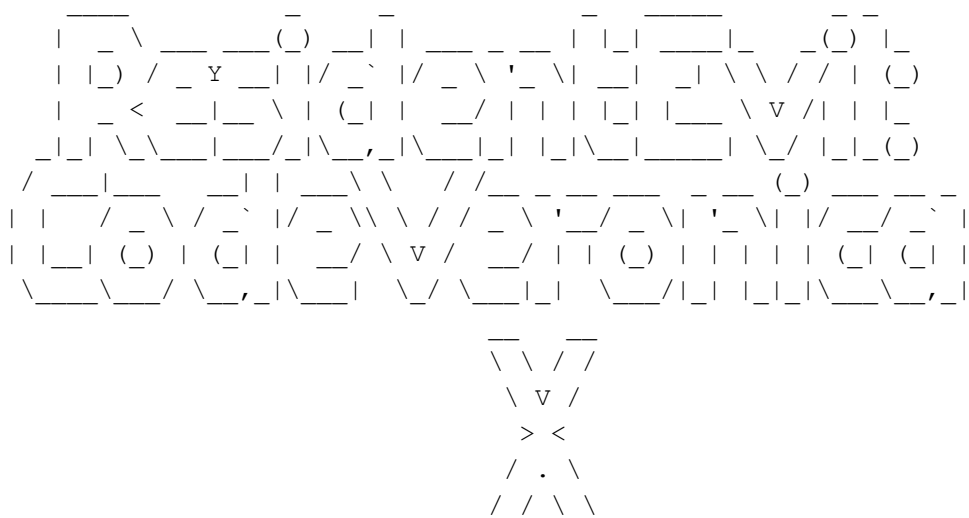


Resident Evil Code: Veronica X Battle Mode FAQ

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Updated to v1.2 on Sep 8, 2004



Battle Mode FAQ/Walkthrough
By Hewkii+Hafu Nuva

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2)Updates
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9/08/04-v.1.2

I screwed up and put Assault Rifle for everyone in Room 16. Plus, I changed all of Steve's guide so if you don't want to play First-Person, you only need to use SMG's (Submachine Guns).

8/20/04-v.1.11

Sorry, no more updates (unless I remember

something I forgot) since I never check my e-mail.
I will check my e-mail and update 1 more time soon.

8/08/04-v.1.10

Added www.Neoseeker.com to the credits section. Added another section.

8/05/04-v.1.01

Changed some stuff.

8/02/04-V.1.00

Guide created!

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3)What's Battle Mode?
=====

Battle Mode is unlocked by completing the main game as Claire and then as Chris. After completing the game, you can play by selecting it at the main menu of Disk 1. Battle mode is a short game that you can play for fun or to get stuff. It is compiled of 18 rooms and a boss different for each character. The rooms are all the same with the same amount of enemies of a type. HP is randomized for enemies that have different HPs (ie, a Bandersnatch will have 105, 120, 135, or 150 HP. There is a better chance for 135. I'll explain that later.). The rooms will get harder as you advance in the game and will get tougher enemies. The rooms are the same as the rooms in the game, but are set up in a weird way (ie, the Sterile Room in Antarctica could lead somewhere in the Military Training Facility). All the characters have just about unlimited ammo for almost all weapons and can get something from the casino room (I'll explain that in each characters section.) that will help later on. Each character starts with 200 HP.

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4)Enemies
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Zombie:

Your basic Resident Evil enemy. They come in different sizes and shapes and are easy to kill. The damage they take is pretty fair. Here are the different damages your weapons can do, the damage they can do and the HP possibilities:

HP: 60 5/16
90 5/16
120 6/16

Attacks:Bite: 10x(0-2) (damage multiplied by seconds of continuous biting)
Leg Bite: 5
Vomit: 10 (this is done when they can't reach you)
Zombie Bomb Blast: 100 (done when Zombie has a bomb on it)
Zombie Parasite: 10x(1-5)

Your weapon damage for one attack/bullet:

if there are multiple damages, it goes from close,mid-range,far

Combat Knife: 10x(number of slashes)
Handgun Bullets/Enhanced: 18,15,12
Custom Handgun: 15,15,12

M-100P:20x(1-2(1 if one gun is aimed at it,2 for both)),17x(1-2),15x(1-2)

Bow Gun:Normal Arrows:12
Gun Powder:150

Submachine Gun:4x(1-2) per bullet
Grenade Launcher:Grenade:Impact&Explosion:50x(1-5 (however many grenades hit the enemy))

Acid:Impact&Explosion:120
Flame:Impact&Explosion:180 Fire:1
B.O.W. Gas:Impact&Explosion:30 Gas: Half HP

Assault Rifle:8
Shotgun:70,30,10 or instant kill headshot
Magnum:250,220,200+instant headshot

Gold Luger:25x(1-2),20x(1-2),15x(1-2) or in 1st person mode, you can get a headshot.

