palace and Private Residence

Passage

Choose 2 paths:

1. If you are playing a U.S. PS2 version, or on Normal Mode in the Japanese versions, take the subsection.
2. If you are playing a Japanese version of the Easy Modes, skip this side section and continue from the palace.

Getting Extra Supplies with the Lockpick

Since a boss fight is coming at the end of DISC/PART 1, detour into the Military Training Facility. Go to the room where you used the KEY WITH TAG and find the drawer near the door leading to the back area. Use the LOCKPICK and then HANDGUN BULLETS will be found inside.

Go to Steve Room 2 and use the LOCKPICK on the cabinet with the ACID ROUNDS. Grab the Acid Rounds. Then go to the room with the MTF model. There's a drawer on the right. Use the LOCKPICK and a FIRST AID SPRAY will be revealed. Grab it and then continue back for the Palace.

Palace Courtyard

Attempt to enter the Palace Main Hall and a cutscene will occur if you are playing CODE: Veronica X/Kanzenban. After the cutscene, enter the palace.

Palace Main Hall

Go back to the Casino Room on the second floor.

Casino Room

Insert the PIANO ROLL into the grand piano and one of the slot machines' lower storage area near the entrance will open. Grab the KING ANT OBJECT inside and leave the room afterwards.

Palace Main Hall

Go back to the Palace Save Room.

Save Room

Head for the Secret Study.

Secret Study

Continue onto the Bridge.

Bridge

Go up the stairs to the Private Residence Yard.

Private Residence Yard

Head into the Private Residence Main Hall.

Private Residence Main Hall

Head to the U Hall.

U Hall

Head into Alexia's Bedroom.

Alexia's Bedroom

Insert the QUEEN ANT OBJECT into the Music Box and it will open. Grab the MUSIC BOX PLATE inside it, then go back to the U Hall.

U Hall

Head into Alfred's Bedroom on the other side of the hall.

Alfred's Bedroom

Put the KING ANT OBJECT into the music box in this room. When it opens, put the MUSIC BOX PLATE in, and the music will start playing. Alfred's bed will lower, revealing a ladder. Climb it.

Carousel

You'll be on a carousel. Step off toward the ant painting on the wall. Circle the carousal until you see a glittering object, a SILVER DRAGONFLY, on a chair. Examine the SILVER DRAGONFLY and remove its wings. Go back to

the ant painting and insert the DRAGONFLY KEY. The carousal will rotate and a ladder will be reconnected, allowing you to climb up to the overlook above. Climb the ladder.

There, push the crate right toward the bookshelf on the right. Then, climb the crate and then grab the file and AIRFORCE PROOF. Once you've grabbed them both, head back down the ladder to the carousel, and down the ladder to Alexia's Bedroom (the ladder now leads to Alexia's Bedroom since the carousel rotated).

Alexia's Bedroom

As you leave Alexia's Room, you'll see a cut-scene involving Steve shooting Alexia. As Claire gives chase into Alfred's Room via a secret door on the wall (remember this door for the end of the game). After the cut-scene, head back to the yard of the Palace. Note that if you picked up the NAVY PROOF in the Palace Courtyard already, the self-destruct system will activate, although there won't be a timer just yet.

Head back to the Palace Courtyard.

(By now you should know your way back to the Palace Yard.)

Palace Courtyard

When you get there, grab the NAVY PROOF. The self-destruct system will then activate. After a cut-scene with Steve, go to the dock leading to the Airport.

Part Ten: Airport Part Two

Dock

At the dock, Steve will lead you to the Submarine and the Airport. Follow him to the Fork Room.

Fork Room

This time, go to the left fork through the door up ahead.

Seaplane Terminal

You'll be at a Seaplane Terminal. Use all 3 PROOFS (ARMY, NAVY, and AIRFORCE) on the lift to activate it, then go into the seaplane.

Plane

Steve is in control of the plane. Climb the stairs in the plane and a scene with Steve occurs. Claire needs to raise the bridge to be able to fly off the island, as the bridge is in the seaplane's way. Grab the LEVER and head back to the Seaplane Terminal.

Seaplane Terminal

Head back to the Form Room.

Fork Room

Go to the right fork again and through the shutter at the end.

Airport Bridge

Cross the Airport Bridge into the Cargo Room.

Cargo Room

Ride the lift in the corner again; pass the crane controls and head through the door at the end.

Upper Airport Bridge

Run to the controls near the edge of the room and insert the LEVER to raise the Bridge to the second floor, giving the plane clearance to fly. However, with the bridge raised, Claire can't get back to the seaplane the way she came, so she'll have to find another way back. Cross the bridge to the Oil Room. You'll find out why it's called the "Oil Room" when playing as Chris.

Oil Room

Go to the pile of dead zombies in the back of the room and grab the AIRPORT KEY. After that, use the LOCKPICK next to the oil machine to get an important FIRST AID SPRAY. Go back to the Upper Airport Bridge.

Upper Airport Bridge

Cross the bridge and head back to the Cargo Room.

Cargo Room

Pass the crane controls and ride the lift back down to the first floor.

Use the AIRPORT KEY on the gate next to the lift on the left wall. Then, go through the shutters to the Airport Save Room.

Airport Save Room

Players on Very Easy mode should equip the ROCKET LAUNCHER; Normal and Easy players would do well to equip the GRENADE LAUNCHER with B.O.W. GAS ROUNDS from the Prison.

You'll see that there are crates jamming the elevator. Push the rightmost crate into the elevator. Now push the leftmost crate all the way to the right right, and then push it into the elevator.

Normal players might want to save the game. Grab all the FIRST AID SPRAY, GRENADE ROUNDS (load them into the GRENADE LAUNCHER) and HANDGUN BULLETS throughout the room. Normal players, withdraw the DURALUMIN CASE from the Palace bathroom and use the LOCKPICK to open and reveal EXPLOSIVE POWDER. Combine it with normal arrows and then put it in the item box.

Now board the elevator and watch the cutscene, which will reveal the next boss of the game. Also, there's 5 minutes until the island blows up, so there's very little time to waste. When the elevator stops, head out.

Military Training Facility Courtyard

Claire is now in the Military Training Facility yard where she fought the worm. Head towards the Palace.

Passage

On your way, the Tyrant appears, and you're trapped in the Passage with it as a result of a conveniently-timed explosion, so as quickly as you can, blast the Tyrant with the GRENADE LAUNCHER (B.O.W. GAS ROUNDS work best) or ROCKET LAUNCHER and it will knee temporarily. When it gets up again, fire more shots and then it'll fall, face down, allowing you to run past it for the Palace Courtyard. Make sure not to let the Tyrant get close, as it can push you right into the fire, resulting in a game over. Note that the Tyrant won't allow you to just run past it either.

Palace Courtyard

Head past the Palace for the Dock.

Dock

Call the submarine with the steering wheel and then head down. Press the submarine controls and leave when the submarine has docked. Run for the Fork Room.

Fork Room

Take the left path and go through the shutters at the end.

Seaplane Terminal

Run straight to the airplane and board it as quickly as possible.

Seaplane

You'll witness a few cutscenes, and then you'll be in the moving plane. Gather up as many supplies as you possibly can, especially heavy hitting weapons like the GRENADE LAUNCHER and the BOWGUN, with EXPLOSIVE ROUNDS. Then, head through the door into the Seaplane Hangar.

Seaplane Hangar

You will have to deal with the first real boss of the game, the famous Tyrant.

Boss 1: The Tyrant

Difficulty: Easy/Medium

Since Very Easy players conveniently have a ROCKET LAUNCHER, simply fire two rockets at the Tyrant, and then press the catapult button to the right of the door. A crate will launch out of the plane and Tyrant will get pushed off (and detonated). That means your first boss battle was won in 10 seconds.

Easy and Normal guys don't have it as easy. From the door, fire ALL 27 EXPLOSIVE ARROWS, which you should still have if you've been following this walkthrough carefully. All 27 arrows should be fired before the Tyrant is even near you, allowing you to press the catapult switch and finish it off.

If you do not have enough rounds, you'll have to be a little more creative, so I hope you brought some ammo and healing items. The room is small and difficult to maneuver in, but you'll have no choice but to run around the Tyrant and shoot it with the GRENADE LAUNCHER. The M100Ps might also be powerful, but it will take a lot of ammo to take this creature down. Be careful because the Tyrant has this ability to dash across long distances and attack. Each attack will bring Claire's health down a considerable degree. Just try to dodge it, and hit the Tyrant with 10-20 GRENADE ROUNDS or FLAME ROUNDS, and then make a B-line for the catapult switch. The crate launching into the Tyrant itself also causes a little bit of damage, so if the first time fails, just attack a few more times and avoid its attacks before trying to launch the switch again.

After you defeat the Tyrant, head back into the Seaplane.

Watch the next few cutscenes, and then you will be prompted to save your

game. If you're playing on the Dreamcast, then you'll need to switch to Disc 2 to continue playing.

Claire in Antarctica

Terminal

After Steve leaves, head to the right of the destroyed seaplane. Climb down the ladder and go further right. Very Easy players can pass the door and just go down the stairs. Other players are advised to enter for supplies, especially if the Tyrant battle was a difficult encounter that used up a lot of ammo.

Bunk Room

You'll be in a room where workers of this terminal bunk, and there will be items about, so grab the HANDGUN BULLETS, EXPLOSIVE POWDER AND FIRST AID SPRAY in this room. The zombies will then come to life, but without anything left in the room, you should just dodge them and leave to save ammo.

Terminal

Next, proceed down the stairs next to the Bunk Room.

Moth Room

You are in the Moth Room, and you'll find out why it's called that in a few minutes. Head down the stairs, and to to the door up ahead.

Antarctica Save Room

In this peaceful office, grab the GRENADE LAUNCHER with GRENADE ROUNDS and a HANDGUN for Easy and Normal players if you don't already have them with you already. Next, look at the bookshelf behind the desk. Push it forward to reveal a hidden passage. Enter it and you'll see a set lockers. Run toward them and then a mouse will pop out of a lock, take a peak at Claire, and then leave. Now examine the locker and you will find a button that doesn't work yet because the electricity in the terminal is out. Return to the Moth Room after you've finished.

Moth Room

Run forward and then turn the corner right and to see a cutscene with a rather disgusting moth. Shoot the moth before it poisons and lays an egg Claire's back. In the future, whenever you enter this room as Claire, kill the moths with a weapon that uses bullets, because the

moths can be very annoying with their ability to poison. Enter through the door past the moths.

Production Room

The room will be fairly dark, making it hard to see. It doesn't help that there are tons of zombies in the room. From the entrance, turn left and go past 2 doors before making another right, through a door at the end.

Weapon Room

In this room, kill the zombies and then collect the MINING ROOM KEY on top of the silver crate. Further into the room towards the back are green weapon storage cabinets, one of which contains an ASSAULT RIFLE. Collect it. You'll also notice a DETONATOR that you should grab and attach to the nearby cabinet. You can blow it up if you still have the LIGHTER, but otherwise you'll have to wait until you get Chris to blow it up. Return to the Production Room.

Production Room

Go to the first door you passed earlier, and use the MINING ROOM KEY to unlock the door, allowing you to go through.

Mining Room

Turn right and climb 2 sets of stairs until you reach a hole that fits a valve handle. Make sure you examine this hole! If you don't examine it, you will literally be forced to do so later, causing you to waste time. Now go back down the stairs and turn right toward a door at the end.

Power Room

Inside this dark room, use the HANDGUN on the zombie dogs when they approach you. Now find the power generator in the room. To get to it, turn left from the entrance and then make a right turn; keep going and turn left and then right again.) Push the switch. Now go back to the entrance of the Power Room and find the power switch. Turn it and the base now has electricity once again. After you finish, return to the Production Room by going through the Mining Room.

Production Room

In the Production Room, go to the only door you haven't gone through: the B.O.W. Room.

B.O.W. Room

Once inside, move forward (take note of the gas mask next to the entrance). You'll see a few giant spiders that you can only kill with the GRENADE LAUNCHER or the BOWGUN with EXPLOSIVE ARROWS. You can use bullet-based weapons, but they take longer and don't push the spiders back, allowing them to take a bite at Claire and possibly poison her. Note that there's one spider below the floor grating that you can't kill.

Once you kill the spiders, look on top of the silver crates and collect the BAR CODE STICKER. Leave the room afterwards.

Production Room

Back here, head to the conveyer belt across the entrance to the Mining Room. Power up the conveyer belt by pressing the switch to the left (Claire's right) and the conveyer belt will reactivate, sending a crate with a shining object into the Weapon Room. Don't worry about that crate for now. Next, attach the BAR CODE STICKER to the crate on the conveyer belt near Claire and then press the button to send the crate with the BAR CODE STICKER into the B.O.W. Room. Return to the B.O.W. Room now.

B.O.W. Room

Now that you sent that crate into this room, the room is now full of gas, allowing the GAS MASK next to the entrance to be taken. Exit the room, and return to the Antarctica Save Room, being careful not to run into the moths.

Antarctica Save Room

With power to the base restored, you can now press that button you saw inside the locker the mouse came from. When you press the button, the locker will slide into the wall, revealing another hidden chamber. You will witness a rather disturbing cutscene.

After watching the cutscene, look for a pot in the corner of the room (you'll continue to hear screams from below). Grab the pot and check the bottom for the MACHINE ROOM KEY. Once you have it, leave the room.

Moth Room

Head up the stairs back to the Terminal.

Terminal

Head back up the stairs, past the doors to the bunk. Keep going until

you reach a double door. Go through them.

Upper Production Room

You'll be on the second floor of the Production Room. Go to the door farther down to the left of Claire, and use the MACHINE ROOM KEY to unlock it. Go inside afterwards.

Upper Mining Room

You are on the second floor of the Mining Room. Ignore everything in this room for now and go through the other door in the room.

Upper Power Room

You are on the second floor of the Power Room, but it's just a small area overlooking the bottom floor. All you need to do is collect the VALVE HANDLE before exiting back into the Upper Mining Room.

Upper Mining Room

Run forward to witness a cutscene with Steve. After the cutscene, you'll end up in the Upper Production Room automatically.

Upper Production Room

Now, go through the other door in this room you haven't gone through yet, straight across from the door to the Upper Mining Room.

Valve Handle Modification Room

In this two-section room, you'll see a zombie in a caged-off area, but it won't be able to attack you, and you won't be able to kill it, so ignore it for now. Head to the back area of the room, and you'll see a machine that modifies the shape of a valve handle's socket. Use the VALVE HANDLE on the machine, which will then modify it into an OCTAGON VALVE HANDLE, just what you need for the socket in the Mining Room. If you ignored this FAQ and did not examine the socket in the Mining Room, you will need to do that before coming back here to modify the VALVE HANDLE. Exit the room once you're done.

Upper Production Room

Now that you're done with the second floor, return to the Terminal.

Terminal

Head back into the Moth Room.

Moth Room

Head down the stairs, and go towards the Antarctica Save Room. Once again, beware of the moths.

Antarctica Save Room

Our time with Claire is coming to an end soon, so we need to sort our items properly. If you're playing on Very Easy, put the ROCKET LAUNCHER inside the item box so Chris can use it. Other players should put all weapons except for the HANDGUN and COMBAT KNIFE into the item box. Be sure to pack one or two full-power healing items. Be sure to save the game, too. Return to the Moth Room.

Moth Room

Dodge the moths and return to the Production Room.

Production Room

The room will be filled with zombies again, but you have little time to kill them. To the right of the entrance is a cabinet with SHOTGUN SHELLS, so grab them since Claire's inventory is relatively free at the moment. Then, return to the Mining Room, equipping the GAS MASK before you enter.

Mining Room

Climb up the ledges and go up the stairs, back towards the valve handle socket. If you modified it, the OCTAGON VALVE HANDLE should fit perfectly, and you'll witness a cutscene afterwards. After the relieving cutscene, head down the ledge and grab the SNIPER RIFLE (you'll need it). After you grab it, more cutscenes will occur, and you'll be on the Helipad.

Helipad

Check the corners of the helipad for a FIRST AID SPRAY, HANDGUN BULLETS and other supplies. Attempt to go down the stairs to witness a cutscene. And now the next boss awaits.

Boss 2: Nosferatu

Difficulty: Medium

You should have picked up the SNIPER RIFLE, which is the best weapon for this boss. However, you only have a few bullets in it, so make them count. The SNIPER RIFLE is a first-person weapon (to show off CV's nifty 3D engine), so you'll be able to zoom in on Nosferatu, whose heart is exposed wide open for you to shoot. Run to a corner of the helipad, away from Nosferatu, take aim and shoot it straight at the heart. Be careful though as the weapon isn't 100% accurate and you may miss. If you do strike it, Nosferatu will scream and stumble before getting back up. Repeat the pattern of striking its heart several times, and if you are successful in sniping, you'll receive a special cutscene. Beware as Nosferatu emits a purple poisonous gas that may poison Claire if inhaled so beware of it; if she's poisoned, a BLUE HERB will NOT cure it, thus affecting Chris' game. If you run out of SNIPER RIFLE bullets, you'll have to arm the HANDGUN or COMBAT KNIFE and continue shooting or slashing. If you use the COMBAT KNIFE and stab it straight into its heart, then you'll get a special cutscene as well.

Watch the next set of cutscenes, and then you'll be playing as Chris.

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7. Walkthrough: Chris Redfield

Return to the Military Training Facility

It's been awhile since the original Resident Evil, but Chris Redfield's back to save his little sister from the clutches of Umbrella, thanks to Leon's success on contacting him.

