

>>> 1. Legal Stuff

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This FAQ is only to be seen on:

- www.Gamefaqs.com "The best walkthrough site on the net!"
- www.angelfire.com/falcon/sdhazuki_wallpapers "My wallpaper site"
- www.angelfire.com/falcon/zelda_domain "My Zelda Fansite"

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>>> 2. Weapons

> Hand Gun A

Ammo: 17 bullets

A very weak weapon but it's O.K.
But it's not bad for a game
starting weapon. I would give it
7 out of a possible 10.

> Hand Gun B

Ammo: 15 bullets

A little more powerful than the
Hand Gun A, but still a little
weak. I would give it 7 out of
a possible 10.

> Hand Gun C

Ammo: 15 bullets

A big improvement on Hand Gun B.
It's a lot more powerful. It
takes a little more time to
reload. I would give it 8 out of
a possible 10.

> Hand Gun D

Ammo: 8 bullets

A smaller version of the Magnum but no where near as powerful. Strong but takes quite a bit of time to reload. I would give it 8 out of a possible 10.

> Shotgun

Ammo: 8 shells

A great weapon, it's very strong against dogs. It will kill them in one shot. I would give it 8 out of a possible 10.

> Grenade Launcher

Ammo: 1 round - Normal, Fire or Acid

A very useful weapon, it's good against Hunters and Mr. X. Only one bad thing about it, It only loads 1 round at a time. I would give it 9 out of a possible 10.

> Magnum

Ammo: 6 bullets

The best weapon in the game but far too slow. Since it's so powerful it doesn't really matter Don't use all your ammo as soon as you get it, wait until the last boss.

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>>> 3. Walkthrough

Stick to the walkthrough if you get stuck. Try not to go off the trail.

... A. Starting the game

After the starting video's and you take control go through the gate around the two boxes. Go forward to the man lying on the floor. Watch the small scene. Kill the zombie and collect the

Rusted Key. Head into the church.

... B. Church

Kill the two zombies straight in front of you then go forward and through the right door. Then kill the three zombie's heading towards you. Go to your left of the room entrance and get the Clock Winder off the old clock, then go to the right of the room and pick up the Chapel Key and exit the room. Go forward to the door and use the Chapel Key. Kill the two zombies at the far end of the room and enter the double doors. Pick up the Church manager's diary and go around the corner and kill the zombie, then pick up the green herb, then exit. Go forward and around the corner and use you will see a old clock again! Use the Clock Winder and go down into the basement. Kill the massive spider and go through the door. Kill all the zombies and pick up the Church Rear Key and exit. Back up the steps and use the key on the door.

... C. Streets

Kill the two dogs and answer the phone. Prank? after that go down the steps. Quickly shoot them and go forward and pick up the Cracked Key of the seat, then go forward again and get the green herb. Go up the steps and answer the phone. Murderer! Then go to the far door.

... D. Mansion

Watch the scene with the man and then go up the steps forward. Go to the left and pick up the green herb, then go through the door. watch the scene, what a prick! quickly run forward and go to the right and pick up the Handgun D, equip it and kill the Hunter. Exit through the door you came in and back down the stairs and go to the door right of the staircase. Go around the corner and kill the licker, also pick up the File. Then go around the next corner and through the door. Kill the three zombies and pick up the Manhole Opener off the desk and go through the other door. Kill the two crows, go forward, kill the two dogs and use the Manhole Opener.

... E.Sewers

Go forward and press the red switch and light's will come on, now go quickly run through the door. Follow the path right the end and go through the door. Go forward and read the file. Watch the scene with the kid, Something creepy is going on here! murderer, prank phone calls and a kid scared shitless of you! don't go through the door yet, turn around and go to the draws in the middle of the two beds and pick up the Shotgun Bullets, then go through the door. Head around the corner and kill the licker, then up the ladder.

... F. Paradise

Kill the four zombies and go forward and into the left door. Now kill another lot of four zombies and go through the door. Pick up the file off the desk and the Prison Cell Key now exit the room. Their alive again? Kill the "four" zombies and go through the door. Then enter the Prison Cells. Kill them and get the rope. Enter the door on the left and enter the prison. Look in all the cells, in the far one to the left you will find a file and in the others zombies. Go into the first door on the right. Kill the two zombies and pick up the Shotgun off the floor, finally a decent weapon! then exit. Kill the dogs and go to the far left and go through the entrance and go to the end, climb up the ladder. Use the rope.