Bandersnatch

The Bandersnatch is a new enemy to Resident Evil. His appearance is a big yellow monster with one rubbery right arm. A little tentacle that isn't used replaces the left arm. It was considered for the original Tyrant for Umbrella but due to lack of human-like parts, it was denied. The lower half of their bodies (the legs) degenerated, causing them to limp and go slower.

HP possibilities:105 3/16
120 4/16
135 5/16
150 4/16

Attacks:Long Range Slap:10
Long Range Spear:10
Close Range Slap:20
Close Range Spear:20
Head Grab:30 or instant death

Weapons:Combat Knife:10x(number of hits)
Handgun Bullets/Enhanced:13,10,8
Custom Handgun Bullets:13,10,8
M-100P:16x(1-2),8x(1-2),8x(1-2)
Bow Gun:Normal Arrows:12
Gun Powder:80
Submachine Gun:3x(1-2)
Grenade Launcher:Grenade:Impact&Explosion:50x(1-5)
Acid:Impact&Explosion:80
Flame:Impact&Explosion:140 Fire:2
B.O.W. Gas:Impact&Explosion:30 Gas:Half HP
Assault Rifle:8
Shotgun:60,30,10
Magnum:250,220,200
Gold Luger:13x(1-2),10x(1-2),8x(1-2)

Hunter Custom

This is the Hunter Beta from RE3 and the original Hunter from RE1. The Shotgun, Magnum, and Acid Rounds work best. Don't use the Handgun or Knife (unless your Wesker) as those make it almost imposible to kill it. This type of Hunter functions at a higher level of power than the original from RE1. They look awesome, but are a pain in the butt to deal with unless you use Acid Rounds or the Shotgun.

HP possibilities:120 3/16
135 4/16
150 5/16
165 4/16

Attacks:Slash:20
Low Slash:15
Uppercut Slash:50
Leaping Slash:Instant Death
For Sweeper: 40% chance of poison for all attacks.

Weapons:Combat Knife:10x(number of hits)
Hangun Bullets/Enhanced:13,10,8
Custom Hangun Bullets:13,10,8
M-100P:10x(1-2)
Bow Gun:Normal Arrows:12
Gun Powder:80
Submachine Gun:3x(1-2)
Grenade Launcher:Grenade:Impact&Explosion:50x(1-5)
Acid:Impact&Explosion:140
Flame:Impact&Explosion:100 Fire:3
B.O.W. Gas:Impact&Explosion:30 Gas:Half HP
Assault Rifle:8
Shotgun:60,30,10
Magnum:250,220,200
Gold Luger:13x(1-2),10x(1-2),8x(1-2)

Hunter Sweeper

This style of Hunter is a red version of the original. It has poisin tipped claws and can cause poisining when attacking. They were prototypes of the original Hunter and make their first appearence in RE:CV. Wesker sends them out in attempt to kill Chris. All of their stats are the same as the Hunter Custom. I will not put them again to save space.

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5)Enemy Locations
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Room 1:4 Zombies
Room 2:6 Zombies
Room 3:3 Bandersnatches
Room 4:5 Zombies
Room 5:6 Zombies
Room 6:2 Hunters
Room 7:1 Hunter, 1 Sweeper
Room 8:4 Zombies
Room 9:6 Zombies
Room 10:6 Zombies
Room 11:5 Zombies
Room 12:4 Zombies
Room 13:no enemies
Room 14:1 Hunter, 1 Sweeper
Room 15:7 Zombies
Room 16:4 Zombies
Room 17:5 Zombies

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6)Slot Machine
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Claire:20%:Submachine Guns (infinite),40%:First Aid Spray,40%:D.I.J. Diary
Alt. Claire:20%:B.O.W. Gas Rounds (infinite),40%:First Aid Spray,40%:D.I.J. Diary
Chris:20%:M-100P Pistols(100%),40%:First Aid Spray,40%:D.I.J. Diary
Steve:20%:M-100P Pistols(100%),40%:First Aid Spray,40%:D.I.J. Diary
Albert Wesker:80%:Magnum(6 Bullets),20%:D.I.J. Diary

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7)Walkthrough
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This walkthrough will be sorted into sections, 1 for each character. Scroll down until you find the particular character section you want to play. I like to play as Steve, as he has the double weapons. If you haven't unlocked Battle Mode, play in Story Mode until you beat the game as Chris.