Unfortunately, however, he's gone to Rockfort Island, and little does he know that Claire's already ditched the island for Antarctica, so all he'll find is some blown up island base. Time for him to find out the hard way.

Cave Room 1

After the cut-scenes, Chris will be in a cave. Walk up and you'll see our old friend, Rodrigo. Now, two things can happen. If you fed Rodrigo the hemostatic medicine as Claire, then the Gulp Worm will appear and swallow Rodrigo whole. If you didn't give Rodrigo the hemostat, then Rodrigo's wound will finally kill him. Either way, you'll be forced to fight the Gulp Worm.

After the cutscene, move forward and examine the item box. Somehow, all of Claire's items are still inside. Whoo-hoo. Hopefully you left the BOWGUN with EXPLOSIVE ROUNDS inside; otherwise you should take the GRENADE LAUNCHER. Head through the nearby door to begin the next boss battle.

Cave Room 2

In this long and wide cave area, the Gulp Worm makes its return. If it swallowed Rodrigo, you ought to battle it to get an item from him. If not, simply make your way for the elevator, call it and then go inside.

Boss 3: Gulp Worm

Difficulty: Easy

If you have the BOWGUN, then this battle will be a piece of cake. Simply shoot 5-6 EXPLOSIVE ARROWS when it surfaces from the soil, and it'll die before it knew what hit it. The BOWGUN's shooting speed makes it a rather painless option to use.

The ASSAULT RIFLE and GRENADE LAUNCHER are also good alternatives, although you do lose quite a bit of ASSAULT RIFLE ammo and the GRENADE LAUNCHER is a bit slow, meaning you'll have to dodge the Gulp Worm's attacks more often. At most, 35% of the ASSAULT RIFLE clip should be able to take it down, or 7-8 hits from GRENADE ROUNDS or FLAME ROUNDS.

If you're luck is bad and you don't have any of the above 3 weapons, then use up as much of Chris' Glock 17 HANDGUN as it takes to defeat the Gulp Worm, dodging its attacks over and over until you defeat it. Overall, the Gulp Worm really shouldn't give you a hard time.

The Gulp Worm will spit Rodrigo out after the boss battle, assuming he was swallowed in the first place (if not, you shouldn't have fought the Gulp Worm in the first place). Rodrigo will return the LIGHTER to Chris, and die afterwards. It's unfortunate, but his contribution will really help Chris out later on in the game. If Rodrigo did give you the LIGHTER, return to Cave Room 1.

Cave Room 1

On the wall near where Rodrigo was swallowed, you'll see the carving of a person holding a torch. Use the LIGHTER to put fire on the torch, which will cause part of the rock below the torch to slide down, revealing a pair of SUBMACHINE GUNS, exactly like the ones Steve used. Grab them, and at your discretion hang onto them or deposit them into the item box. Then return to Cave Room 2.

Cave Room 2

Back here, run across the room, past Rodrigo's body, until you reach an elevator at the end. Summon the elevator, and go inside. Then ride it up to the next room.

Steve's Dad Room

Chris will end up in the room where Steve killed his dad. The explosion's changed the layout of the Military Training Facility quite a bit, but you should still remember your way around the base. Some paths have changed, though. For one, a fallen barrel blocks the single door leading to the Elevator Hall, so take the double doors to the Tank Room instead.

Tank Room

You'll notice that fallen crates block the door to the courtyard. But if you think back to the cutscene with Alfred escaping the island, he pressed a button on the tank, which caused it to move, revealing a hidden lift. Take it down.

Harrier Jet Hallway

In the Harrier Jet Hallway, look for the double doors. If you remember the cutscene with Alfred, he opened the door using a halberd, so you'll need to find one. The EAGLE PLATE had one attached to it, so we should head to where Claire used one, on the balcony where Alfred ambushed her. Head into the lone door in this hallway.

Harrier Jet Save Room

Grab the ACID ROUNDS, HERBS and other items. Next, examine the painting to get a clue to the next puzzle: "lava burns forest, flows to sea, forms earth." Keep this in mind. Then, examine the multi-drawer dresser. To open it, open the red drawer first, which symbolizes the lava from the painting. Then open the green drawer, which symbolizes the forest. Then, open the blue drawer, the ocean. Then, you should hear a click. Open the brown drawer, the earth, to find inside a LUGER REPLICA. Put it into the item box, because the LUGER REPLICA has no purpose in the main game other than to unlock Steve Burnside in Battle Mode. Leave the room afterwards.

Harrier Jet Hallway

Go back outside and pick up the BATTERY this time. Giant Spiders will then enter the room (from ducts on the lower walls) and attack, so hurry and ride the lift back up to the Tank Room rather than try to waste ammo on them.

Tank Room

Grab the HANDGUN BULLETS near the tank if you didn't the first time in here. Return to the Steve's Dad Room afterwards.

Steve's Dad Room

Look for the yellow lift over by the elevator leading to where Rodrigo died. Insert the BATTERY to give it power. Then, ride the lift up and you will now be on 2F Steve's Dad Room, where Steve and Claire fell down. Look at the desk to the left of the lift and collect file and CHEMICAL STORAGE KEY. Head through the door nearby to the Control Room.

Control Room

Run towards the control center and you'll experience a cutscene. After it, run through the brown door.

Balcony

In the Balcony, the EAGLE PLATE is gone thanks to the instability caused by the explosion. It fell into the sewers below. Also, the ground has crumbled, so you can't get to the Main Hall yet. Go into the door leading to the Hall outside the Save Room where you got Rodrigo's Hemostat.

Hall

You'll see more damage in this room, so you'll be unable to reach the Save Room, but there's a hole in the wall leading to the room where Claire got the Skeleton Painting, so head there. Collect the SIDE PACK on the table and then leave the way you came. Go back to the Control Room through the Balcony.

Control Room

This time, head over to the elevator and ride it to the Sewer Balcony. That would be the first basement floor (B1F).

Sewer Balcony

In the Sewer Balcony, don't bother going to Steve Room 3 because there's gas in the room, preventing Chris from progressing further. Instead, there's a set of stairs leading down from the balcony that weren't accessible on Claire's run. Walk down them and you'll see a SHOTGUN. It's best not to grab it yet, as you don't quite need it. Instead, grab the supplies you see and head through the door.

Tyrant Storage Room

Chris is in the Tyrant Storage Room, named as such because this is the room the Tyrant was stored in. Proceed through this room, up the stairs, past the storage tubes and through the door into the Turntable Room.

Turn Table Room

In here, ignore the actual turntable for now and head through the door to the left.

Chemical Room

Proceed through sliding doors until you reach a room called the lab area. Find the storage fridge in the back of the room and use the CHEMICAL STORAGE KEY to open it. When it says to set the temperature, set it at "12.8", based on the file you read earlier. You'll then get an item called CLEMENT E. Grab it and the head back to the Turntable Room.

Turntable Room

Run towards the actual turntable to find a DOORKNOB on the ground. Grab it and Hunters will make their appearance. Shoot them with the GRENADE LAUNCHER'S ACID ROUNDS, which are the most effective weapons on the creatures (if you played the original Resident Evil, you'd know this). Beware of the scanner cameras hovering on the walls and ceilings. If Chris walks into the light they emit, Hunters will come into the room instantly and attack him. Head back through the Tyrant Storage Room.

Tyrant Storage Room

Run back through the room, down the stairs. Grab the GREEN HERB if you were injured by the Hunters.

Sewer Balcony

Run up the stairs and into the elevator. Ride it to the Control Room on the second floor.

Control Room

Run through the brown into the Balcony again.

Balcony

Run across and head to the Hall again.

Hall

Avoid the Hunter sensing units and head into the lab area. Then go through the door there.

Stairs

In the hall, approach the door that had no doorknob. Attach the DOORKNOB

to finally be able to open the door. Go through.

Steve's Dad Room 2F

You are on the other side of the broken walkway in the room where Steve shot his dad. Check the desk at the end of the walkway for a MINI TANK. Return to the Hall afterwards.

Hall

Return to the Balcony, while avoiding those annoying Hunter scanners.

Balcony

Enter the Control Room.

Control Room

Head to the elevator and ride it to the first floor this time.

Elevator Hall 1F

Once there, head down the long hallway to the room with the mini model of the Military Training Facility.

M.T.F. Model Room

Place the MINI TANK into the model and a painting will slide to reveal a TURNTABLE KEY and a file, as well as 3 holes with the shape of those proofs Claire used to board the plane, and a lever behind a set of lasers. Once you've grabbed those items, leave the room.

Elevator Hall 1F

Ride the elevator to the Sewer Balcony (B1F).

Sewer Balcony

Run down the stairs and head into the Tyrant Storage Room. Once again, make sure you don't grab the SHOTGUN.

Tyrant Storage Room

Run through the room, up the stairs and past the tubes until a cutscene

occurs. Afterwards, you'll be attacked with the final Bandersnatch of the game, so give it a good death with the GRENADE LAUNCHER. Keep going, to the Turntable Room.

Turntable Room

Use the TURNTABLE KEY and the turntable will rise to a higher floor. When it stops, head out of the hole in the wall. You are now in the Main Hall of the Military Training Facility. You can push the crate in the hole in the wall into the turntable to get some BOWGUN POWDER.

Main Hall

Leave the Main Hall and head for the Yard.

Military Training Facility Yard

In the Yard, kill the Hunters that ambush you. The path to the Palace is blocked by rubble, so enter the giant elevator leading to the Airport Save Room.

Airport Save Room

Once there, make sure you have 3 item spaces open, via the item box if you need to manage your inventory. Afterwards, enter the Cargo Room.

Cargo Room

Kill the Hunter that ambushes you. Next, ride the lift up to the room with the crane controls. Then, go to the door past the crane controls. You are now in the Upper Bridge.

Upper Bridge

The bridge controls aren't working, so cross the bridge into the room where Claire got the Airport Key to the Oil Room.

Oil Room

To the left of the door is an oil machine (hence the name of the room). You'll see several cylinders with oil in them. To solve the puzzle, press the button with the 3 twice. Then press the 5 button once. Then, press the 10 button once. Then press the 3 button twice and finally press the 5 button once to finish the puzzle and reactivate the bridge controls. The dead zombies in the room will rise, but it's not worth wasting your ammo to kill them, so just leave the room.

Upper Bridge

Get back to the bridge controls and pull the lever to lower the bridge.
Now you can get to the Seaplane Terminal. Go back to the Cargo Room.

Cargo Room

Head to the Bridge this time.

Bridge

Cross the bridge, killing the Hunter that literally decides to jump
in on you. Head to the Fork Room afterwards.

Fork Room

There are special zombies in here. You can kill the group of them by
detonating one with explosives strapped onto its back. Head to the
Seaplane Terminal on the left fork.

Seaplane Terminal

Kill the Hunter in here, and then head for the computer console. Shut
off the electricity that's preventing you from reaching the proofs.
Grab the AIR FORCE PROOF, ARMY PROOF AND NAVY PROOF from the boarding
lift. Return to the Fork Room afterwards.

Airport Office

Head down the right fork back towards the bridge. Note that you can't
head to the Palace because the Submarine isn't docked at the airport
for some reason.

Bridge

Cross the Bridge once again and head for the Cargo Room.

Cargo Room

Return to the Airport Save Room by going through the shutters.

Airport Save Room

Manage your items here if you must (keep the GRENADE LAUNCHER with you if you can). Then ride the giant elevator up.

Military Training Facility Yard

You'll be ambushed by a bunch of Sweepers (red Hunters with the ability to poison). You won't be passing through the yard again, so just avoid them and return to the Main Hall.

Main Hall

This time, head into the brown door.

Main Office

Inside the Main Office, take care of the zombies. Then head through the open door to an adjacent room where you'll see a hole in the wall leading to a hallway. Go through at the end of the hall.

Lower Balcony

You are now in the lower balcony on the other side of the chasm. Kill the zombie and head down the ladder.

Steve Room 3

You are now in Steve Room 3. To the right of Chris is a lever. Pull it and the gas in the room will dissolve, allowing you to pass through. Take care of the zombies about, and go to Steve Room 1.

Steve Room 1

Kill the lone Hunter in here, then head through the door to the small store room.

Steve Room 2

In the back area of this room, look for the green liquid on a shelf and grab CLEMENT A. Combine it with CLEMENT E and you'll have the CLEMENT MIXTURE, which is what you need when you get the EAGLE PLATE late. Here, you can also upgrade the Glock 17 so it becomes the ENHANCED HANDGUN. However, if you didn't bring the Glock 17, don't worry as the upgrade doesn't appear to do very much. Go back to Steve Room 1.

Steve Room 1

Head back to Steve Room 3.

Steve Room 3

This time, head down the stairs, through the main area and up the stairs to the Sewer Balcony.

Sewer Balcony

Run forward and board the elevator for the first floor.

Elevator Hall 1F

Head for the room with the model of the Military Training Facility.

M.T.F. Model Room

Run to the laser-guarded lever. Insert the ARMY, NAVY and AIRFORCE PROOFS to deactivate the lasers, allowing you to pull the lever. Once pulled, the model of the training facility will slide back into the wall, revealing a hidden ladder. Go down.

Secret Tunnel

Head down the tunnel, killing the Giant Spiders that inhabit the room. Continue on until you reach another ladder to descend.

Albinoid Room

Down here is another boss, the Albinoid Adult. It seems that Albinoid Claire accidentally set free has grown quite a bit, and has taken up residence in a pool, of all places. As you probably learned in a random episode of the Pokemon anime show, water conducts electricity, which means Chris needs to be careful when dealing with the Albinoid Adult, since it emits electricity.

Boss 4: Albinoid Adult

Difficulty: Medium

The only reason why this boss gets a medium is because it's hard to shoot it. Switch to the GRENADE LAUNCHER or SUBMACHINE GUN for this one. As it swims to the edge, spray some ammo at it. Repeat this pattern (the whole process may take a few minutes of waiting) until the Albinoid dies.

An alternative strategy is to grab a full healing item (a FIRST AID SPRAY or MIXED HERB) and jump into the water. Run for the EAGLE PLATE and quickly grab it. You'll get shocked at least twice, which is how the full-powered healing items comes in handy.

After the Albinoid is dead, jump into the water and grab the EAGLE PLATE. Combine the EAGLE PLATE with the CLEMENT MIXTURE and you have the HALBERD you need to access the harrier jet. Go back to the Secret Tunnel.

Secret Tunnel

Head back through the tunnel, and up the ladder to the M.T.F. Model Room.

M.T.F. Model Room

Head back to the Elevator Hall 1F.

Elevator Hall 1F

Head for the elevator and ride it to the Sewer Balcony once more.

Sewer Balcony

Go down the stairs again, but take take the SHOTGUN this time. The stairs will rise into the position they were in when Claire was here. Go into the water that the stairs were blocking before, and then cross the water onto another platform (kill the zombie that rises here). Grab the herbs you see here, and then climb the ladder. You will end up in the Harrier Jet Hallway.

Harrier Jet Hallway

Go back into the Harrier Jet Save Room.

Harrier Jet Save Room

In here, sort your items out once again, but make sure you have the HALBERD with you. Save the game if you must, and then leave the room.

Harrier Jet Hallway

Run to the double doors and use the HALBERD to open them. You'll see a long cutscene, and Chris will be in Antarctica.

Chris in Antarctica

Harrier Jet Storage Room

When the FMV is over, go through the double doors down the walkway.

Main Terminal

You are now in the Main Terminal, on the highest floor. Blast the Tentacles that mysteriously protrude from the walls. Then, go past the seaplane wreckage and down the ladder. Head towards the save room in the Moth Hall. Be sure NOT to go towards the Production Room in the Moth Hall, unless you feel like taking unnecessary damage from a particularly annoying creature.

Antarctic Save Room

There, look at the display cabinet. To the right is a halberd engraving. Put the HALBERD in there and the bottom cabinet will open. Grab the PAPERWEIGHT and a file as well as the INK RIBBON. Be sure to manage your items in the item box. Afterwards, leave and head for the Upper Production Room.

Upper Production Room

You'll notice that the lower area is now filled with ice (because they busted a water valve when trying to escape in the driller). Head to the room where Claire modified the valve handle socket.

Valve Handle Modification Room

The zombie trapped in the cage has managed to break free, so kill it. Then grab the DURALUMIN CASE and any other items you may find in here. Then leave the room.

Upper Production Room

This time, head over to the Upper Mining Room.

Upper Mining Room

Thanks to the ice, you can walk through a break in the railing, across the ice to the OCTAGON VALVE HANDLE. Pick it up and attempt to exit the

way you came. You'll then see a cutscene with the zombies incased in the block of ice break free and attack Chris. Kill one or two zombies, then dodge the rest as you escape.

Upper Production Room

From the door to the Upper Mining Room, walk all the way across the walkway until you're at the door leading to the Valve Handle Modification Room, and you'll see the broken catwalk. Jump down, onto the ice, then cross and jump onto another part of the catwalk. Go into the nearby door.

Scanner Hall

Immediately upon entering the room, you'll see a cutscene with, and be subsequently scanned by, Wesker's Hunter scanners, meaning you'll have to kill the Hunter that enters the room immediately. After you kill it, run all the way down, turning two corners until you see an elevator at the end. Enter it and ride it down.

Carousel Room

Once you enter the room, into the door directly in front of Chris.

Cold Hall

In this rather dark and cold hall (duh), step into the door to the immediate left of Chris.

