

Resident Evil: CODE Veronica Complete FAQ/Walkthrough

by Mysticcat

Updated to vFinal on Jan 10, 2002

This FAQ is (c) Copyright 2001 by Phan Nguyen Khanh Dan.

#

#####

#

COMPLETE VERSION

"RESIDENT EVIL CODE VERONICA COMPLETE" FAQS #
by Phan Nguyen Khanh Dan "Mysticcat" #
Platform : Sega Dreamcast & Sony Playstation 2 #
Version : Final #
Program : Microsoft Word #
Email : kthoa@hcm.vnn.vn #
Created : July 4th , 2001 #
End : January 6th 2002 #

#####

T.A.B.L.E. O.F. C.O.N.T.E.N.T.S.

1. INTRODUCTION
2. LEGAL STUFF
3. UPDATE / REVISION HISTORY
4. CONTROLS (DREAMCAST)
5. HISTORY/STORYLINE
6. CHARACTER BIOS
7. WALKTHROUGH

CLAIRE REDFIELD

- 7.1/ PRISON AREA
- 7.2/ PALACE
- 7.3/ SUBMARINE/AIRPORT
- 7.4/ MILITARY TRAINING FACILITY
- 7.5/ STEVE BURNSIDE
- 7.6/ WANDER IN FACILITY
- 7.7/ RETURN TO PALACE
- 7.8/ PRIVATE RESIDENCE
- 7.9/ RETURN TO PRISON
- 7.10/ RETURN TO PALACE/PRIVATE RESIDENCE
- 7.11/ AIRPORT
- 7.12/ ANTARCTIC TRANSPORT TERMINAL

CHRIS REDFIELD

- 7.13/ MILITARY TRAINING FACILITY
- 7.14/ SUBMARINE/AIRPORT
- 7.15/ GET OUTTA FACILITY
- 7.16/ ANTARCTIC TRANSPORT TERMINAL : WHERE'S CLAIRE ?
- 7.17/ STEVE...
- 7.18/ ALTERED ALEXIA - FINAL BATTLE

8. QUICK WALKTHROUGH

- QUICK WALKTHROUGH
- OPTIONAL & CHANGEABLE EPISODES

9. RANKING SYSTEM

- GENERAL RULES OF RANKING
- ADDED EPISODES
- HOW TO GET THE BEST RANK
- RANKING SYSTEM

10. HEALTH GUIDE & HEALING ITEMS

- HEALTH GUIDE
- HEALING ITEMS
- HERB MIXING
- DAMAGE NOTES

11. ITEM LIST

12. WEAPON LIST

- WEAPON LIST
 - A. COMBAT KNIFE
 - B. M93R HANDGUN
 - C. GLOCK 17 HANDGUN
 - D. M-100P
 - E. GOLD LUGERS
 - F. SUB MACHINE GUN
 - G. BOW GUN
 - H. GRENADE LAUNCHER
 - I. SHOTGUN
 - J. MAGNUM
 - K. ASSAULT RIFLE
 - L. SNIPER RIFLE
 - M. LINEAR LAUNCHER
 - N. ROCKET LAUNCHER

- WEAPON FUNCTION

13. FILES

A/ PLAYING MANUAL
B/ D.I.J.'S DIARY
C/ PRISONER'S DIARY
D/ FAX ON THE FACILITY ACCESS APPLICATION
E/ "TG-01" PRODUCT DESCRIPTION
F/ USER'S MANUAL
G/ SECRETARY'S NOTE
H/ ANATOMIST'S NOTE
I/ MEMO ON THE PASS NUMBER
J/ MESSAGE TO THE NEW FAMILY MASTER
K/ ALBINOID DESCRIPTION
L/ NEWS PAPER CLIP
M/ CONFESSION LETTER
N/ MESSAGE CARD
O/ SECRET PASSAGE NOTE
P/ HUNK'S REPORT
Q/ REPORT : ENHANCED ANTI-DECAY ALLOY
R/ WORKER'S DIARY
S/ ALEXANDER'S MEMO
T/ BUTLER'S LETTER
U/ ALFRED'S DIARY
V/ CODE : VERONICA REPORT
W/ QUEEN ANT REPORT
X/ VIRUS REPORT
Y/ SECURITY FILE
* FILE EXPLANATION

14. MAPS ILLUSTRATION

A/ PRISON B1
B/ PRISON 1F
C/ IRON BRIDGE
D/ MILITARY TRAINING FACILITY 1F
E/ MILITARY TRAINING FACILITY 2F
F/ MILITARY TRAINING FACILITY B1
G/ MILITARY TRAINING FACILITY B2
H/ MILITARY TRAINING FACILITY B3
I/ PALACE 1F
J/ PALACE 2F
K/ PALACE B1
L/ PRIVATE RESIDENCE 1F
M/ PRIVATE RESIDENCE 2F
N/ PRIVATE RESIDENCE 3F
O/ PRIVATE RESIDENCE 4F
P/ DESERTED ISLAND
Q/ AIRPORT 1F
R/ AIRPORT 2F
S/ AIRPLANE (Claire)
T/ ANTARCTIC TRANSPORT TERMINAL B1
U/ ANTARCTIC TRANSPORT TERMINAL B2
V/ ANTARCTIC TRANSPORT TERMINAL B3
W/ ANTARCTIC TRANSPORT TERMINAL B4
X/ ANTARCTIC TRANSPORT TERMINAL B5
Y/ ANTARCTIC TRANSPORT TERMINAL B6
* MAP LOCATION