7a.Claire

- A Rank:6:09:99 or less
- B:6:10:00+
- C:6:20:00+
- D:6:30:00+
- E:6:40:00+

Equipment:Combat Knife
 M93R Handgun
 Bow Gun w/ infinite explosive arrows
 Infinite Handgun Bullets
 4xMixed Herb (Red-Green-Blue)

You shouldn't need to grab any health items.

- Room 1:Equip the Bow Gun and use it.
- Room 2:Bow Gun.
- Room 3:Bow Gun.
- Room 4:Bow Gun.
- Room 5:Bow Gun.
- Room 6:Bow Gun.
- Room 7:Bow Gun.
- Room 8:Bow Gun.
- Room 9:Bow Gun.
- Room 10:Bow Gun.
- Room 11:Bow Gun.
- Room 12:Bow Gun. Go down the hall to the door on the right.
- Room 13:Try the Slot Machine to get either the Submachine Gun or D.I.J. Diary. Don't read it for now. Go back to Room 12.
- Room 12:Go to the other door.
- Room 14:Bow Gun.
- Room 15:Bow Gun.
- Room 16:Shoot the barrel next to you with the Handgun and you'll create a chain reaction and kill all of the Zombies.
- Room 17:Bow Gun.
- Room 18:Bow Gun.

Boss:Refer to Boss section

7b.Alternate Claire

A:7:59:00 or less

B:8:00:00+

C:9:00:00+

D:10:00:00+

E:11:00:00+

Equipment:Assault Rifle w/ infinite ammo

Combat Knife

Grenade Launcher

Mixed Herb (Red-Green-Blue)

Infinite Grenade Rounds

Infinite Acid Rounds

Infinite Flame Rounds

Room 1:Load the Grenade Launcher with Grenade Rounds and use it.

Room 2:Continue with the Grenade Rounds.

Room 3:Load up your Flame Rounds and use them.

Room 4:Either switch with Grenades or keep on with the Flames.

Room 5:Continue with whichever you had last (I'll guess Grenades).

Room 6:Switch to the Acid rounds.

Room 7:Acid Rounds.

Room 8:Switch back to the Grenades.

Room 9:Grenade Rounds.

Room 10:Grenade Rounds.

Room 11:Grenades.

Room 12:Grenades.

Room 13:Play the slot machine and reset unless you get B.O.W. Gas Rounds.

Room 12:Go to the other door.

Room 14:Acid Rounds.

Room 15:Grenades.

Room 16:Shoot the barrel next to you with the Assault Rifle and you'll create a chain reaction and kill all of the Zombies. If any remain, use the Grenades.

Room 17:Grenades.

Room 18:Flames.

Boss:Refer to Boss section.

7c.Chris

A:6:29:99 or less

B:6:30:00+

C:8:30:00+

D:9:30:00+

E:10:30:00+

Equipment:Combat Knife

Magnum w/ infinite bullets

Shotgun

Infinite Shotgun Shells

2xMixed Herb (Red-Green-Blue)

Room 1:Equip the Magnum and use it.

Room 2:Magnum.

Room 3:Magnum.
Room 4:Magnum.
Room 5:Magnum.
Room 6:Magnum.
Room 7:Magnum.
Room 8:Magnum.
Room 9:Magnum.
Room 10:Magnum.
Room 11:Magnum.
Room 12:Magnum.
Room 13:Don't do the slot machine. It takes too long and the outcome sucks. If this is the first Battle Mode game, do it to get the D.I.J. Diary.
Room 12:Go to the other door.
Room 14:Magnum.
Room 15:Magnum.
Room 16:Shoot the barrel next to you with the Magnum and you'll create a chain reaction and kill all of the Zombies.
Room 17:Magnum.
Room 18:Magnum.
Boss:Refer to Boss section.

7d.Steve

Only use Luger Headshots if your in First-Person mode so it's easier to hit them in the head. And SMG is Submachine Guns

A:9:59:99 or less
B:10:00:00+
C:12:30:00+
D:13:30:00+
E:14:30:00+

Equipment:Combat Knife
Gold Lugers w/ infinite bullets
Submachine Guns w/ infinite bullets
2xMixed Herb (Red-Green-Blue)

Room 1:Equip the SMG and shower the Zombies with bullets.
Room 2:Shower the Zombies with bullets.
Room 3:Use the Submachine guns to kill the first 2 at the same time. Then kill the 3rd faster with both guns.
Room 4:Dirty Zombies. They need a shower ;).
Room 5:SMG.
Room 6:SMG.
Room 7:SMG. Kill the Sweeper first so you wont get poisoned.
Room 8:SMG.
Room 9:SMG.
Room 10:SMG.
Room 11:SMG.
Room 12:SMG.
Room 13:Play the slot machine to try to get the M-100P Pistols. If you don't get it, it doesn't matter.
Room 12:Go to the other door.
Room 14:SMG.
Room 15:SMG.
Room 16:Shoot the barrel next to you with either gun and you'll create a chain reaction and kill all of the Zombies.
Room 17:SMG.