Power Save Room

Feel free to save your game here. Access the item box and bring the COMBAT KNIFE. Deposit the DURALUMIN CASE and withdraw the EMPTY EXTINGUISHER; you will need it soon. Now inspect the machinery in the room. You'll see a hole you need to use the OCTAGON VALVE HANDLE in. Use it and then get turn the switch on the other machine nearby. Power will be restored to the lower part of the base. Leave the room.

Cold Hall

With caution, proceed down the hall; when you turn a corner, you'll be bum-rushed by a swarm of zombies, so the SHOTGUN comes in handy here. After you kill all the zombies, head down the hall, grab the herbs you see, and then head into the door on the left wall in the final leg of the hallway.

Tiger Statue Room

Feel like you were warped to the original Resident Evil? The room highly resembles a room from the Spencer Mansion. If you want to get the map, push the statue in the center of the room into a cracked tile at the edge of the room so you can grab the map.

Anyway, go down the red hall, past the door until you reach the tiger statue (does THAT remind you of anything?). Inspect it and pull the BLUE JEWEL out of one eye. The tiger will rotate, revealing a SQUARE VALVE HANDLE SOCKET. Combine that with the OCTAGON VALVE HANDLE so the VALVE HANDLE has a square again. Now put the BLUE JEWEL back into the eye of the tiger. The statue will rotate back to its normal position. This time, grab the RED JEWEL to rotate the tiger statue in the other direction, revealing MAGNUM ROUNDS. Grab those and put the RED JEWEL back into the eye of the tiger.

Afterwards, head back down the red hall and enter the door you passed by earlier. It's another lift.

Ant Hill Room

In this room, walk out of the small hall into the bigger area, where you'll see a WING OBJECT and A LOT of ants. Grab the WING OBJECT, and just step on the ants as you run around. They're almost harmless, and aren't worth the ammo. From the hall you emerged from, head right (that would be heading to the left from where you grabbed the WING OBJECT) and make a right turn. You'll see a wall with blood on it and a nearby GREEN HERB. Head through the double doors up ahead.

Storage Room

In the Storage Room, run forward and go up the flight of steps towards the back area, and inspect the computer to the right of the storage capsule. Examine it and you will have to press a code code in order. Press the AA, then the CROWN, then the HEART and finally the SPADE. A little compartment will open, allowing you to put the PAPERWEIGHT in there.

The capsule will then rise and open, and Alfred Ashford's dead body will fall out onto the floor. Inspect his hand and you will get ALFRED'S RING. Examine it in the item screen and it will turn into ALFRED'S JEWEL. Leave the room afterwards.

Anthill Room

You can check out the room located on the opposite end of the room for some files and items, but other than that, take the elevator up back to the Tiger Statue Room.

Tiger Statue Room

Head back to the Cold Hall.

Cold Hall

Stop by the save room if you need to, but otherwise, return to the Carousel Room.

Carousel Room

Ride the elevator back up to the Scanner Hall.

Scanner Hall

Back here, beware of Wesker's Hunter scanners. Avoid them, then head to the double doors and go through them.

Water Tank Room

Run over to the small console and push the button by the lift, causing a huge barrel of fire extinguishant to rise. Use the EMPTY EXTINGUISHER on it to refill it. Then, ride the nearby lift down.

Weapons Room

Back here, you'll notice the MAGNUM behind the wall of fire. Well, it's a good thing you brought the FIRE EXTINGUISHER and managed to refill it. Use the FIRE EXTINGUISHER one more time to put the fire out (it'll be discarded afterwards) and grab the MAGNUM. If you didn't blow up the detonator in the back room with Claire, do so now for three boxes of HANDGUN BULLETS. Ride the lift back up to the Water Tank Room.

Water Tank Room

This time, head to the back of the room, past the water tank, and ride the lift up towards the controls. You'll see a square hole you should use the VALVE HANDLE in, so the water in the tank drains. Climb down the ladder and grab the CRANE KEY. After you grab it, a Sweeper will automatically break through the tank glass and attack so, so use your new MAGNUM to take it out. Head back up the ladder, down the lift and back to the Scanner Hall.

Scanner Hall

Head back to the Upper Production Room, using the door to Chris' right.

Upper Production Room

From the door, head down Chris' right until you reach a control area for the crane. Use the CRANE KEY to get a cutscene (Alexia should be in it if you've followed this walkthrough). Afterwards, you'll be facing off against the next boss.

Boss 5: Giant Spider

Difficulty: Very Easy

Don't be intimidated; just like the Giant Spider in the original Resident Evil, this one is cake, and like the Albinoid, you actually don't even have to fight it. But if you do want to square off against it, equip the GRENADE LAUNCHER and use the hole in the center of the ice (below Nosferatu's body) and aim at it, running in circles to avoid getting hit. It won't take many hits from the GRENADE LAUNCHER to take the Giant Spider down, but be sure not to get hit. Once it dies, a bunch of smaller spiders will emerge from the boss's body and attack Chris. Like the ants, they're mostly harmless—just avoid them.

Whether or not you decide to take the Giant Spider down, you'll have to make your way into the ice and head to Nosferatu's body, where his green ALEXANDER'S PIERCE is located. Grab it, and then head back to the Scanner Hall.

Scanner Hall

Examine ALEXANDER'S PIERCE in the item screen, and you'll receive ALEXANDER'S JEWEL (just like with Alfred) Avoiding the scanner (if it's still here), head back into the elevator to the Carousel Room.

Carousel Room

This time, head down the hallway into the main area, where you'll see the carousel (and a Sweeper that you should get rid of). Search near the carousel and on the fountain in the water for two more WING OBJECTS. They'll all take up one item space, so don't worry. Then, head through the double doors near the carousel.

Mansion Hall

Another room from the original Resident Evil. It's not all the same, though, especially the big painting atop the staircase. It's the Ashford family, Alfred, Alexia and Alexander. Chris'll notice three holes in the painting, so use ALFRED'S JEWEL and ALEXANDER'S JEWEL to fill in the holes. Well, you'll need one more.

On the second floor walkway is a COMBAT KNIFE, but you won't need it if you followed this walkthrough and brought one from the item box. Head down to the first floor, and head to the area behind the grand staircase. You'll see Claire covered up in some kind of gunk, so USE (not equip) the COMBAT KNIFE and she'll be freed.

Watch the cutscene and then you'll be prompted with one of two scenes: Claire will be poisoned (if she inhaled Nosferatu's poison during the second boss battle), or she'll be perfectly fine. If she's poisoned, follow this next little segment of the walkthrough. Otherwise, skip to the next section.

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Claire is Poisoned

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If Claire was poisoned in her battle with Nosferatu, then Chris will need to retrieve some SERUM to cure Claire. From the Mansion Hall, head back to the Carousel Room and ride the elevator to the Scanner Hall. Then, head back to the Water Tank Room and ride the lift down into the Weapons Room. On the shelf nearby (before the fire, if you didn't extinguish the flames) is a shelf with the SERUM. After you grab it, simply return to the Mansion Hall and Chris will cure Claire of her poison automatically.

After Claire is cured, you'll see another cutscene, and you'll resume control of Claire temporarily (Chris will stay behind).

Controlling Claire Again

Shotgun Rack Room

If Claire was poisoned by Nosferatu, she'll be in Danger condition, so heal up completely using the RED HERB and GREEN HERB. If you check Claire's items, she'll have everything she had with her except for the SNIPER RIFLE. Under any circumstances, before you leave the room, make sure you have two full-powered healing items! That means Claire should take two FIRST AID SPRAYS, two MIXED HERBS (3x Green or 1 Red + 1 Green) or one of each. The next portion will almost require Claire to use both unless she's very lucky. Be sure to pack a minor weapon, perhaps Chris' Glock 17 and one clip of ammo. Otherwise, do not bring any heavy weaponry with Claire, because she simply is not going to need it. Afterwards, leave the room.

Tentacle Hall

Run down this hall (should remind you of the hall where the dogs jumped through the windows in the original Resident Evil). As you run down, tentacles will emerge from the walls; one of them will assuredly land a hit at Claire, but it won't hurt her too much. Just keep going, and kill the tentacles if you'd like. Turn the corner and head through the door at the very end of the hall.

Prison Cells

Another prison, although much smaller than the one on Rockfort Island. Go up the small flight of stairs past the steel door. Grab the file near the cannon. Then, inspect the cannon and push it down to reveal a CRYSTAL. A slab of concrete will then fall and pull back up. When it rises, quickly run across the spot where the concrete falls and grab the CRYSTAL BALL before Claire gets crushed and a game over occurs.

After you get the CRYSTAL BALL, once again go past where the slab falls and quickly USE the CRYSTAL BALL in the white circle in the center. Claire automatically backs up before the concrete slab falls and crushes the CRYSTAL BALL. The SECURITY CARD can now be taken. When the slab rises, grab the SECURITY CARD and the trap will stop working, allowing you to pass freely. Now, head through the steel door you passed by earlier.

Prison Chamber

Up ahead is a gate with a security card reader next to it; swap the SECURITY CARD and the gate will rise. Run by all the knight statues to the very end of the room, where you'll see Steve and another cutscene. Then, you'll be fighting, or frantically running from, rather, the sixth boss.

Boss 6: Steve

Difficulty: Impossible

No matter what weapon you've brought with you, Steve is simply too strong to defeat. Steve's is gigantic, fast and wields a giant axe. Have Claire run back the way she came. Steve will inevitably hit her with the axe once, probably twice. After each hit, go into the item box and use a full-powered healing item. Then keep running until you head back through the gate.

Some players apparently don't have two healing items to bring. Most likely, you're out of luck and will have to restart from an early save and be more wise. It's possible you may be able to escape without using healing items, but you'll need to bring along a heavy weapon that can push Steve back fast enough for you to 180-turn and run like mad. The GRENADE LAUNCHER might work, so could the explosive BOWGUN ARROWS. But don't count on it.

Another two cutscenes will ensue, and then we'll be back in control of Chris, and yet another boss battle.

Final Part: Chris Concludes The Adventure

Mansion Hall

Boss 7: Alexia, first form

Difficulty: Medium

Hopefully you have the MAGNUM with you, otherwise the battle could be more difficult. If Claire WASN'T poisoned by Nosferatu, Chris will still be holding the COMBAT KNIFE, so if that's the case, do not start

swiping right away as Alexia can kill Chris by merely touching him. Equip the appropriate weapon, get away from Alexia, and start shooting. Alexia isn't too fast, but she throws blood around the hall that bursts into flames, which can hurt Chris and stop him long enough for Alexia to swoop in for the kill. Just keep moving around, avoiding Alexia's fire and shoot her with the MAGNUM whenever you have a clear shot. If you don't have the Magnum, then use the SUBMACHINE GUNS or BOWGUN.

After Alexia is down, go to where she dropped her necklace during the cutscene, over by the staircase. Collect ALEXIA'S CHOKER and examine it to yield ALEXIA'S JEWEL.

Go up the stairs and attach ALEXIA'S JEWEL to the painting. The painting will then slide down to reveal a hidden door. Go through the door. As you leave the room, Alexia will rise from the ground (in much of the same fashion as Mr. X from Resident Evil 2; the Resident Evil heroes need to start *making sure* the monsters are dead!). Don't worry, as Alexia isn't going to begin stalking Chris.

Y-Shaped Hall

In the Y-Shaped Hall, you'll see a few zombies, so take them out. Then, pass the double doors near the entrance and turn left, where you'll see a single door nearby. Go through it.

Desk Room

In this office, check the desk without the typewriter on it. You'll find the STERILE ROOM KEY in the drawer. After you take it, feel free to save the game and leave the room.

Y-Shaped Hall

Head back to the Mansion Hall.

Mansion Hall

Back here, go to the double doors on the first floor and use the STERILE ROOM KEY to unlock them. Go through the door afterwards.

Tiger Statue Hall

Back here, simply go through the door to the Cold Hall.

Cold Hall

Return to the Power Save Room.

Power Save Room

Back here, switch off the power so the base has no electricity again. You'll need to do this to proceed. Afterwards, leave the room.

Cold Hall

Return to the Carousel Room. Note that without the electricity, you can't go back to the Tiger Statue Hall from this room.

Carousel Room

Head back to the Mansion Hall.

Mansion Hall

Back in the Mansion hall, once again go through the double doors back to the Tiger Statue Room.

Tiger Statue Room

Run down the red hall to the tiger statue again. Now that the power is down, you can grab the RED JEWEL and BLUE JEWEL from the tiger's eyes without it rotating and hiding away the other jewel. After you grab them, return to the Mansion Hall. Note that you're free to restore power to the base in the Power Save Room if you wish, but it won't make a difference in the outcome of the game anyway.

Mansion Hall

Head up the stairs and head back to the Y-Shaped Hall.

Y-Shaped Hall

Head down the hall and take the left fork again. This time, go to the very end of the hall and into the door on the right side of the hall. Nearby are some herbs you can pick up.

Alfred's Room

Wow, so the Ashfords replicated their home from Rockfort Island too... Anyway, as with Rockfort Island, look at the music box and insert the

BLUE JEWEL from the tiger statue into the hole, causing the box to open. Then, go through the door in the wall that leads to Alexia's Room, just like in the Private Residence.

Alexia's Room

Alexia's music box will be playing the now-memorable theme, so examine it to shut it off. Then place the RED JEWEL into the music box, and grab the MUSIC BOX PLATE. Head back into Alfred's Room afterwards.

Alfred's Room

Place the MUSIC BOX PLATE into Alfred's music box to reveal a ladder on the bed. Climb the ladder.

Attic

On the big table, head over to a glass ant farm and grab the DRAGONFLY OBJECT. Combine it with the three WING OBJECTS you have to create part of the GOLD DRAGONFLY. You'll need one more WING OBJECT to complete it, so head back down to Alfred's Room.

Alfred's Room

Head back to the Y-Shaped Hall.

Y-Shaped Hall

Remember the double doors by the entrance (the door to the Mansion Hall)? Go through them this time.

Computer Room

In here, ride the lift up ahead down to the lower floor, and you'll see the final WING OBJECT in a glass casing. Examine the nearby computer to open the glass casing. Grab the final WING OBJECT and combine it with the DRAGONFLY OBJECT to get a GOLD DRAGONFLY. Ride the lift up and go through the door up the small flight of stairs after unlocking it.

Tentacle Hall

Chris is back in the hall with the tentacles where Claire passed through earlier. There will be one tentacle remaining along with any Claire didn't kill, so destroy them now. Head back to the Shotgun Rack room, down to the right from the door leading to the Computer Room.

Shotgun Rack Room

Now it's time to prepare for the final battle. This is your final chance to organize your items. Suggested weapons to bring along are the SUBMACHINE GUNS, ASSAULT RIFLE, MAGNUM and BOWGUN ARROWS with explosive rounds. Pack along 3 or so full-powered healing items. Head back to the Tentacle Hall now.

Tentacle Hall

Retrace Claire's steps, and head to the Prison Cells.

Prison Cells

Watch the cutscene, and you'll be able to pick up the SECURITY MANUAL at the bottom of the door near Chris' feet. Grab the SECURITY MANUAL and examine the inside of the book. Rotate it so you can see the pages and the manual will open to yield the SECURITY CARD. Since Claire is trapped, Chris must set the self-destruct system to unlock all doors in the base.

Run to the very end of the room, past an emergency elevator and head up the staircase at the very end.

Upper Anthill Room

You're above the anthill you saw earlier. Run forward and you'll see a locked door, but the GOLD DRAGONFLY is the key you need to unlock it. Insert it into the slot next to the door to unlock it, then go inside.

Security Room

There are a few final zombies left in here to harass Chris, so take them down quickly. Run to the end of the room, climb the tiny ladder to the suspended walkway, and run to the end to the computer console as well as a GREEN HERB you may or may not want. Examine the computer console and use the SECURITY CARD, which will prompt you to enter the code for the self-destruct system. If you've been reading the files of the game, you'll know what it is. Or, if you realize the name of the game you're playing, then you'll know the code as well. The code, of course, is Veronica. Enter it and the self-destruct system will start and the timer will count down. Leave the room as quickly as possible.

Upper Anthill Room

Chris and Claire will be reunited, but the final boss battle will also begin. You

Boss 8: Alexia I, II & III

Difficulty: Medium

The battle starts off with Alexia in her first form attempting to kill Claire. Use a weapon and shoot Alexia as quickly as possible before she kills Claire and ends the game. Once you shoot Alexia, Claire will escape and Alexia will mutate into her second form.

Alexia's second form isn't mobile, as it stays still. However, it's gigantic and Chris has little room to run. Alexia II will use her tentacles and a flurry of other smaller creatures to attack Chris, so keep running around the empty part of the room and shoot Alexia II as often as you can with powerful weapons, such as the MAGNUM or especially the SUBMACHINE GUNS. The faster the weapons, the faster Alexia II goes down. You can also shoot the smaller creatures that emerge from Alexia to throw them off and prevent them from hurting Chris, but it wastes ammo, so just focus on the huge creature instead.

After enough bullets, Alexia will mutate once again, and will become a flying creature. She'll be ultimately less menacing than her second form, but she'll be spewing fire again. Grab the LINEAR LAUNCHER from the wall. It'll be another first person weapon, but it controls exactly like the SNIPER RIFLE. Therefore, take aim and fire one shot into Alexia. She'll try her best to miss, but thankfully you have unlimited ammo, so keep firing until you hit her, ending the battle.

After you defeat Alexia, you've successfully defeated the game. Watch the ending sequence and enjoy the credits.