... G. Streets 2

Kill Mr. X and go forward and to the right up the steps. Kill them all and go down the ladder straight forward. Go forward pick up the Flame Rounds and go through the door. Quickly kill them all and go around the corner to the right. Pick up the Shotgun Bullets and go to the shutter, it's broke, dam!, so use the door.

... H. Umbrella Company

Go forward into the entrance. Kill the two Hunters and head forward, around the corner and into the door. Kill the four zombies and go forward into the lift. Go around the corner, kill the two hunters and go through the door. Watch the scene and go to the machine, Mr. X smashes through the machine, Oh, this game makes a lot of sense to me? kill him and pick up the card and exit. Use the card key on the door and enter. Kill all the zombies and head around the computers and through the door. Watch the scene and then go forward and follow them through the door. Go to the corner and pick up the red herb, go to the elevator, Mr. X jumps through the hole, kill him and head back to the elevator. Now go forward use the key card and around the corner and kill the two lickens, then head down the steps. Kill the three dogs and head to the car pick up the Grenade Launcher off the front and go to the door behind you. Watch the scene and go forward through the gate. Now kill the hunter up on the little bridge and head forward through the gate. Kill the two spiders and go up the ladder at the end.

... I. Lilly and Lotts House

Enter the house. Go into the left room and kill the zombie between the two beds (i wonder why it was there, it's pretty stupid if it thinks you couldn't see it!) then pick up the Red herb, exit the room. Now go into the other room, watch the scene. Exit the house. Now kill the zombies and follow the path. Now go up the steps. Kill the two dogs and head to the door, a hunter will jump out. Kill it and enter, pick up the green herb and go through the door. Turn the cable car on and kill the two lickens that smash through the window. Go to the cable car.

... J. Heading to the Factory

Kill the hunter and go forward and past the boxes, through the gate. Kill Mr. X and the dogs, then go through the gate. Then go forward through another gate. Kill the First Mr. X then continue. Kill the

second and continue again. Kill the third and continue. Head onto the bridge and kill the fourth Mr. X, then head through the gate. Now kill the four dogs and go through the gate. Kill the three dogs on the grass and go through the stone gate.

... K. Factory

The front door is locked, Pretty stupid? so go around the right side. Watch the small scene and head down into the basement. Go right the way around into the Security Room. Turn the switch on (it puts the power on, so you can use the elevator). Pick up the Magnum! off the floor and head to the elevator. Now kill the four zombies and head to the door around the corner. Kill the two lickens and head into the door on the left of the room. Pick up the Acid Rounds next to the computer and head through the door. Go through the corridor and get the activation disk and the file, now exit. Kill the two poisonous plants and exit. Go back through the double doors. Go around the corner to the door with a red light above it. Follow the path around the corners and use the activation disk. Kill the zombies, enter the room and pick up the rounds and exit. Also exit through the double doors. Go back around the corner through the door. Push the blue switch and kill the two poisonous plants. Pick up the I. D. card off the dead zombie and go past the red switch and follow the path. Use the I. D. card on the door and enter. Kill the poisonous Plants and press the blue switch for the shutter. Pick up the Flame rounds in the left corner and the blue herb in the right. Then enter the Biohazard Door. Watch the scene and kill Mr. X. Enter the far door. Watch the scene and kill the hunter, enter the door. Head straight forward through the door. Kill all the zombies and get the magnum bullets to the right then go to the computer and activate it. Now exit the room and go to the switch on the wall and activate it. Now kill all the Poisonous Plants and enter the far door. Go forward and pick up the Master Key and exit.

... L. Tyrant 1

This is quite a hard fight so have all your weapons ready. Equip your magnum and shoot at it as fast as you can.

Now go into the room. Watch the scene. Go into the room with the orange light above it. Continue through the far door. Watch the scene and go around the right corner and press the switch, Quickly run past all them and get into the train. After you exit the train follow Lily and Lott and go into the elevator.

... M. Tyrant 2 1st Form

Now this is very hard, Start by using your magnum then after you run out of ammo (which you will) Equip your grenade launcher.

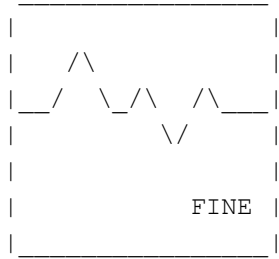
... N. Tyrant 2 2nd Form

Blast him to bits! with Flame Rounds. If he attacks you use green herbs.