Room 18:Submachine guns.
Boss:Refer to Boss section.

7e.Albert Wesker

A:59:59:99 or less
E:60:00:00+

Equipment:Combat Knife
3xMixed Herb (Red-Green-Blue)

The only help I can give you here is keep slashing! When you do the slot machine, you NEED to get the Magnum. If you get the D.I.J. Diary, reset and try again. In the area with the barrel, use ONE bullet from the Magnum. You only need 4 or 5 bullets to kill Alexia.

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8)Bosses
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Claire:Nosferatu:

HP:600

Attacks:Long Range Appendage Whip:50
Mid Range Appendage Whip:50
Rear Appendage Whip:30
Close Range Appendage Whip:80
Special Poison Gas:3+may inflict poison

Weapons:Combat Knife:3x(number of hits)
Handgun:4,4,3
Bow Gun:Gun Powder Arrows:20
Submachine Gun:1x(1-2)

Use a continuous stream of Gun Powder Arrows.

Alternate Claire:Tyrant:

HP:700

Attacks:Swipe:40
Dash Attack:40 or 50
Super Strike:40

Weapons:Combat Knife:16x(number of hits)
Grenade Launcher:Grenade:Impact&Explosion:15x(1-5)
Acid:Impact&Explosion:40
Flame:Impact&Explosion:20 Fire:1
B.O.W. Gas:Impact&Explosion:20 Gas:Half HP
Assault Rifle:6

Get the B.O.W. Gas rounds from the slot machine. If you don't get them, reset the game.

Chris:Alexia 2nd/3rd form

HP 2nd Form:700

HP 3rd Form:N/A

Attacks 2nd Form:Venom:20+15% chance of poison
Tentacle Bash:25 or 60
Tentacle Whip:25

Attacks 3rd Form:Napalm Fluid:20

Weapons 2nd Form:Combat Knife:6x(number of hits)
M-100P:8x(1-2),4x(1-2),4x(1-2)
Shotgun:40,20,20
Magnum:100,60,20

Weapons 3rd Form:Combat Knife:3x(number of hits)
M-100P:17x(1-2),13x(1-2),10x(1-2)
Shotgun:50,25,10
Magnum:80,50,30
Linear Launcher:Kills in one hit

Use the Magnum. It's easier in 1st person to kill the 3rd form so you can aim.

Steve:Gulp Worm

HP:300

Attacks:Bite:30 or instant death
Collision:30

Weapons:Combat Knife:4x(number of hits)
M-100P:12x(1-2),10x(1-2),8x(1-2)
Submachine Gun:1x(1-2)
Gold Lugers:10x(1-2),8x(1-2),6x(1-2)

Unload the M-100P if you got it in the slot machine. Otherwise, use the Submachine Guns.

Albert Wesker:Alxia 1st Form

HP:300

Attacks:Napalm Fluid:20 or 0
Acid Spray:20

Weapons:Combat Knife:6x(number of hits)
Magnum:80,70,60

Use the Magnum that was gotten from the slot machine. If you didn't get it, reset because you have the crappiest luck. 4 or 5 shots will do it.

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9)Unlockables
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Linear Launcher:Unlocked by beating Battle Mode with all characters with an "A" rank. It wont say they have it, but all characters will have it.

Steve Burnside:Get the Luger Replica in Chris' game.

Alternate Claire:Beat normal Claire's Battle Mode.

Albert Wesker:Beat Chris' Battle Mode.

9a.Getting the Luger Replica

In Chris's game, there is an area known as the Jet Hanger Corridor. That is the area where you get the battery. There is a Save Room that has a drawer with colors on the drawers. There is a certain order that you must open them or you can't get the Luger Replica. Here is the proper order:

- 1.Red
- 2.Green
- 3.Blue, you hear the "click" of a lock
- 4.Brown

Now, since the Luger Replica can't be used, just deposit it. Now you have just unlocked Steve in Battle Mode.

=====
10)Copyright Crap-MUST READ!!!
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Resident Evil and all of its characters are copyrighted to CAPCOM. Any relation to real life events or people is completely coincidental. This guide belongs to me, Hewkii+Hafu Nuva of BZPower.com.

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11)Credits
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CAPCOM for making the Resident Evil series.
Brady Games and Dan Birlaw for making an excellent guidebook that I used to get the HP and damage totals.
www.Neoseeker.com for allowing me to use my guide there.

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