=====

8. Battle Game

=====

Ever since the Saturn version of the original Resident Evil came out, it's been tradition for Capcom to include a minigame in each Resident Evil title, the only exception being the GameCube remake and the Gun Survivor titles.

Battle Game is a game in which you go through a fixed set of rooms (about 18 or so) that are filled with monsters, such as zombies, Bandersnatches and Hunters. You'll be able to control Claire using her outfit from the main game, or Claire with an alternate, Resident Evil 2-like costume, Chris, Steve and Wesker.

With the exception of Wesker, all characters hold an assortment of "relevant" weapons with infinite ammo as well as a few healing items. Wesker only holds a combat knife. By relevant, I mean that they hold weapons they usually find in the game on their leg of the adventure, so Claire has the HANDGUN and BOWGUN, or GRENADE LAUNCHER, while Steve, true to form, gets the GOLD LUGERS and SUBMACHINE GUNS. Chris gets the SHOTGUN and MAGNUM.

Unlocking Alternate Claire: Simply defeat Battle Game as regular Claire once to unlock Alternate Claire.

Unlocking Steve Burnside: In the Military Training Facility, be sure to have Chris obtain the LUGER REPLICAS in the save room by solving the drawer puzzle.

Unlocking Albert Wesker: Defeat Battle Game with Chris to unlock Wesker.

Unlocking the Linear Launcher: Get an A Ranking with all five characters to get the Linear Launcher in everyone's inventory. In the Japanese Dreamcast version of CODE: Veronica Kanzenban, the Linear Launcher will be available in everyone's inventory from the beginning.

In the original Dreamcast, PlayStation 2 and GameCube versions of the game, you'll need to beat the main game once to unlock Battle Game. In the Japanese Dreamcast version of CODE: Veronica Kanzenban, Battle Game will be unlocked from the beginning automatically with all characters except Steve, who still needs to be unlocked with the LUGER REPLICAS.

=====

9. Battle Game: Claire Redfield

=====

Here is some information regarding Claire Redfield.

Weapons: - Bowgun with Gunpower Arrows
 - Handgun
 - Infinite Handgun Bullets

Slot Machine: - Submachine Guns
 - D.I.J. Diary

A Rank Criteria: - Less than 7 minutes

Quick Walkthrough

Room 1

-Claire: Equip the Bow Gun and kill every zombie.

Room 2

-Claire: Kill every enemy with Bow Gun.

Room 3

-Claire: Kill every enemy with Bow Gun.

Room 4

-Claire: Kill every enemy with Bow Gun.

Room 5

-Claire: Kill every enemy with Bow Gun.

Room 6

-Claire: Kill every enemy with Bow Gun.

Room 7

-Claire: Kill every enemy with Bow Gun.

Room 8

-Claire: Kill every enemy with Bow Gun.

Room 9

-Claire: Kill every enemy with Bow Gun.

Room 10

-Claire: Kill every enemy with Bow Gun.

Room 11

-Claire: Kill every enemy with Bow Gun.

Room 12

-Claire: Kill every enemy with Bow Gun. Grab the Herbs.
Duck into the silver door.

Room 13

-Claire: Look in the Slot Machine and grab whatever is in there.
Grab all the Herbs.
Go back to Room 12.

Room 12

-Claire: Head through the Brown Door.

Room 14

-Claire: Kill every enemy with Bow Gun. Grab First Aid Spray.

Room 15

-Claire: Kill every enemy with Bow Gun.

Room 16

-Claire: Kill every enemy with Bow Gun.

Room 17

-Claire: Kill every enemy with Bow Gun.

Room 18

-Claire: Use Bow Gun at starting point to kill Nosferatu.

=====

10. Battle Game: Alternate Claire Redfield

=====

Here is some information regarding Alternate Claire Redfield. Her game

is a little bit more difficult than the Standard Claire game, but she's still pretty simple to get through.

Weapons: - Grenade Launcher
- Infinite Flame Rounds
- Infinite Acid Rounds
- Infinite Grenade Rounds
- Assault Rifle

Slot Machine: - B.O.W. Gas Rounds
- D.I.J. Diary

A Rank Criteria: - Less than 10 minutes

Room 1

-Alt. Claire: Kill every creature with the Grenade Launcher's Flame Rounds.

Room 2

-Alt. Claire: Kill every creature with the Grenade Launcher's Flame Rounds. Grab the Green Herb.

Room 3

-Alt. Claire: Use the Flame Rounds against the Bandersnatchers. Grab First Aid Spray.

Room 4

-Alt. Claire: Kill every creature with the Grenade Launcher's Flame Rounds.

Room 5

-Alt. Claire: Kill every creature with the Grenade Launcher's Flame Rounds.

Room 6

-Alt. Claire: Kill every creature with the Grenade Launcher's Flame Rounds.

Grab the Green Herb.

Room 7

-Alt. Claire: Kill every creature with the Grenade Launcher's Flame
Rounds.
Grab the Blue and Green Herbs

Room 8

-Alt. Claire: Kill every creature with the Grenade Launcher's Flame
Rounds.

Room 9

-Alt. Claire: Kill every creature with the Grenade Launcher's Flame
Rounds.

Room 10

-Alt. Claire: Kill every creature with the Grenade Launcher's Flame
Rounds.

Room 11

-Alt. Claire: Kill every creature with the Grenade Launcher's Flame
Rounds.
Grab First Aid Spray.

Room 12

-Alt. Claire: Kill every creature with the Grenade Launcher's Flame
Rounds.
Grab the Herbs.
Duck into the silver door.

Room 13

-Alt. Claire: Look in the Slot Machine and grab whatever is in there.

Grab all the Herbs.
Go back to Room 12.

Room 12

Everyone: Head through the brown door.

Room 14

-Alt. Claire: Kill every creature with the Grenade Launcher's Acid
Rounds.
Grab First Aid Spray.

Room 15

-Alt. Claire: Kill every creature with the Grenade Launcher's Flame
Rounds.

Room 16

-Alt. Claire: Kill every creature with the Grenade Launcher's Flame
Rounds.

Room 17

-Alt. Claire: Kill every creature with the Grenade Launcher's Flame
Rounds.

Room 18

-Alt. Claire: Use the Assault Rifle when starting the battle. Then run
to the far corners when the creature approaches you. Keep
firing until it comes into sight. Run to next corner and
repeat the pattern until the creature dies.

=====

11. Battle Game: Chris Redfield

=====

Here is some information regarding Chris Redfield.

WEAPONS: - Magnum
- Infinite Magnum Rounds

- Shotgun
- Infinite Shotgun Shells

SLOT MACHINE: - Submachine Guns
- D.I.J. Diary
- First Aid Spray

A RANK: - Less than 8 minutes

Like Claire, Chris has a pretty easy game, especially because he has the Magnum, which will kill every character in one hit. That's all Chris really needs to do.

Room 1

-Chris: Kill every creature with the Magnum.

Room 2

-Chris: Kill every creature with the Magnum.
Grab the Green Herb.

Room 3

-Chris: Kill every creature with the Magnum.
Grab the First Aid Spray.

Room 4

-Chris: Kill every creature with the Magnum.

Room 5

-Chris: Kill every creature with the Magnum.

Room 6

-Chris: Kill every creature with the Magnum.
Grab the Green Herb.

Room 7

-Chris: Kill every creature with the Magnum.
Grab the Blue and Green Herbs.

Room 8

-Chris: Kill every creature with the Magnum.

Room 9

-Chris: Kill every creature with the Magnum.

Room 10

-Chris: Kill every creature with the Magnum.

Room 11

-Chris: Kill every creature with the Magnum.
Grab the First Aid Spray.

Room 12

-Chris: Kill every creature with the Magnum.
Grab the Herbs.
Head into the silver door.

Room 13

-Chris: Look in the Slot Machine and grab whatever is in there.
Grab all the Herbs.
Go back to Room 12.

Room 12

-Chris: This time, go through the brown door.

Room 14

-Chris: Kill every creature with the Magnum.
Grab First Aid Spray.

Room 15

-Chris: Kill every creature with the Magnum.

Room 16

-Chris: Kill every creature with the Magnum.

Room 17

-Chris: Kill every creature with the Magnum.

Room 18

-Chris: Use the Submachine Guns (if you have them) on Alexia's second form; if not, use the Magnum. Attack her using the same strategies as the main game. Then equip the Magnum when Alexia morphs into her flying form, and run around shooting her until she falls.

=====

12. Battle Game: Steve Burnside

=====

Here is some information regarding Chris Redfield.

WEAPONS: - Submachine Guns
 - Gold Lugers

SLOT MACHINE: - M100Ps
 - D.I.J. Diary

A RANK: - Less than 15 minutes

Steve's game isn't too bad, although it's a bit more challenging than Claire's. Steve has the Submachine Guns and the Gold Lugers, which are both good weapons. Steve can get through the game just fine by firing the Submachine Gun at will, but for zombies, a better strategy is to use the Gold Lugers and aim up when shooting to headshot zombies and kill them with one hit.

Room 1

-Steve: Equip the Gold Lugers, and carefully press up on the D-Pad or analog stick to achieve a 1-hit kill head shot on every zombie.

Room 2

-Steve: Equip the Gold Lugers, and carefully press up on the D-Pad or analog stick to achieve a 1-hit kill head shot on every zombie.
Grab the Green Herb.

Room 3

-Steve: Kill the Bandersnatches with the Submachine Guns by aiming at them from their armless side.
Grab the First Aid Spray.

Room 4

-Steve: Equip the Gold Lugers, and carefully press up on the D-Pad or analog stick to achieve a 1-hit kill head shot on every zombie.

Room 5

-Steve: Equip the Gold Lugers, and carefully press up on the D-Pad or analog stick to achieve a 1-hit kill head shot on every zombie.

Room 6

-Steve: Use Submachine Guns against the Hunters to knock them onto their backs. Continue shooting them until they're dead.
Grab the Green Herb.

Room 7

-Steve: Use Submachine Guns against the Hunters to knock them onto their backs. Continue shooting them until they're dead.
Grab the Blue and Green Herbs.

Room 8

-Steve: Equip the Gold Lugers, and carefully press up on the D-Pad or analog stick to achieve a 1-hit kill head shot on every zombie.

Room 9

-Steve: Equip the Gold Lugers, and carefully press up on the D-Pad or analog stick to achieve a 1-hit kill head shot on every zombie.

Room 10

-Steve: Equip the Gold Lugers, and carefully press up on the D-Pad or analog stick to achieve a 1-hit kill head shot on every zombie.

Room 11

-Steve: Equip the Gold Lugers, and carefully press up on the D-Pad or analog stick to achieve a 1-hit kill head shot on every zombie.
Grab the First Aid Spray.

Room 12

-Steve: Equip the Gold Lugers, and carefully press up on the D-Pad or analog stick to achieve a 1-hit kill head shot on every zombie.
Grab the Herbs.
Head into the silver door.

Room 13

-Steve: Look in the Slot Machine and grab whatever is in there.
Grab all the Herbs.
Go back to Room 12.

Room 12

-Steve: This time, go through the brown door.

Room 14

-Steve: Use Submachine Guns against the Hunters to knock them onto their backs. Continue shooting them until they're dead.
Grab the First Aid Spray.

Room 15

-Steve: Equip the Gold Lugers, and carefully press up on the D-Pad or analog stick to achieve a 1-hit kill head shot on every zombie.

Room 16

-Steve: Equip the Gold Lugers, and carefully press up on the D-Pad or analog stick to achieve a 1-hit kill head shot on every zombie.

Room 17

-Steve: Kill the Bandersnatches with the Submachine Guns by aiming at them from their armless side.

Room 18

-Steve: Use Submachine Guns on Gulp Worm when it surfaces.

=====

13. Battle Game: Albert Wesker

=====

Here is some information regarding Albert Wesker.

Weapons: - Combat Knife

Slot Machine: - Magnum with 6 rounds
 - D.I.J. Diary

A Rank: - Less than 60 minutes.

Albert Wesker, despite his viral super powers in the main game, is the hardest character to beat Battle Game with, although veterans of Resident Evil 2's Tofu or Resident Evil 3's Nicholai ought to have no problems; Wesker is considerably easier than those two. Wesker is armed only with the Combat Knife, but it's a surprisingly powerful weapon if used correctly. Slash multiple enemies at once, and slash zombies at the knees to cause them to fall. Bandersnatches are easily dealt with when slashed on their short-arm side. Direct slashes to Hunters will push them onto their backs.

=====
Room 1
=====

Wesker: Slash the zombies at their needs to make them fall. Then slash continuously to kill them.

=====
Room 2
=====

-Wesker: Slash the zombies at their needs to make them fall. Then slash continuously to kill them.

Grab the Green Herb.

=====
Room 3
=====

-Wesker: Slash the Banders where they don't have an arm.
Grab First Aid Spray.

=====
Room 4

=====

-Wesker: Slash the zombies at their needs to make them fall. Then slash continuously to kill them.

=====

Room 5

=====

-Wesker: Slash the zombies at their needs to make them fall. Then slash continuously to kill them.

=====

Room 6

=====

-Wesker: Slash the enemies in here like a madman. The slashes will be strong enough to push them back, and you should sustain minimal damage.
Grab the Green Herb.

=====

Room 7

=====

-Wesker: Slash the enemies in here like a madman. The slashes will be strong enough to push them back, and you should sustain minimal damage.
Grab the Blue and Green Herbs.

=====

Room 8

=====

-Wesker: Slash the zombies at their needs to make them fall. Then slash continuously to kill them.

=====

Room 9

=====

-Wesker: Slash the zombies at their needs to make them fall. Then slash continuously to kill them.

=====

Room 10

=====

-Wesker: Slash the zombies at their needs to make them fall. Then slash continuously to kill them.

=====

Room 11

=====

-Wesker: Slash the zombies at their needs to make them fall. Then slash continuously to kill them.
Grab First Aid Spray.

=====

Room 12

=====

-Wesker: Slash the zombies at their needs to make them fall. Then slash continuously to kill them.
Grab the Herbs.
Duck into the silver door.

=====

Room 13

=====

-Wesker: Look in the Slot Machine and grab whatever is in there. If it isn't the Magnum, you might as well restart the battle game. Grab all the Herbs. Go back to Room 12.

=====

Room 12

=====

EVERYONE: Head through the brown door.

=====

Room 14

=====

-Wesker: Slash the enemies in here like a madman. The slashes will be strong enough to push them back, and you should sustain minimal damage. Grab First Aid Spray.

=====

Room 15

=====

-Wesker: Slash the zombies at their needs to make them fall. Then slash continuously to kill them.

=====

Room 16

=====

-Wesker: Slash the zombies at their needs to make them fall. Then slash continuously to kill them.

=====

Room 17

=====

-Wesker: Slash the Bandersnatches at their armless sides until they die.

=====

Room 18

=====

-Wesker: If you got Magnum from Slot Machine, fire all 6 shots to kill Alexia. If not, slash her from behind, run away when she approaches and GOOD LUCK, because in my honest opinion, without the Magnum, you're screwed.

=====

14. ITEM LIST

=====

Item List: Part One/Disc One

=====

ACID ROUNDS

=====

Located: Various Places
Used: Ammo for the Grenade Launcher

=====
AIR FORCE PROOF
=====

Located: Private Residence, Attic area
Used: To activate Seaplane lift

=====
AIRPORT KEY
=====

Located: Airport Oil Room
Used: To open the shutter in the Airport Cargo Room

=====
ARMY PROOF
=====

Located: Military Training Facility Control Room
Used: To active Seaplane lift

=====
BIOHAZARD CARD
=====

Located: Airport Cargo Room
Used: Opens several gray shutters in the Military Training
Facility

=====
BLUE HERB
=====

Located: Various Places
Used: Cures all poison statuses except for Nosferatu's poison

=====
BOW GUN ARROWS
=====

Located: Various Places
Used: Ammo for the Bow Gun

=====
BOW GUN POWDER
=====

Located: Various Places
Used: Mix with Bow Gun Arrows to form Explosive Arrows.