>>> Enjoy The Ending <<<

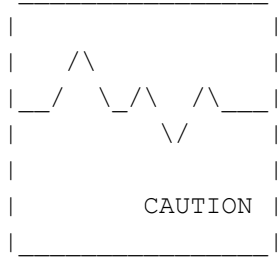
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>>> 4. Life Bar



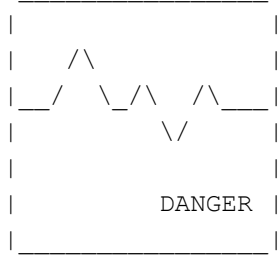
- FINE - Don't use any form of healing.

- 66% - 100%



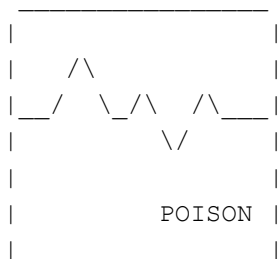
- CAUTION - Nothing yet, but maybe a green herb

- 66% - 33%



- DANGER - Use a mixed herb or a spray.

- 33% - 0%



- POISON - Use a blue quick! If your not equipped with blue herbs use green herbs until you are.

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>>> 5. Herb Mixing

Green = 25% heal

Green + Green = 50% heal

Green + Green + Green = 100% heal

Green + Red = 100% heal

Green + Blue = 25% heal + Poison heal

Green + Blue + Red = 100% heal + Poison heal

Blue = Poison heal

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>>> 6. Main Characters

Ark Thompson
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The main character in the game. At the start he is not sure who he is until later in the game finds out that he is Ark Thompson.

Lott
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He's a kid which you run into on your scenario. He's got a sister called Lily who he tries his best to protect. There mum and dad are already dead.

Lily
.....

She's a kid which you will meet in your scenario. She's got a brother called Lott who is trying his best to protect her. Sadly there mum and dad are already dead.

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>>> 7. Other Resident Evil Games

... Resident Evil 1

Resident Evil 1 is a really hard game. Also your life bar shoots down when you get bit. Still it's a fun game and i enjoyed it! There are two characters, Jill Valentine and Chris Redfield both members of the S.T.A.R.S.

Rate: 7 out of 10

... Resident Evil 2

A great game! A great feature is that there is four different scenario's. Claire A, Claire B, Leon A and Leon B. There are two different characters, Claire Redfield and Leon Kennedy.

Rate: 8 out of 10

... Resident Evil 3: Nemesis

My favorite Resident Evil game apart

from Code Veronica. The way the game is set out is great. Through the game you will come across different choices, they will be a big difference in the game. All through the game you will be chased by Nemesis. There is one main character, Jill Valentine.

Rate: 9 out of 10

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>>> 8. Items

These items are needed in my walkthrough.

1. Rusted Key

Used to open the church near the start of the game.

2. Clock Winder

Used on the second old clock, opens a basement.

3. Church Rear Key

Opens the door rear of the second old clock.

4. Cracked Key

On the bench, near the first two lickers you fight.

5. Manhole Opener

Used to open manholes. (The Sewers).

6. Prison Cell Key

Opens the Prison Cells in the paradise.

7. Rope

Used to lower yourself onto a platform.

8. Card Key

Used in the Umbrella Company a couple of times.

9. Activation Disk

Found and used inside the factory.

10. I. D. Card

Used in the Factory near the Biohazard door.

11. Master Key

Found inside the Biohazard room.

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>>> 9. Added Resident Evil: Code Veronica Review

Most people would describe the Sega Dreamcast, as a dead console; but all of us remember the best Resident evil title of all time, Code Veronica. This is truly a Diamond of a game, which I was extremely lucky to get my hands on; although the audience for Dreamcast games is low, this is my contribution to the Code veronica community.

GRAPHICS

The graphics on this game are remarkable! Unlike some Dreamcast games i won't mention (The list is too long!) The detail on the characters, enemies and objects are High. One great thing is that the Dreamcast has Anti-Analising so the graphics are smoothed therefore, the graphics are slightly better.

9/10

STORYLINE (source: Code Veronica Instruction Booklet)

The mid-western town of Racoon City was completely decimated by the T-Virus outbreak, an incident instigated by the international corporation: Umbrella.

Claire Redfield, who travelled to Racoon City in search of her lost brother Chris, managed to escape from the city along with rookie police officer Leon S. Kennedy.

But their ordeal is only a prelude of things to come...

Now three months later.....

8/10