=====
BOW GAS ROUNDS
=====

Located: Prison Security Hall
Used: Ammo for the Grenade Launcher

=====

BOW GUN

=====

Located: Military Training Facility lab area (2F)

Used: Kills enemies

=====

BRIEFCASE

=====

Located: Prison

Used: Holds the TG-01 Alloy

=====

COMBAT KNIFE

=====

Located: Prison

Used: Kills enemies

=====

CONTROL LEVER

=====

Located: Airport Seaplane

Used: Activates controls for the Airport bridge

=====

DURALUMIN CASE

=====

Located: Prison Torture Room

Palace Bathroom

Used: Holds weapon upgrades

=====

EMBLEM CARD

=====

Located: Military Training Facility Balcony

Used: Opens shutters with blue scanners

=====

EAGLE PLATE

=====

Located: Military Training Facility diorama room

Palace conference room

Used: Opens door near guillotine (Prison)

Unlocks balcony box (Military Training Facility)

=====

EARTHENWARE VASE

=====

Located: Palace Painting Room

Used: To obtain the Queen Ant Object

=====

EXTINGUISHER

=====

Located: Prison

Used: To extinguish fires in the Prison and Antarctica

=====

FIRST AID SPRAY

=====

Located: Various Places

Used: To regain health

=====

FLAME ROUNDS

=====

Located: Various Places

Used: Ammo for the Grenade Launcher

=====

GOLD KEY

=====

Located: Military Training Facility diorama room

Used: To open the door to the Palace painting room

=====

GOLD LUGERS

=====

Located: Palace (when Steve gets it)

Military Training Facility (obtained from Steve)

Used: To open the door in the Palace save room

=====

GREEN HERB

=====

Located: Various Places

Used: To regain health

=====

GLASS EYE

=====

Located: Prison Doctor Room

Used: To open up the secret passage in the doctor room

=====

GRENADE LAUNCHER

=====

Located: Military Training Facility, Steve Room 1

Used: Kills enemies

=====

GRENADE ROUNDS

=====

Located: Various Places

Used: Ammo for the Grenade Launcher

=====
GUN POWDER ARROW
=====

Located: Various Places
Used: Ammo for the Bow Gun

=====
HANDGUN BULLETS
=====

Located: Various Places
Used: Ammo for Claire and Chris' Handguns

=====
HAWK EMBLEM
=====

Located: Prison Security office
Used: To copy with alloy to open the prison gate

=====
HEMOSTATIC CAPSULE
=====

Located: Military Training Facility Save Room
Used: Heals Rodrigo's wounds

=====
ID CARD
=====

Located: Palace Save Room
Used: To get the password for the Palace's computer

=====
INK RIBBON
=====

Located: Various Places
Used: To save the game at Typewriters

=====
KING ANT OBJECT
=====

Located: Palace Casino Room
Used: To open Alfred's music box in the Private Residence

=====
LIGHTER
=====

Located: Claire begins with it
Chris obtains it from Rodrigo if he receives the hemostat
Used: To light torches, detonators
Hold to fend off bats and illuminate dark rooms

=====
LOCKPICK
=====

Located: Given by Rodrigo to Claire in exchange for the Lighter
Used: Picks small locks

=====
M100P TWIN PISTOLS
=====

Located: Prison Barracks
Used: Kills enemies

=====
M39R HANDGUN
=====

Located: Received during the first cutscene with Steve
Used: Kills enemies

=====
M39R EXPANSION SET
=====

Located: Inside Prison's Duralumin Case
Used: Upgrades Claire's Handgun so it becomes semi-automatic

=====
MUSIC BOX PLATE
=====

Located: Inside Alexia's Music Box in the Private Residence
Used: Plays on Alfred's Music Box in the Private Residence

=====
NAVY PROOF
=====

Located: Palace Courtyard
Used: To active Seaplane lift

=====
STORAGE KEY (KEY WITH TAG)
=====

Located: Military Training Facility's swimming pool
Used: Opens the cabinet in the main office of the Military
Training Facility

=====
PADLOCK KEY
=====

Located: Prison Guillotine
Used: Unlocks the gate outside the Prison Barracks

=====
PIANO ROLL
=====

Located: Prison Statue Room

Used: Activates the Palace's Piano

=====
QUEEN ANT OBJECT
=====

Located: Palace Painting Room
Used: Open's Alexia's Music Box in the Private Residence

=====
RED HERB
=====

Located: Various Places
Used: Enhances healing power of the Green Herb

=====
RUSTED SWORD
=====

Located: Prison Statue Room
Used: Opens the armor statue in the same room

=====
SIDE PACK
=====

Located: Submarine at the Palace Dock
Used: Holds two additional items

=====
SILVER DRAGONFLY
=====

Located: Private Residence Carousel Room
Used: To rotate the carousel in the same room

=====
SILVER KEY
=====

Located: Private Residence
Used: Opens 2 doors in the Palace

=====
SKELETON PICTURE
=====

Located: Military Training Facility's Experiment Room
Used: Raises the back wall in the model room

=====
SPECIAL ALLOY HAWK EMBLEM
=====

Located: Prison Security Office
Used: Unlock's the Prison's main gate

=====

STEERING WHEEL

=====

Located: Palace's Gun Collection Room
Used: Calls up the Submarine at the Palace Dock

=====

TWIN SUBMACHINE GUNS

=====

Located: Military Training Facility Warehouse
Used: Kills enemies (Steve only)

=====

TG-01 ALLOY SLAB

=====

Located: Prison's Briefcase
Used: Used to forge Hawk Emblem

Item List: Part Two/Disc Two

=====

ACID ROUNDS

=====

Located: Various Places
Used: Ammo for the Grenade Launcher

=====

AIR FORCE PROOF

=====

Located: Airport's seaplane lift
Used: Moves the diorama in the Military Training Facility

=====

ALEXANDER'S JEWEL

=====

Located: Detaches from Alexander's Pierce
Used: Lowers the Ashford family painting in Antarctica

=====

ALEXIA'S CHOKER

=====

Located: Spencer Mansion main hall
Used: To yield Alexia's Jewel

=====

ALEXIA'S JEWEL

=====

Located: Detaches from Alexia's Choker
Used: Lowers the Ashford family painting in Antarctica

=====

ALFRED'S JEWEL

=====

Located: Detaches from Alfred's Ring

Used: Lowers the Ashford family painting in Antarctica

=====

ALFRED'S RING

=====

Located: Alfred's Dead Body in Antarctica

Used: To yield Alfred's Jewel

=====

ASSAULT RIFLE BULLETS (50%)

=====

Located: Military Training Facility's Tyrant Room

Used: Ammo for the Assault Rifle

=====

ARMY PROOF

=====

Located: Airport seaplane's lift

Used: Moves the diorama in the Military Training Facility

=====

ASSAULT RIFLE

=====

Located: Antarctica's Weapon Room

Used: Kills enemies

=====

BAR CODE STICKER

=====

Located: Antarctica's B.O.W. Room

Used: Sorts crates in the sorter

=====

BATTERY

=====

Located: Military Training Facility's Harrier Jet Hallway

Used: Powers the lift in the Military Training Facility, where Steve
killed his dad

=====

BLUE HERB

=====

Located: Various Places

Used: Cures all poison statuses except for Nosferatu's poison

=====

BLUE JEWEL

=====

Located: Tiger Statue Room in Antarctica

Used: Open's Alfred's music box in Antarctica

=====
BOW GUN ARROWS
=====

Located: Various Places
Used: Ammo for the Bowgun

=====
BOW GUN POWDER
=====

Located: Various Places
Used: Mixes with Bowgun Arrows to create Explosive Arrows

=====
CHEMICAL STORAGE KEY
=====

Located: Military Training Facility, 2F Steve's Dad Room
Used: Opens the chemical locker in the Military Training Facility

=====
CLEMENT @
=====

Located: Military Training Facility's chemical locker
Used: Mixes with Clement E to create Clement Mixture

=====
CLEMENT E
=====

Located: Military Training Facility, Steve Room 2
Used: Mixes with Clement @ to create Clement Mixture

=====
CLEMENT MIXTURE
=====

Located: After mixing Clement @ and Element E
Used: Separates Halberd from the Eagle Plate

=====
COMBAT KNIFE
=====

Located: Chris begins with one
 Upper walkway of the Spencer mansion
Used: Kills enemies
 Frees Claire from capture

=====
CRANE KEY
=====

Located: Antarctica, room with the fire extinguisher refill
Used: Raises the crane with Nosferatu's body

=====

CRYSTAL

=====

Located: Antarctica's Prison Room

Used: Needs to be smashed by the stone slab to yield Security
Card

=====

DETONATER

=====

Located: Antarctica's Weapon Room

Used: Destroys the locked cabinet

=====

DOORKNOB

=====

Located: Military Training Facility's lower turntable area

Used: Attaches to the knobless door in the Military Training
Facility

=====

DRAGONFLY OBJECT

=====

Located: Antarctica's Table Room (above Alfred's Bedroom)

Used: Combines with Wing Objects to form the Gold Dragonfly

=====

DURALUMIN CASE

=====

Located: Antarctica's Valve Handle Modification Room

Used: To obtain Magnum Rounds

=====

EAGLE PLATE

=====

Located: Military Training Facility, underground pool

Used: Combines with the Clement Mixture to yield the Halberd

=====

FIRST AID SPRAY

=====

Located: Various Places

Used: Fully restores health

=====

FLAME ROUNDS

=====

Located: Various Places

Used: Ammo for the Grenade Launcher

=====

GREEN HERB

=====

Located: Various Places

Used: Restores health

=====

GAS MASK

=====

Located: Antarctica's B.O.W. Room

Used: Protects Claire from harmful gases

=====

GLOCK 17 HANDGUN

=====

Located: Chris begins with one

Used: Kills enemies

=====

GRENADE ROUNDS

=====

Located: Various Places

Used: Ammo for the Grenade Launcher

=====

GUN POWDER ARROW

=====

Located: Bowgun Arrows and Gunpowder Arrows combined

Used: Ammo for the Bowgun

=====

HALBERD

=====

Located: Yielded by combining the Clement Mixture with the Eagle Plate

Used: Accesses harrier jet in the Military Training Facility
Cabinet in Antarctica

=====

HANDGUN BULLETS

=====

Located: Various Places

Used: Ammo for M39R and Glock 17 Handguns.

=====

LIGHTER

=====

Located: Given by Rodrigo if Claire saved him

Used: Accesses Submachine Guns in the Military Training Facility
Blows up Detonator in Antarctica

=====

LINEAR LAUNCHER

=====

Located: Where Alexia II and III are fought in Antarctica
Used: Destroys Alexia's final form

=====
LUGER REPLICAS
=====

Located: Military Training Facility's Harrier Jet Save Room
Used: Unlocks Steve Burnside in Battle Game

=====
MACHINE ROOM KEY
=====

Located: Under the potted plant in Antarctica
Used: Unlocks the Machine Room in Antarctica

=====
MAGNUM
=====

Located: Weapon Room in Antarctica
Used: Kills enemies

=====
MAGNUM BULLETS
=====

Located: Various Places
Used: Ammo for the Magnum

=====
MINING ROOM KEY
=====

Located: In Antarctica's Weapon Room
Used: To open the Mining Room in Antarctica

=====
MUSIC BOX PLATE
=====

Located: Alexia's Music Box in Antarctica
Used: To play Alfred's music box in Antarctica

=====
NAVY PROOF
=====

Located: Airport's seaplane lift
Used: Moves the diorama in the Military Training Facility

=====
PAPER WEIGHT
=====

Located: Antarctica's first save room after opening the cabinet
Used: Unlocks the storage tube with Alfred's body in Antarctica

=====

PLANT POT

=====

Located: Above Nosferatu's lair in Antarctica

Used: To get the Machine Room Key

=====

RED HERB

=====

Located: Various Places

Used: Enhances power of the Green Herb

=====

SECURITY CARD

=====

Located: Inside the Crystal Ball in Antarctica

Used: Unlocks the gate to Nosferatu's lair

Unlocks door to self-destruct mechanism

=====

SECURITY FILE

=====

Located: Given to Chris by Claire

Used: Yields Security Card

=====

SERUM

=====

Located: Antarctica's Weapon Room

Used: Heals Nosferatu's poison

=====

SHOTGUN

=====

Located: Military Training Facility's sewer

Used: Kills enemies

=====

SHOTGUN SHELLS

=====

Located: Various Places

Used: Ammo for the Shotgun

=====

SIDE PACK

=====

Located: Military Training Facility's Experiment Room

Used: Adds two item slots to Chris' inventory

=====

SNIPER RIFLE

=====

Located: Mining Room, after Alfred drops it

Used: Kills Nosferatu on the helipad

=====

SOCKET

=====

Located: Behind the Tiger Statue in Antarctica

Used: Gives the Valve Handle a square socket in Antarctica

=====

STERILE ROOM KEY

=====

Located: Antarctica's Typewriter Room (Spencer Mansion)

Used: Unlocks the double doors in the Spencer Mansion

=====

SUBMACHINE GUNS

=====

Located: Cave area, behind the stone cover

Used: Kills enemies

=====

TANK OBJECT

=====

Located: Room accessed by the knobless door

Used: Slides the painting in the model room

=====

TURN TABLE KEY

=====

Located: Behind the painting in the Model Room

Used: Activates the turntable in the Military Training Facility

=====

VALVE HANDLE

=====

Located: Upper Power Room (as Claire)

Upper Mining Room (as Chris)

in Antarctica

Used: Shut off gas (Claire)

Activate power (Chris)

Drains water tank (Chris)

=====

WING OBJECT

=====

Located: Carousel Room (x2)

Experiment Room (x1)

Lower anthill (x1)

Used: Combine with the Dragonfly

=====

15. File Transcripts

=====

The section contains transcripts of all the files found in CODE:
Veronica.

=====
Blue Book Files
=====

=====
FILE: DIJ DIARY: CODE: Veronica X Version
=====

During a heavy squall, a girl in a red outfit was brought to this island of Rockfort. What could she have possibly done?

I've been living here quite some time now, but many who are brought to this island seldom leave alive.

Through the sounds of gun and fire, soldiers appeared. There was something going on. I went to the prison, but the girl in red was nowhere in sight. I hurried to the military training facility. The "man" of Rockfort was attacking her relentlessly. How stupid of me.

I got too close and almost got myself smashed by the shutters. But, thanks to my natural agility, I was able to get out of the situation and get outside.

Anyone other than me would not have been so lucky.

Again, I was able to find the girl in red.

There she was; in front of the residence. Then from behind her appeared a man with blonde hair. As he called her, he approached her in a friendly manner and started saying something to her... and it happened abruptly.

The man in blonde hair started to hurt the girl in red.

"I must save her."

I thought to myself. But the man in blonde hair went away. Who was that blonde haired man? What did he want from the girl in red?

The self-destruct announcement and emergency siren warned the end of Rockfort Island. I hurried to the hangar of the transport. The transport we were on took off as everything exploded into flames.

With my neck risking effort, the girl in red slammed the monster out into the open sky. Sure enough, she was a Valkyrie, a goddess of destruction.

I couldn't believe it. The transport landed in Antarctica. And to top it all, the transport that landed before us spilled tons of the T-Virus and everything alive had already turned into zombies.

If I stayed, there was no way I could stay alive. I had to find a way to get out of there, quickly. I parted with the girl in red. I started searching the base to see if there was anything I could use.

As I was resting in the dark, someone was coming. Whatever it was, it was right there. The door suddenly closed and there was no escape. I kept slamming the doors. Then the door opened. I exploded out of there. But I was no chicken. I stopped to turn around and there she was, the girl in red, standing there looking at me.

Where was this place? I was stuck in a room with an elevator and old cannon. Where was I supposed to go? I was stranded. I felt endless despair.

Then that blonde man with the sunglasses appeared. He had the girl in an arm lock. Then a man in a black vest came running after them. The man in the black vest followed them.

I also hurried to chase after them. It was a grueling fight. Was the man who also knew that girl a monster? The fight looked like it could last forever.

Then suddenly there was an explosion, which interfered the fight. That was my last chance. I had to get out of there. I snuck through the hatch of the sub as it was about to close.

Finally, I was released from the world of death and I was able to come back to a world where desire and power ruled.

DIJ

=====
FILE: PLAYING MANUAL
=====

CHECK ALL ITEMS

When you obtain a new item, always remember to look at it with the "Check" command on the status screen. Remember, it's always best to rotate the item so you can check it from different angles.

TRY TO PUSH OBJECTS

If you face an object and press and hold up on the directional button, sometimes you will be able to push it. You may find hidden rooms and items this way.

USE THE QUICK TURN

You can turn 180 degrees instantly by pressing the Cancel button while holding the directional button down. This is a very effective move when you attack an enemy and then want to turn around and run.

USE THE MAP SCREEN

When you are lost or are unsure of what to do, check the map screen. You can easily tell where you've been and can see which doors you have unlocked.

CLIMB/DESCEND

You can climb/descend some objects. To do this, face the object and then push the Action button.

SECURITY BOXES

The items you store in a Security Box in the prison cannot be accessed through an Item Box. Make sure you remove all important items from a Security Box before exiting a room.

I CAN'T TAKE THE GOLD LUGERS FROM THE PROJECTION Room

You cannot release the trap by yourself. After certain events occur, you will be able to release the trap and obtain the Gold Lugers.

I CAN'T ENTER THE BIO-EXPERIMENT Room

Once the shutter near the bio-experiment room shuts, you can't open it until the ventilation process completes due to the in-room air pollution problems.

I CAN'T CLIMB THE LADDER IN THE BEDRoom

You will need to place a pair of items onto the two music boxes. Then you will have to...

I CAN'T SEND LOADS PROPERLY WITH THE SORTER

The sorter judges which room each load will be sent to by an item that is posted on the load. You should check an already sorted load in the room you would like to send your load to and then...

=====
FILE: FAX ON THE FACILITY ACCESS APPLICATION
=====

Be sure to verify the content of the following facility access application form, and add the applicants' name to the expected visitor's list.

Chief Prison Guard Room

Paul Steiner

I hereby apply for access permission for Prison Area D.

Details follow, Visitor's name: Carl Grisham Purpose of Entry: Carrying in the following materials;

1. New product sample from Metal Industries Co: "TG-01".
2. Various daily commodities ordered by the prison.

Note: 1. Will use a transportation truck.

3. "TG-01" sample will be stored in a designated briefcase.

=====
FILE: "TG-01" PRODUCT DESCRIPTION
=====

Thank you for your continued support and for our products. This time we have gathered our most advanced technologies, and have succeeded in creating the unique anti-metal detection alloy "TG-01".

-TG-01 features

1. Cannot be detected by any metal detectors.
2. Cannot be pictured by roentgenography at the immigration check.
3. Lightweight, yet durable. We plan to develop various weapons utilizing this innovative new alloy. We enclosed a sample for you to review. We look forward to hearing from you regarding possible business opportunities.

Metal Industries Co.

Chief, Development Planning

Carl Redhill

=====
FILE: USER'S MANUAL
=====

3-D Duplicator User's Manual Our new product, the "3-D Duplicator" consists of two parts.

3-D Scanner Portion

This portion scans the 3D object. Simply place the material that you want to have scanned onto the tray of the scanner. The scanned object will be processed into 3D data, which will be transferred to the duplicator portion.

Duplicator Portion

If you place the material you wish to have converted on the machine, you can begin conversion based on the 3-D data that was scanned portion. The conversion will be executed with complete data accuracy. The result will be an object precisely true to the original.

=====
FILE: MEMO ON THE PASS NUMBER
=====

The emergency lock system in the biology experiment room can be released with the four digit pass number. I hope you haven't forgotten about it already. I have just received an order from the system administrator requesting us to change the pass number periodically. What bothers me is that you often lose important memos, pass numbers, or even chemicals... So, in an attempt to solve that problem, I came up with an idea.

You know the red human skeleton picture at the back of the biology experiment room? I have decided to use the number signed on the picture as the pass number. If you happen to lose the memo just use the picture. Well, I don't think you would ever need to use the emergency pass number anyway. But just in case, now you know.

Take it easy Mr. Careless!

=====
FILE: MESSAGE TO THE NEW FAMILY

=====
Sir Alfred,

Congratulations on your succession as master as the Ashford family. I hereby present you with an earthenware vase, according to the Ashford family tradition. As you may know, this tradition first began when a butler presented a golden teacup as a commemorative to Veronica. As founder of the Ashford family, her intelligence and beauty are legendary.

The second and third, masters, Stanley and his son Thomas were also presented with similar teacups. It was their hope to achieve glory as Veronica did before them. The position as family master then shifted to Sir Thomas to his twin brother Sir Arthur. It then went to Sir Edward, your grandfather. That was when the Ashford family enjoyed it's golden age. It was also Sir Edward's achievement that established the large chemical enterprise, Umbrella Inc.

However, when Sir Edward past away, and your father Sir Alexander succeeded the position, the glorious Ashford family gradually began to sink... I sincerely hope that the Ashford family regains it's glory with your guidance, just as this vase continues to shine eternally.

Ashford Family Butler,
Scott Harman

=====
FILE: REPORT: ENHANCED ANTI-DECAY ALLOY
=====

Although we planned to utilize the enhanced anti-decay alloy called "Duploid" to create the storage capsule of the new B.O.W., we have had to cancel the plan. This is primarily based upon the fact that despite it's excellent resistance to all kinds of liquid including strong acid, it easily dissolves when soaked with a mixture of the two chemicals, "Clement a" and "Clement E".

Due to the lethal nature of the new B.O.W., we cannot be too careful in choosing the material for their storage capsule. We have instead decided to use Duploid to create the plate portion of the "Eagle Plate", which shines in indigo-blue.

CLEMENT INFORMATION

The "a" type is used for gun maintenance and possesses no conspicuous characteristics. However, the E type will change its color to blue at a certain temperature. (It is an odd coincidence that the temperature is exactly the same as the date of completion of this training facility.) Based upon our analysis of the E type, we believe that Clement possesses more features.

As new information is learned, we will update this file.

=====
Yellow Book Files
=====

=====
FILE: PRISONER'S DIARY
=====

May 13th

This room stinks of death. Based upon the information I've found, I believe that I'm far south of the equator. Lucky for me that Bob in the bunk below me, is one of those interesting types of guys... May 16th Today Bob told some crazy story of why he was put this place with me. Bob said that he used to be an attendant of the head of this place. This "boss" named Alfred supposedly placed him in here because of a tiny little mistake. What does that mean? What's going to happen to me?

May 20th

Without warning, a group of military men took Bob to the building behind the guillotine stand. At midnight, I'll sneak out of here to see him. I've been hearing that anyone taken to that building never comes back. On top of that, there are these REALLY large plastic bags being constantly being removed from that place. I'd better pray for Bob...

May 21st

I was wrong. I shouldn't have gone there. What is going on it there?! All I could here was some insanely creepy laughter and the sound of Bob screaming. I don't know what to do. I can't sto thinking about it... Is that going to happen to me?! I can't let it... I just can't...

May 27th

Since my last entry, all of my fellow inmates have been taken to that building! I know that I am next...It's obvious that we are all here to be used as Alfred's guinea pigs. There's no way out! What am I going to do?!...

=====
FILE: ANATOMIST'S NOTE
=====

There is a demon in my mind. I can't control the fierce impluses that the demon sometimes drives me to act upon. It is a brutal ceremony. With the demon next to me, I enjoy watching agonize in pain, screaming and convulsing repeatedly as they die...

But, Sir Alfred was kind enough to acknowledge me, and has given me the facilities, the chemicals, and the "equipment" necessary to study everything. I must never betray Sir Alfred's kindness. It is especially critical that no one discovers the sacred place that only he and I know about.

I swear the basement of this medical building will be kept secret. Of course, I keep the key to the sacred place with me at all times. Even if an outsider sees it, they will never be able to tell that it is the key. I must remember that my life ends when I lose Sir Alfred's trust.

=====
FILE: SECRETARY'S NOTE
=====

Four years have past since I began serving Sir Alfred. He doesn't

trust anyone! Even though I am his attendant, I am still strictly prohibited from entering his private house! What is his problem anyway?! They say he lives with his twin sister, Alexia in his private house on the hill.

Occasionally, I've seen someone standing by the window of the house. It might have been Alexia, whose extreme beauty is often talked about. I once asked Sir Alfred about this, but it only enraged him. Even though I am his attendant. He will not show me any lenience. If I ask about her again, I could put my life at risk. After all, it is a mystery why he so desperately tries to keep his private life with Alexia a secret.

Robert Dorson

=====
FILE: NEWSPAPER CLIP
=====

A 10 year old girl genius graduated at the top of her class, from a prestigious university. The international corporation, Umbrella Chemical Inc., offered the position of head researcher.

=====
FILE: MESSAGE CARD
=====

My dear brother, I firmly believe that the glory of the Ashford family will be revived through your courage and strength as an honored soldier.

Yours faithfully, Alexia Ashford

=====
FILE: HUNK'S REPORT
=====

Attn: Mr. Alfred Ashford, head of the facility

Today at 16:32, I arrived successfully from the Umbrella transport base with the large-scale B.O.W. capsule. Extreme care was taken during transport, and all 108 check points were confirmed condition "green" in accordance with standard procedures. It is currently being stored in a freezer.

There's one thing that I don't understand. We are normally assigned to special missions. Why were we ordered to transport a frozen capsule this time? I understand that this may be classified as top-secret, but without knowledge of the contents, our safety could be at risk during this transport. This is especially important if the contents are potentially harmful. We would like to ask you provide us with more information, should we be assigned similar missions in the future?

I still remember the good old days in the military training center. Nothing has changed since then. We will gear up for the next mission today at 23:00.

Umbrella Special Forces Unit

HUNK

=====
FILE: WORKER'S DIARY
=====

October 30th

When I joined Umbrella Inc., I thought that I would be able to live care free for the rest of my life, being employed by this huge corporation. It's a joke that I ended up being a driver at a place like this. I asked for a position change, but they completely ignored me. It feels more like a prison! Work is extremely demanding, and there's nothing fun about it. I'd rather be dead!

November 3rd

My hard-earned vacation was canceled suddenly. I heard they failed to secure enough manpower due to a mistake made by the facility head, Alfred. That fool doesn't deserved forgiveness. He doesn't even treat us like human beings!

November 5th

I heard an interesting story from a guy who's been working here for 8 years. He must be awfully patient... He says that there is a man who has been confined for over 10 years, locked deep below here. People call him "Nosferatu" and are deathly afraid of him. What an absurd story!

November 10th

At midnight I woke up to an ominous growling sound that seemed to be coming from deep under ground...I'm so pathetic to have been frightened by such a foolish story. Then again, I suppose anyone would have a hard time maintaining their sanity if they were confined in a place like this!

=====
Red Book Files
=====

=====
FILE: ALEXANDER'S MEMO
=====

My father, Edward, discovered the mother virus in cooperation with Lord Spencer, who was also a nobleman. They studied it for the purpose of military use. Eventually their study took shape. They named a variation of the mother virus, the "T-virus". To camouflage their research, they established Umbrella Chemical, Inc. I majored in bio genetics and have been involved with a top-secret project, supporting my father's research.

However, my research went through a difficult phase, and my father died in the middle of the project. We are now at a major disadvantage against the other researchers, as there is great competition in the field of T-virus research. I have disgraced the honorable name of the Ashford family that our great ancestor Veronica established. If nothing is done, Umbrella will be taken over by Spencer.

I must expedite the project to its fullest, without being detected by Spencer. After much thought, I decided to establish a large-scale advanced research facility. It will be located in the transport terminal that I created by using the abandoned mine in the Antarctic. Within the facility, I'll have a room built. It will be similar to the design of my mansion, the legacy of the late Trevor.

I will be able to cherish my sweet memories there... For security purposes, this confidential project will be given a code name. It is the same name if the beautiful ancestor of the Ashford family, "Veronica" whom I wish to revive so badly. I am confident that the result of my research will be as glorious as her name, and that honor will be restored to the Ashford family again.

=====
FILE: BUTLER'S LETTER
=====

Sir Alfred,

Please forgive me, as I must tell you of my abrupt departure by leaving this letter. I first served your father, Lord Alexander, and have for so long shared in the joys and sorrows of the Ashford family. Lord Alexander disappeared unexpectedly 15 years ago, then an accident during an experiment took the life of our dear Alexia.

You were forced to become the master of the family at a very young age, and nearly lost your sanity from the sorrow of having lost all of your family members at once. There was nothing I could do, and I felt powerless. I first thought that I should kill myself to apologize. I then realized that it would be an insult to our dear Lord Alexander and Alexia, in the other world...

Scott Harman
Butler, Ashford family

=====
FILE: CONFESSION LETTER
=====

Alexia, my sister, is a genius and possesses unmatched beauty. She is everything to me. I would overcome any obstacle and be willing to risk my life for her. For Alexia, I must revive the glorious Ashford Family which fell during the era of my father, Alexander. Together, we will restore our family name. Once that has been achieved, I'll build a palace where only nobles may gather.

I cannot allow the unwashed to see my dear Alexia, to whom my life is devoted. She reigns the world as queen, with I as her servant. That is my dream, and how sweet it will be. Those accomplishments will be proof of my love toward Alexia. It is the purpose of my existence. All other people are meaningless, and they shall prostrate themselves before Alexia and I.

Devoted to my beloved Alexia,
Alfred Ashford

=====
FILE: SECRET Passage NOTE
=====

The underground passage, which leads to the mansion where Alexia and I live, has been badly damaged. Although I can never allow the unwashed to see Alexia, I cannot go on using the underground waterway that those local people made, either.

Oh yes...I think I'll have those prisoners build a bridge. It must be a gorgeous bridge that benefits the perfection that is Alexia. Of course, I must kill everyone who's involved in the construction of the bridge after it is done, so that no one will know about the existence of our mansion.

But that is okay, as I have no problems executing such matters. Once the bridge is completed, I'll seal the mansion entrance door at the end of the underground waterway. The entrance of the waterway is locked by the diorama trick, ensuring the secrecy of our mansion.

Alfred Ashford

=====
FILE: ALFRED'S DIARY
=====

January 30th

There's a sealed room in the hallway located inside of the Antarctic facility. I don't know what is hidden there, but I do not know how to get in. I can use the three jewels that each one of our three members wear as proof of being legitimate descendant of the Ashford family. The only problem is, I do not know how I can gain possession of my father's proof.

February 17th

I finally succeeded in entering that sealed room. I never could have imagined that such an insane secret existed regarding the birth of both Alexia and myself... I hate my father. That fool, Alexander...Now it is obvious that we were merely created in an attempt to cover my father's blunder. I can never trust him again. I must regain the glory of the Ashford family with my sister. I have nothing to be afraid of, as long as Alexia is with me.

March 3rd

Alexia carried out the experiment on the human body that we've been talking about. Our useless father must be happy now, since he can finally contribute to the Ashford family. The only thing we should be careful about is that the butler, Harman, does not become wise to our activities.

April 22nd

The experiment resulted in failure. Our father was useless after all. Even worse, he turned into a dangerous monster that is completely out of control. We tied him down and locked him up in an underground prison cell. However, Alexia seems to be close to a solution. Beyond all my expectations, she now says that she wishes to conduct the experiment on her own body. On top of that, she feels she must be kept asleep for 15 years in order to accomplish the experiment. Thanks to that idiot, I can't see my dear Alexia for as long as 15 years. Alexia is going to

sleep, with all of her trust relying upon me. Now, I am the only one who can protect Alexia.

=====
FILE: QUEEN ANT REPORT
=====

After discovering the remains of an ancient virus within the genes of a queen ant, I have been concentrating on the research of ants. The ecosystem of the ants seems truly ideal to me. There is one queen ant in each anthill, and the soldier and worker ants are the queen's slaves. They dedicate their lives to the queen. The death of the queen ant means the doom of the entire anthill.

However, the soldier and worker ants can be easily replaced as long as the queen ant is alive. This is exactly the same relationship between myself and other ignorant masses. I have succeeded in creating an ideal virus by implanting the queen ant's gene into the mother virus that Spencer found.

I used my otherwise useless father as a test subject. However, as I expected, the virus caused a rapid change in his cells, triggering the complete destruction of his brain cells and body flesh. Furthermore, a special type of poison gas was generated inside his body, that the blue herb had no effect against.

Because of this, I created an antidote in case of an emergency, and stored it inside of the weapon/chemical warehouse on the B2 floor. I have decided to name this virus with unimaginable potential, the "T-Veronica" virus. When I find out how I can fully utilize the power of wonderful virus, my great research will finally be complete.

Alexia Ashford

=====
FILE: VIRUS RESEARCH REPORT
=====

Work continues on the "T-Veronica" virus , which I extracted from the queen ant. The more research I conduct on it, the more I am impressed by how much potential it has. I have finally implanted the virus into my own body, and discovered how to fully utilize its power.

I will avoid making the mistake that I made on my father. I will suppress the activity of the virus at an ultra-low temperature, so that my cells will change slowly. My calculations indicate that it will take 15 years before my body will gain immunity, and become able to coexist with the virus. Until then, I have no choice but to trust the capsule that I will be in, to that inept but loyal soldier ant who is my brother.

For me to obtain unlimited power, some risks need to be taken. When I awaken, I will be the queen... And the "T-Veronica" virus will be unleashed upon the entire world by my children. Every last creature on earth will exist to serve me. At that time, the world will achieve the perfect ecosystem, just like an anthill, but on a much grander scale.

Alexia Ashford

=====
FILE: SECURITY REPORT
=====

The Ashford family's most important secret is kept at this lab.

As a safety precaution, I have installed a self-destruct device in the control room and have placed the activation code inside the computer. Once inputted, all door locks will be released to provide easy access to escape routes.

By using the elevator that directly connects to the hangar, one should be able to escape from the lab easily.

Please remember that I have used the name of my beautiful ancestor for the activation code.

Glory to the Ashfords,

Alexander Ashford

=====
FILE: CODE VERONICA REPORT
=====

After many long years of research, I finally identified the inheritance element that administers the intelligence of man. I even succeeded in manipulating the absolute value of intelligence artificially, by recomposing the base alignment of the element. I then sampled the gene of our great ancestor, manipulated its element, then implanted it into the unfertilized egg of a surrogate mother.

What I didn't expect was that twins, a boy and a girl, were born. The boy had higher intelligence than normal, but not high enough for him to be considered a genius. However, the girl had unmatched intelligence that easily allowed her to be classified as a genius. She was exactly what I had been looking for, the revival of our great ancestor.

I already determined their names; the girl's name, Alexia, and the boy's name, Alfred.

I'm certain that Alexia will elevate the name of the Ashford family to extreme glory.

Alexander Ashford

=====

16. Herb Guide

=====

Throughout the game are healing items that will help you recover from injuries induced by the monsters and object in the game. They are limited, and the different medicines have different effects. Use them wisely. Along with weapons, these are your best friends.

=====
HEALTH STATUS
=====

Fine (Green) = 100% Health

The character has suffered little to no damage.

Caution (Yellow) = 75% Health

The character has suffered enough damage to limp slightly.

Caution (Orange) = 50% Health

The character has suffered a lot of damage and is limping.

Danger (Red) = 25% Health

An extreme amount of damage has been inflicted on the character, and he/she is one or two attacks away from death. The character can only limp very slowly.

Poison (Purple) = 100%-25% Health

The character has been poisoned by a monster, and health decreases gradually until Danger condition is reached.

=====
HERB MIXTURES
=====

|1. RED + GREEN = FULL HEALTH|
+-----+
| This herb looks like a small red and green dot on a piece of paper. |
+-----+

|2. GREEN + GREEN + GREEN = FULL HEALTH|
+-----+
|This herb looks like one big green dot on a piece of paper. |
+-----+

|3. GREEN + GREEN = 50% HEALTH|
+-----+
|This herb looks like 2 small green dots on a piece of paper. |
+-----+

|4. GREEN + BLUE = 25% HEALTH AND POISON HEAL|
+-----+
|This herb looks like a small blue and green dot on a piece of paper. |
+-----+

|5. BLUE = POISON HEAL|
+-----+
|This is a blue leaf-like herb. |

+-----+

|6. GREEN = 25% HEALTH|

+-----+

|This is a green leaf-like herb.|

+-----+

|7. GREEN + GREEN + BLUE = 50% HEALTH AND POISON HEAL|

+-----+

|This looks like 2 small green dots and a blue dot on a piece of paper.|

+-----+

|8. GREEN + RED + BLUE = FULL HEALTH AND POISON HEAL|

+-----+

|This herb looks like one big brown dot on a piece of paper.|

+-----+

|10. FIRST AID SPRAY = FULL HEALTH|

+-----+

|This is a silver can with a spray nozzle on it.|

+-----+

=====

17. Monster and Boss List

=====

This section deals with the monsters and bosses of Resident Evil CODE: Veronica. It shows the general characteristics of the enemies and how to deal with them accordingly.

Monster: Zombie

PISTOL BULLETS: 8-10

SHOTGUN SHELLS: 3-4

GRENADE SHOTS: 1-2

A staple of the Resident Evil series, the zombies in CODE: Veronica are just like in the rest of the games. They're commonly dispatched with the Handgun, although the Shotgun proves to be effective against groups of them. The Combat Knife, when used on the zombies knees, causes them to fall and deals lots of damage. Be careful of the zombie bites, as it'll only take a few bites to knock Chris or Claire's health down a few notches.

Monster: Zombie Dogs

PISTOL BULLETS: 6-9

SHOTGUN SHELLS: 2-4

GRENADE SHOTS: 1-2

The zombie dogs are fast and have a vicious bite, but when hit with a bullet, they fall rather easily, allowing you to finish them off

while they're down. Be careful as it's hard to properly aim for a zombie dog, and they usually come in groups, so don't let them surround you.

Monster: Bats

PISTOL BULLETS: 1

SHOTGUN SHELLS: 1

GRENADE SHOTS: 1

They appear in only a few rooms, and they're annoyed by the light emitted from the Lighter, so equip it whenever they're around. Without the Lighter, they do only slight damage, but it's not really worth wasting ammo on such overall harmless creatures.

Monster: Bandersnatch

PISTOL BULLETS: 18-20

SHOTGUN SHELLS: 4-6

GRENADE SHOTS: 2-3

A CODE: Veronica exclusive creature, the Bandersnatches look menacing, but are somewhat easy to deal with. They falter easily to any weapons that explode (Bowgun w/ Explosive Rounds, Grenade Launcher), while it takes awhile for bullet-based weapons to hurt them. When using a bullet-based weapon, approach the Bandersnatches from their short-aim side, as it will be difficult for them to use their opposite long arms to hurt you; the best they could do to retaliate is to kick, which doesn't do a ton of damage.

Monster: Moth

PISTOL BULLETS: 2

SHOTGUN SHELLS: 1

GRENADE SHOTS: 1

These guys are annoying during Claire's game on Disc 2. It's best to run from them because they can implant Claire with a poisonous egg. Try capping them when you see them with single bullets. Dodging them when you have to pass by them isn't very easy but manageable. After Claire kills Nosferatu, the moths vanish, and they don't appear in Chris' game, thankfully.

Monster: Hunter/Sweeper

PISTOL BULLETS: 18-20

SHOTGUN SHELLS: 4-5

GRENADE SHOTS: 3-4

Easily the strongest and most agile enemy in the game, the Hunters return to give Chris hell. As always, they're best taken down with the Grenade Launcher and Acid Rounds, or the Submachine Gun. They can reasonably resist other weapons and proceed to attack Chris, so use only the two above weapons, or the Magnum to take them down. Hunters are green in color, while the newer Sweepers are purple. Sweepers have the ability to poison Chris if they swipe him with their claws.

They are fast moving and have a vicious jump-slash attack that takes away tons of health.

Monster: Giant Spider

PISTOL BULLETS: 12-15

SHOTGUN SHELLS: 6-7

GRENADE SHOTS: 2-3

Another Resident Evil staple makes its appearance, but they're somewhat different in CODE: Veronica. For one, they're not as hairy as before, and they move a lot faster. Use the Grenade Launcher or Bowgun w/ Explosive Rounds to completely take a giant spider out. If you use a bullet-based weapon, then you'll have a bit of a hard time as they tend to take out the sack of the spiders, leaving their legs around to continue attacking. Watch out as the spiders have a vicious bite and can poison Chris and Claire.

Monster: Tiny Ant

PISTOL BULLETS: 1

SHOTGUN SHELLS: 1

GRENADE SHOTS: 1

In one room in the Antarctic, Chris will run into these rather harmless and annoying creatures. Just step on any that get in your way, as you probably can't even aim a gun at these enemies.

Monster: Baby Albinoid

PISTOL BULLETS: 2

SHOTGUN SHELLS: 1

GRENADE SHOTS: 1

In one room on Part/Disc 1, these guys will attack Claire. They give a little shock when you run into them. One bullet can kill them, though. If you get hurt, a Green Herb will probably heal all your damage.

Boss: Tyrant

Difficulty: Easy/Medium

PISTOL BULLETS: 50-60 (To be able to catapult from plane)

GRENADE SHOTS: 15-25 (To be able to catapult from plane)

Since Very Easy players conveniently have a ROCKET LAUNCHER, simply fire two rockets at the Tyrant, and then press the catapult button to the right of the door. A crate will launch out of the plane and Tyrant will get pushed off (and detonated). That means your first boss battle was won in 10 seconds.

Easy and Normal guys don't have it as easy. From the door, fire ALL 27 EXPLOSIVE ARROWS, which you should still have if you've been following this walkthrough carefully. All 27 arrows should be fired before the Tyrant is even near you, allowing you to press the catapult switch and finish it off.

If you do not have enough rounds, you'll have to be a little more creative, so I hope you brought some ammo and healing items. The room is small and difficult to maneuver in, but you'll have no choice but to run around the Tyrant and shoot it with the GRENADE LAUNCHER. The M100Ps might also be powerful, but it will take a lot of ammo to take this creature down. Be careful because the Tyrant has this ability to dash across long distances and attack. Each attack will bring Claire's health down a considerable degree. Just try to dodge it, and hit the Tyrant with 10-20 GRENADE ROUNDS or FLAME ROUNDS, and then make a B-line for the catapult switch. The crate launching into the Tyrant itself also causes a little bit of damage, so if the first time fails, just attack a few more times and avoid its attacks before trying to launch the switch again.

You'll know when the Tyrant's ready to die when you see it bleeding all over the plane.

After you defeat the Tyrant, head back into the Seaplane.

Boss: Nosferatu

Difficulty: Medium

PISTOL BULLETS: 70-80

SHOTGUN SHELLS: 40-50

GRENADE SHOTS: 25-40

You should have picked up the SNIPER RIFLE, which is the best weapon for this boss. However, you only have a few bullets in it, so make them count. The SNIPER RIFLE is a first-person weapon (to show off CV's nifty 3D engine), so you'll be able to zoom in on Nosferatu, whose heart is exposed wide open for you to shoot. Run to a corner of the helipad, away from Nosferatu, take aim and shoot it straight at the heart. Be careful though as the weapon isn't 100% accurate and you may miss. If you do strike it, Nosferatu will scream and stumble before getting back up. Repeat the pattern of striking its heart several times, and if you are successful in sniping, you'll receive a special cutscene. Beware as Nosferatu emits a purple poisonous gas that may poison Claire if inhaled so beware of it; if she's poisoned, a BLUE HERB will NOT cure it, thus affecting Chris' game. If you run out of SNIPER RIFLE bullets, you'll have to arm the HANDGUN or COMBAT KNIFE and continue shooting or slashing. If you use the COMBAT KNIFE and stab it straight into its heart, then you'll get a special cutscene as well.

Boss: Gulp Worm

Difficulty: Easy

PISTOL BULLETS: 30

SHOTGUN SHELLS: 15

GRENADE SHOTS: 10

If you have the BOWGUN, then this battle will be a piece of cake. Simply shoot 5-6 EXPLOSIVE ARROWS when it surfaces from the soil, and it'll die before it knew what hit it. The BOWGUN's shooting speed makes it a rather painless option to use.

The ASSAULT RIFLE and GRENADE LAUNCHER are also good alternatives, although you do lose quite a bit of ASSAULT RIFLE ammo and the GRENADE LAUNCHER is a bit slow, meaning you'll have to dodge the Gulp Worm's

attacks more often. At most, 35% of the ASSAULT RIFLE clip should be able to take it down, or 7-8 hits from GRENADE ROUNDS or FLAME ROUNDS.

If you're luck is bad and you don't have any of the above 3 weapons, then use up as much of Chris' Glock 17 HANDGUN as it takes to defeat the Gulp Worm, dodging its attacks over and over until you defeat it. Overall, the Gulp Worm really shouldn't give you a hard time.

Boss: Albinoid Adult

Difficulty: Medium
PISTOL BULLETS: 30-40
SHOTGUN SHELLS: 20-25
GRENADE SHOTS: 15-25

The only reason why this boss gets a medium is because it's hard to shoot it. Switch to the GRENADE LAUNCHER or SUBMACHINE GUN for this one. As it swims to the edge, spray some ammo at it. Repeat this pattern (the whole process may take a few minutes of waiting) until the Albinoid dies.

An alternative strategy is to grab a full healing item (a FIRST AID SPRAY or MIXED HERB) and jump into the water. Run for the EAGLE PLATE and quickly grab it. You'll get shocked at least twice, which is how the full-powered healing items comes in handy.

Boss: Giant Spider

Difficulty: Very Easy
PISTOL BULLETS: 25-35
SHOTGUN SHELLS: 15-25
GRENADE SHOTS: 10

Don't be intimidated; just like the Giant Spider in the original Resident Evil, this one is cake, and like the Albinoid, you actually don't even have to fight it. But if you do want to square off against it, equip the GRENADE LAUNCHER and use the hole in the center of the ice (below Nosferatu's body) and aim at it, running in circles to avoid getting hit. It won't take many hits from the GRENADE LAUNCHER to take the Giant Spider down, but be sure not to get hit. Once it dies, a bunch of smaller spiders will emerge from the boss's body and attack Chris. Like the ants, they're mostly harmless-just avoid them.

Boss: Steve

Difficulty: Impossible
PISTOL BULLETS: Not enough
SHOTGUN SHELLS: Not enough
GRENADE SHOTS: Not enough

No matter what weapon you've brought with you, Steve is simply too strong to defeat. Steve's is gigantic, fast and wields a giant axe. Have Claire run back the way she came. Steve will inevitably hit her with the axe once, probably twice. After each hit, go into the item box and use a full-powered healing item. Then keep running until you head back through the gate.

Some players apparently don't have two healing items to bring. Most likely, you're out of luck and will have to restart from an early save and be more wise. It's possible you may be able to escape without using healing items, but you'll need to bring along a heavy weapon that can push Steve back fast enough for you to 180-turn and run like mad. The GRENADE LAUNCHER might work, so could the explosive BOWGUN ARROWS. But don't count on it.

Boss: Alexia I

Difficulty: Medium

PISTOL BULLETS: 20-25

SHOTGUN SHELLS: 15

GRENADE SHOTS: 10-15

Hopefully you have the MAGNUM with you, otherwise the battle could be more difficult. If Claire WASN'T poisoned by Nosferatu, Chris will still be holding the COMBAT KNIFE, so if that's the case, do not start swiping right away as Alexia can kill Chris by merely touching him. Equip the appropriate weapon, get away from Alexia, and start shooting. Alexia isn't too fast, but she throws blood around the hall that bursts into flames, which can hurt Chris and stop him long enough for Alexia to swoop in for the kill. Just keep moving around, avoiding Alexia's fire and shoot her with the MAGNUM whenever you have a clear shot. If you don't have the Magnum, then use the SUBMACHINE GUNS or BOWGUN.

Boss: Alexia II & III

Difficulty: Medium

PISTOL BULLETS: 50-60 (Causes Alexia II to morph)

SHOTGUN SHELLS: 30-40 (Causes Alexia II to morph)

GRENADE SHOTS: 20-30 (Causes Alexia II to morph)

The battle starts off with Alexia in her first form attempting to kill Claire. Use a weapon and shoot Alexia as quickly as possible before she kills Claire and ends the game. Once you shoot Alexia, Claire will escape and Alexia will mutate into her second form.

Alexia's second form isn't mobile, as it stays still. However, it's gigantic and Chris has little room to run. Alexia II will use her tentacles and a flurry of other smaller creatures to attack Chris, so keep running around the empty part of the room and shoot Alexia II as often as you can with powerful weapons, such as the MAGNUM or especially the SUBMACHINE GUNS. The faster the weapons, the faster Alexia II goes down. You can also shoot the smaller creatures that emerge from Alexia to throw them off and prevent them from hurting Chris, but it wastes ammo, so just focus on the huge creature instead.

After enough bullets, Alexia will mutate once again, and will become a flying creature. She'll be ultimately less menacing than her second form, but she'll be spewing fire again. Grab the LINEAR LAUNCHER from the wall. It'll be another first person weapon, but it controls exactly like the SNIPER RIFLE. Therefore, take aim and fire one shot into Alexia. She'll try her best to miss, but thankfully you have unlimited ammo, so keep firing until you hit her, ending the battle.

=====

18. Optional and Alternate Scenes

=====

This section deals with parts of the game that are optional or alterable. Optional items can be skipped completely (although with repercussions, most of the time) and alterable portions can be completed in a different order or in a different manner that won't really affect the outcome of the game.

=====
Event: Unlocking the Barracks Gate
=====

Changeable: Yes

Effect: You simply have to always run around the Barracks gate if you decide not to unlock it.

=====
Event: Security Box Trick
=====

Changeable: Yes

Effect: If you trip the Prison's security boxes before cloning the alloy emblem, and fail to restore the security before doing so, then the zombies will not break into the room and you can freely leave after you restore the security.

=====
Event: Keeping the Empty Extinguisher
=====

Changeable: Yes

Effect: If you leave the Empty Extinguisher in the Prison security box without retrieving it, then you won't be able to extinguish the flames guarding the Magnum in Antarctica.

=====
Event: Grabbing the Navy Proof
=====

Changeable: Yes

Effect: You can grab the Navy Proof at any time. If you grab it before you discover Alfred's secret in the Private Residence, then the Rockfort Island self-destruct system will commence after the Airport Proof is taken. If the Navy Proof is grabbed after Alfred's little scene with the crossdressing, then the self-destruct system will commence one the Navy Proof is picked up.

=====
Event: Time To Save Steve in the Palace
=====

Changeable: Yes

Effect: If you take long to save Steve from the Gold Luger trap, then he will say some slightly different things when you do finally save him.

=====
Event: Killing the Gulp Worm as Claire
=====

Optional: Yes.

Effect: None. Claire will have wasted ammo and Chris will still have to fight the Gulp Worm without his battle being any easier.

=====
Scene: Steve's Words
=====

Changeable: Yes

Effect: When playing as Steve, you can change what he says in the Sewer Balcony depending on what you do with him. Kill a ton of monsters, avoid all monsters (or kill very, very few) or get Steve severely injured. He'll say something different for each condition.

=====
Event: Using the First Eagle Plate in the Prison
=====

Changeable: Yes.

Effect: You simply complete the Prison before heading to the Private Residence. Subsequently, you must return to the Military Training Facility afterwards.

=====
Event: Saving Rodrigo
=====

Optional: Yes

Effect: If you do not save Rodrigo by giving him the Hemostatic medicine, he will still appear when Chris arrives on Rockfort Island, to tell him Claire got off the island. However, Rodrigo will immediately die and Chris will not obtain the Lighter.

=====
Event: Luger Replica
=====

Optional: Yes

Effect: If you don't obtain the Luger Replica in the main game, you can't play as Steve in Battle Game.

=====
Event: Killing the Gulp Worm as Chris
=====

Optional: Yes.

Effect: Whether or not Rodrigo is swallowed, Chris still has the option of just ignoring the Gulp Worm. If he ignores the Gulp Worm while Rodrigo's still alive, then he won't get the Lighter. If Rodrigo's dead, nothing will change by ignoring the Gulp Worm.

=====
Event: Poisoned by Nosferatu
=====

Optional: Yes.

Effect: Claire should avoid Nosferatu's poison during the second boss battle. If she doesn't, Chris will have to retrieve the the Serum to continue forward.

=====
Event: Fighting Alexia Before Exploring the Rest of Antarctica
=====

Changeable: Yes.

Effect: When you get to Antarctica, you can immediately reunite with Claire and then face Alexia before doing anything else. If you do this, the Hunter scanners will vanish early and Alexia won't appear when Chris brings Nosferatu's body out of the ice.

19. New Events Guide

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=====
New Event One
=====

Where:

Palace Courtyard, Part/Disc 1

Who:

Claire Redfield, Albert Wesker

Description:

Claire's returned to the Palace after visiting the Prison's torture room area. As she attempts to enter the Palace, a sinister voice calls out from behind her. Claire looks back and sees none other than Albert Wesker staring at her.

New Event Dialogue:

Wesker: Greetings! You must be the lovely Claire Redfield.

Claire: Who're you?

Wesker: Let's just say that I'm a ghost... coming back to haunt your...
dear brother!

Claire: Wesker?

Wesker: It seems there's not much explaining to do, is there? I was the one who attacked this island. Who would of thought you'd be here? *laughs* Now that the cat dragged in this surprise, your ever so caring brother... is sure to show up!

Claire: I don't know what went on between you two, but you have him all wrong! My brother is not kind of person you think he is...

screams

[Wesker begins to choke Claire]

Wesker: I despise Chris!

Claire: What are you gonna do to him? *screams*

[Claire gets thrown across the courtyard]

Wesker: Oh, how your brother will weep to see you die. *laughs*

[Wesker receives a call and answers it]

Wesker: What? What is it? ...stay there! I'm coming! ...it appears you're still of some use to me. I'm gonna let you live... a little longer!

[Wesker jumps out of the courtyard, leaving Claire alone]

=====
New Event Two
=====

Where:

Underground Airport, Part/Disc 2

Who:

Albert Wesker, Chris Redfield, Alexia Ashford

Description:

Wesker and his crew have remained on the island after everyone else has already left. He's attempting to discover Alexia's status and location, but he finds her fully awake on the airport's computer console. He also sees Chris, unsurprisingly, and sends the Hunters after Chris.

New Event Dialogue:

Wesker: Alexia? No! And she's already fully awake!

[Wesker looks another another computer console and sees Chris]

Wesker: Chris! Oh little fishy, come see my hook! Chris, I'm gonna send you a welcoming gift from me! ENJOY! *laughs*

=====
New Event Three
=====

Where:

Antarctica Spencer Mansion Replica, Part/Disc 2

Who:

Albert Wesker, Alexia Ashford, Chris Redfield

Description:

After Steve's death, Alexia returns to the main hall of the Spencer Mansion replica, where she's confronted by Wesker. Chris, after recovering from his leg injury, hides behind a pillar, as he witnesses Alexia mutate into a more sinister creature.

New Event Dialogue:

[Alexia punches Wesker, causing him to flip backwards]

Wesker: You're coming with me!

[Wesker dodges Alexia's attempts to engulf Wesker in flames. Wesker flings himself off of the walls, managing to punch Alexia straight in the face. However, Alexia is hardly phased by Wesker's assault, and throws more fire in Wesker's direction, where Chris happens to be hiding as well. Wesker and Chris dodge Alexia's attack.]

Wesker: Chris!

Chris: Wesker!

Wesker: Chris, since you're one of my best men... I'll let *you* handle this!

[Wesker leaves the hall before Alexia throws a wall of flames in front of the door, trapping Chris inside with Alexia. Chris has no choice but to battle Alexia.]

=====

New Event Four

=====

Where:

Antarctica (after killing Alexia III), Part/Disc 2

Who:

Chris Redfield, Claire Redfield, Albert Wesker

Description:

Chris finally destroyed Alexia's final form, but Wesker's managed to capture Claire before she could make her way to the harrier jet. Chris sees Wesker with Claire, and follows them through a set of hidden hallways to a dock with a submarine. Chris and Claire have one final confrontation with Wesker.

New Event Dialogue:

[Chris heads down the stairs after killing Alexia and sees Wesker holding Claire captive.]

Wesker: *laughs*

Chris: Claire! No!

[Chris chases Wesker through a hallway filled with zombies. Chris simply tackles the zombies as he goes after Wesker. Chris emerges in a dock with a submarine and confronts Wesker.]

Wesker: Well done Chris! It seems that Alexia's work wasn't much of anything.

Chris: Let her go, Wesker! You don't want her!

Wesker: Fine!

[Wesker releases Claire to Chris.]

Chris: Claire!

Claire: *moans*

Wesker: Today's a good day! I came for Alexia, but killing you is even better!

Chris: Sorry to disappoint you, but Alexia is *gone*!

Wesker: That is no longer a concern for me. I have *Steve* to work with!

Claire: What?

Chris: Steve?

Wesker: In his body is still a living T-Alexia [sic] Virus. Steve should be a good specimen. Maybe he'll come back alive just as I did, and be able to see your sister again!

Chris: You *freak*!

[Claire attempts to attack Wesker, but is held back by Chris.]

Claire: Don't you touch him!

Wesker: Sorry dear heart. But my men have already taken him.

Chris: You get out of here Claire! I have to finish this!

Claire: Alright. But remember your promise!

[Claire leaves the room and heads for the harrier jet.]

Chris: Let's end this once and for all! Say hello to my comrades who you've killed!

Wesker: I don't *where* you get your confidence, Chris.

[Chris and Wesker attack each other. Chris attempts to hit Wesker with a metal pole, but Wesker, with his superhuman abilities, does not react to it, instead flinging Chris across the room. They continue to fight.]

[The scene switches to Claire, whose reached the harrier jet. Before she boards it, Claire stares at the emergency elevator, waiting for Chris to arrive.]

Speakers: The self destruct system has been activated. All personal evacuate immediately.

[The scene switches back to Chris and Wesker. Wesker continues to punch Chris, whose nose is bleeding. Wesker delivers one last punch that sends Chris flying onto his back. Chris lies on his back, nearly helpless, as Wesker raises his arms to praise his abilities. Chris looks at the ceiling and sees a bunch of metal bars suspended by a chain, which gives him an idea.]

Wesker: Sure I'm not human anymore! But just look at the power I've gained!

[Wesker jumps and attempts to slam Chris' head into the concrete with his sheer strength, but Chris manages to roll away in time, causing Wesker to slam the concrete, cracking it. Chris dives for the crank that holds the metal bars, and hits it, causing the metal bars to fall straight onto Wesker. Chris sits for a moment, believing Wesker to be dead, but the bars begin to slide away, and Wesker rises, smiling at Chris.]

Wesker: Nice try.

Chris: Wesker!

[A sudden explosion occurs, and Wesker's too close to the blast, which wounds his face. Wesker decides to give up and allow Chris to leave.]

Wesker: Today's your lucky day. Next time we meet, don't count on another!

Chris: Next time!

Wesker: Until we meet again! *laughs maniacally*

[Chris leaves the submarine dock as Wesker laughs maniacally. Then, the original CODE: Veronica ending resumes.]

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20. North America/Japan Changes

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Introduction

Biohazard/Resident Evil is a survival horror videogame series by Capcom first launched ten years ago in 1996. It has sold over 30 million units worldwide across platform consoles like the PlayStation, PlayStation 2, GameCube, Dreamcast, Saturn, Nintendo 64, Nintendo DS, Game Boy Color, the PC, Tiger Game.com and even mobile phones. In the future, it'll be coming to the PlayStation 3 and Xbox 360, and also the Nintendo Wii.

Seldom have the North American and Japanese versions of any Biohazard

game been completely identical. In fact, the only one that comes to mind that were the same (disregarding language) is the remake of the original Biohazard/Resident Evil.

Only a little more common in the series are identical versions on different platforms. Most ports contain something unique about them. CODE: Veronica's various versions, SKUs and packages all have something unique about them, and in different regions. Compared to the other RE games, they're fairly minor, but still there.

CODE: Veronica's history is as follows. It was announced for the Dreamcast exclusively in 1998, and was to feature fully 3D graphics. After a delay, Capcom bundled a demo with the Dreamcast version of Biohazard 2 in Japan, and released the game in February of 2000 in two flavors, a regular edition and a Limited Edition with a red slipcover.

A few months later, a PlayStation 2 port and Dreamcast re-release were announced, to celebrate the series' upcoming 5th anniversary on March 22, 2001. The new version was to contain new cut-scenes featuring Albert Wesker, and promote the Wesker's Report DVD. In September 2001, Capcom announced the series's move to Nintendo GameCube, and a port of CODE: Veronica X was part of the announcement and finally released in August 2003, as a port from the Dreamcast version, the same day a budget CapKore version ("Kore" is a Japanese transliteration of "colle" from "collection") was released for the PlayStation 2. In August 2006, Capcom celebrated the series' 10th anniversary by re-releasing the PlayStation 2 version as part of a bundle pack with the game's Official Soundtrack.

Further down the FAQ are the variations of them, explained.

List of Versions

The list of all different versions of CODE: Veronica in North America and Japan as follows. I'm deliberately ignoring the PAL region for now, but I'll get to it *someday*.

Japan

Biohazard CODE: Veronica Trial Edition (Dreamcast)
Biohazard CODE: Veronica (Dreamcast)
Biohazard CODE: Veronica Limited Edition (Dreamcast)
Biohazard CODE: Veronica Kanzenban (Dreamcast)
Biohazard CODE: Veronica Kanzenban (PlayStation 2)
Biohazard CODE: Veronica Kanzenban (GameCube)
Biohazard CODE: Veronica Kanzenban CapKore (PlayStation 2)
Biohazard CODE: Veronica Kanzenban Premium Pack (PlayStation 2)

North America

Resident Evil CODE: Veronica (Dreamcast)
Resident Evil CODE: Veronica X (PlayStation 2)
Resident Evil CODE: Veronica X Greatest Hits (PlayStation 2)
Resident Evil CODE: Veronica X (GameCube)

Biohazard CODE: Veronica Trial Edition (Dreamcast)

Region: Japan
Bundled with: Biohazard 2 Value Plus
Platform: Dreamcast
Release Date: December 22, 1999

A demo of CODE: Veronica was included with Biohazard 2 Value Plus on the Dreamcast to sell consumers on the minimally upgraded port of the original PlayStation game (actually ported from PC). The demo contained most of the first fifteen minutes of the game, along with all the cut-scenes that made it to the final game in that portion.

The only change is that Claire is able to take the Gold Lugers from the display room in the Palace, compared to the final game, in which Steve takes them instead. Claire can take the Lugers to the door in the save room on the second floor, and unlock it by placing the Lugers onto there. In the final game, Claire could only do this after going through the Airport and Military Training Facility. The demo ends with Claire headed towards the Private Residence, and hears Alexia laughing.

The demo also contains a few music tracks from all the Biohazard games up to that point in 1999 (so it excludes Gun Survivor). Called a Sound Museum, here are the tracks:

1. Terror (Darkness Lives) - 0:57
2. Peace of Mind - 2:42
3. 10 Minutes Until Explosion - 1:04
(from Biohazard Soundtrack Remix)
4. Prologue - 1:30
5. Secure Place - 0:55
6. Credit Line of Whole Staff - 2:34
(from Biohazard 2 Original Soundtrack)
7. The Opening - 1:30
8. Free From Fear - 2:32
9. Nemesis Final Metamorphosis - 3:38
(from Biohazard 3 Original Soundtrack)
10. BIO HAZARD Beast from the east mix1 - 6:56
(from Biohazard 2 reMIX~met@morPhoses)
11. "The ultimate bio-weapon" Medley - 9:38
(from Biohazard Orchestra Album)
12. Dai Ichi Yoru: Sangeki no Kizashi
(from Biohazard Drama Album ~Unmei no Raccoon City~ Vol. 1)

Biohazard CODE: Veronica (Dreamcast)

Region: Japan
Platform: Sega Dreamcast
Release Date: February 3, 2000
Price: 6800 Yen

Disc Number: GD-ROM x 2

Versions: regular, Limited Edition

This is the original release of Biohazard CODE: Veronica on the Dreamcast. It's different from the Limited Edition in several ways. The Limited Edition came with a special red cover slipcase of Claire's Let Me Live angel design from her jacket. Wesker's face was on the title screen like in the U.S. version. Both versions, and future Japanese releases on GameCube and PlayStation 2 contained the difficulty modes of Very Easy, Easy and Normal.

Biohazard CODE: Veronica Kanzenban (Dreamcast)

Region: Japan

Platform: Sega Dreamcast

Release Date: March 22, 2001

Price: 5800 Yen

Disc Number: GD-ROM x 2

This is based on the original release, with the new Wesker cut-scenes and Battle Mode unlocked from the beginning as well as the modified credits, which plays a medley of the game's themes rather than the piano-mixed theme of the original. Then there's Steve's hair, which covers his forehead this time, which looks a little bit darker. The introduction scene before the title screen was also changed. It was also 1000 Yen cheaper, which is a little less than \$10.00 (both then and now).

Biohazard CODE: Veronica Kanzenban (PlayStation 2)

Region: Japan

Bundled with: Devil May Cry Trial Edition

Platform: PlayStation 2

Release Date: March 22, 2001 (original release)

August 7, 2003 (CapKore)

August 24, 2006 (Premium Pack)

Price: 6800 Yen (original release)

4800 Yen (CapKore)

2480 Yen (Premium Pack)

Disc Number: DVD-ROM x 1

The PlayStation 2 version came on one DVD-ROM, and featured a brand new introduction scene featuring uncompressed DVD quality CG in addition to the new cut-scenes and medley ending music. Unlike the Dreamcast version, Battle Mode and the Infinite Rocket Launcher in Very Easy Mode were not unlocked from the beginning. Steve's hair was changed. The original release featured a demo of Devil May Cry, but the subsequent CapKore and Premium Pack dropped the demo disc. The Premium Pack includes part of the game's OST. Here are the official tracks:

1. Prologue (1:35)
2. Opening: Claire Version (2:47)
3. Death Siege (2:12)
4. Infants (0:48)

5. Here Comes The Knight (1:19)
6. Curiosity (0:43)
7. The Suspended Doll (2:05)
8. A State of Emergency (2:17)
9. Blanc (2:01)
10. The Opening: Chris Version (0:48)
11. To Antarctica (1:16)
12. Love? (2:24)
13. Murderous Eyes (1:12)
14. For S.T.A.R.S. (1:35)
15. Invincible?! (1:14)
16. Velocity (1:22)
17. End Credits (Complete Version) (5:29)

On March 22, 2001, the Biohazard 5th Anniversary Nightmare Returns package was released in limited quantities of 10,000 units. That's not a lot considering that the series has sold tens of millions of units. The set included a briefcase modeled after CV's Duralumin Case, a CD binder containing special prints of Biohazard, Biohazard 2: Dual Shock Edition and Biohazard 3: Last Escape, as well as a key ring, finger ring, dogtag with case number, ball point pen, Wesker's Report and the ordinary release of Biohazard CODE: Veronica Kanzenban.

09. Biohazard CODE: Veronica Kanzenban (GameCube)

Region: Japan
Bundled with: Biohazard Collector's Box
Platform: Nintendo GameCube
Release Date: August 7, 2003
Price: 4800 Yen (standalone)
19800 Yen (Biohazard Collector's Box)
Disc Number: Mini-DVD x 2

The GameCube version is almost exactly like the Dreamcast version, with the exception of not having Battle Mode and the Infinite Rocket Launcher in Very Easy mode unlocked from the beginning, as well as the presence of a new "Biohazard" announcement voice when selecting NEW GAME, LOAD GAME or BATTLE GAME on the title screen. The introduction scene is also the same. Steve's hair is altered from the very original CODE: Veronica.

On the same day, the Biohazard Collector's Box came out. Released on August 7, 2003 for 19,800 Yen in Japan only, the Collector's Box was a set containing a few Biohazard titles and a few extras. It came in quite literally a greenish-blue box that held the GameCube editions of biohazard 0, biohazard, Biohazard 2, Biohazard 3: Last Escape and Biohazard CODE: Veronica Kanzenban. It also contained a simple book with a black cover and plain white paper that had the Japanese transcripts of Wesker's Report and Wesker's Report II. Like the 5th Anniversary Package, this was limited to 10,000 units, but there was nothing special about the games contained in it, nor was there a number you could use to see which of the 10,000 you got.

Resident Evil CODE: Veronica (Dreamcast)

Region: North America

Platform: Sega Dreamcast
Release Date: February 29, 2000
Price: \$49.99
Disc Number: GD-ROM x 2

This was the original release of CODE: Veronica in North America. It was based on the Japanese Limited Edition and featured Wesker on the title screen. Changed from the Japanese version is the lack of difficulty options. The only option is NORMAL mode.

Resident Evil CODE: Veronica X (PlayStation 2)

Region: North America
Platform: PlayStation 2
Release Date: August 22, 2001
Price: \$49.99 (original release)
 \$19.99 (Greatest Hits)
Disc Number: DVD-ROM x 1

This was the re-release on the PlayStation 2, and like the Japanese one, contained a Devil May Cry demo. It also commemorated the series' 5th Anniversary with a golden bar stating such. Pre-orders came with a copy of Wesker's Report. The Greatest Hits version was released in 2002, which dropped the 5th Anniversary banner as well as the Devil May Cry demo. Like the Dreamcast version, the difficulty options were removed. As in the Japanese versions, Steve's hair has been altered.

Resident Evil CODE: Veronica X (Nintendo GameCube)

Region: North America
Platform: Nintendo GameCube
Release Date: December 3, 2003
Price: \$39.99
Disc Number: DVD-ROM x 2

This came a few months after the Japanese version. Like the Dreamcast and PlayStation 2 games, difficulty options were not permitted. The voice in the title screen was altered like the Japanese version. Interestingly, this version would introduce the introduction scene that was previously seen in Japan only. Steve's hair stays altered.

Frequently Asked Questions

Q: So, which version of CODE: Veronica is right for me?

A: It doesn't matter, really, since the differences are pretty insignificant in 2006 compared to 2001 (if you want differences, then examine RE4). Get the cheapest version, the one on the system you play the most, or one that you'll be able to play on a next-generation system like the PlayStation 3 or Nintendo Wii. In the days of YouTube and other file downloading sites, you can also view the new cut-scenes online, so even the original Dreamcast version will do you fine.

Q: How does each version compare to one another?

A: The PS2 version has the longest loading times, and the Dreamcast and GameCube versions are almost exactly the same. The PS2 version has the cleanest CG scenes, considering they're uncompressed on a large PS2 DVD-ROM.

Q: Will a Japanese version suit me well?

A: Sure, since there are various FAQs to help you through the game's various versions, and there are File Transcripts as well. If you like playing games in easier difficulties, then you'll need the Japanese versions.

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21. Conclusion

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This was my first FAQ, and since then FAQ writing has been great. Hopefully you found this FAQ useful, and I hope you liked it.

Thanks to:

- Myself, for writing this FAQ
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