15. MONSTER LIST

16. BATTLE GAME

15.1/ CHARACTERS'S WEAPONS
15.2/ CHARACTERS'S FINAL BOSS
15.3/ DESTINATION

- 15.4/ ITEMS IN SLOT MACHINE
- 15.5/ STRATEGY
- 15.6/ LITTLE FIGHTING TRICKS
- 15.7/ FUNNY STUFF
- 15.8/ SECRETS
- 15.9/ RANKING SYSTEM OF BATTLE MODE
- 17. GAME SHARK CODES (DREAMCAST ONLY)
- 18. FREQUENTLY ASKED QUESTIONS & RUMOURS
- 19. BETA VERSION
- 20. BIOHAZARD CODE VERONICA
- 21. RESIDENT EVIL CODE VERONICA COMPLETE
- 22. RESIDENT EVIL CODE VERONICA COMPLETE EDITION FOR PS2
- 23. RESIDENT EVIL CODE VERONICA X
- 24. GUN SURVIVOR 2 : BIOHAZARD CODE VERONICA
- 25. OTHER STUFFS
 - MY OWN REVIEW ABOUT THIS GAME
 - RESIDENT EVIL GAMES
 - TREVOR'S LETTER
- 26. WESKER'S REPORT
- 27. AUTHOR'S LAST WORDS
- 28. SPECIAL THANKS

1/ I.N.T.R.O.D.U.C.T.I.O.N.

Hi everyone ! I have played Resident Evil series more than 3 years ago. And I consider Resident Evil Code Veronica to be my best game in series. I try to find out about this game and begin to write this FAQs, especially for beginners of this game. Let me introduce about the game I will present today :

Name : Resident Evil Code Veronica
Platform : Dreamcast
Released date : February 29th , 2000
Developer and Publisher : Capcom

This game was made with best graphic in series. Some of the fans also consider this is the best of series, too. I think every Resident Evil has their own points and styles. We can't determine certainly. And if we are true fans, just play and enjoy as usual, don't compare or criticize too much, okay ? I think you'll like this game if you play. If not, just consider as a kind of fun.

This guide can be used to play Biohazard Code Veronica, Resident Evil Code Veronica, Resident Code Veronica Complete or Resident Evil Code Veronica X. This is my real purpose to make this guide. As you see, I add some menus about the related Resident Evil Code Veronica for you to know the difference. They are almost the same, except the beta version which was cancelled. Please remember, this guide is not only for Resident Evil Code Veronica.

In the guide, I'll introduce the basics that are necessary for new players and add some outside information about this great game. This guide also can be used for expert players who want to know more hidden miracles of the game. Those information were collected from different sources which are written here. I'd like to open a FAQs (Frequently Asked Questions) menu but it wasn't. But now I have decided. I still open it to answer the unknown questions of readers in my effort. This menu might be not very good because :

- I'm not a person who have a logic to understand the deep story or explain it by English and answer your questions.

- English is not my native language. I have been learning and I feel that now I don't have enough knowledge to answer complex questions.

But I still hope everyone would accept it as having accepted the previous versions of the guide. I'll try to make it more perfect.

About this part, you can go to CVXFREAK's guide also in Gamefaqs.com to find the answers about storyline. His FAQs is wonderful and has a Frequently Asked Questions menu for those problems from readers.

But let me let you know some important parts. I make this guide by myself. Some information in the guide are found in different sources that I have tried to find out and remember. Most of these guide are made by my memory. This is my work and of course you mustn't take it from me without my permission. See more details in "Legal Stuff".

I'm not good at making guides because I have just tried this for some days. So I hope everyone would sympathize and have ideas about my FAQs. Please contact me at kthoa@hcm.vnn.vn.

Thank you !

2/ L.E.G.A.L. S.T.U.F.F.

I HAVE GIVEN THE FINAL DECISION ABOUT THIS FAQs.

- I ALLOW ANYONE WHO USE IT WITH MY PERMISSION. FIRST, EMAIL AND ASK ME. THEN LET ME VIEW YOUR SITES OR THE FULL CREDITS OF THE FAQs IF YOU USE IT IN YOUR GUIDES . I'M NOT STRICT AND I ALWAYS HAPPILY ACCEPT TO ALLOW YOU TO USE THIS IF YOU ASK ME WITH GOOD PURPOSE.

- THIS FAQs CAN'T BE ALTERED, COPIED OR PRINTED ANYWAY. FURTHERMORE, IT CAN'T BE USED IN ANY COMMERCIAL ACTIVITIES : BUSINESS, GIFT, ETC.

FINALLY, I'M GLAD YOU SPEND TIME TO READ THIS FAQs AND I THANK EVERYONE ABOUT THAT FAVOUR. I ALWAYS GENTLY ACCEPT IF YOU ASK ME WITH GOOD PURPOSE OFFICIALLY. SO DON'T DO BAD WORK.

IMPORTANT NOTES :

- IF ANYONE HAVE USED THIS FAQs WITH MY PERMISSION, REMEMBER TO CHECK IT OUT FREQUENTLY AT GAMEFAQS . I ALWAYS SEND THE COMPLETE VERSION AND UPDATE OF THE GUIDE TO THIS SITE.

CURRENTLY THIS GUIDE IS REALLY VALUABLE AT :

[Http://www.gamefaqs.com](http://www.gamefaqs.com)

[Http://clubs.yahoo.com/clubs/residentevilunderground](http://clubs.yahoo.com/clubs/residentevilunderground)

[Http://www.neoseeker.com](http://www.neoseeker.com)

[Http://www.psxcodez.com](http://www.psxcodez.com)

THESE WEBSITES BOTH HAVE THE PERMISSION OF THE AUTHOR TO USE THIS GUIDE. IF YOU SEE ANY SITES WHICH ARE OUT OF THIS LIST, PLEASE INFORM ME AS SOON AS POSSIBLE.

SORRY FOR BEING RUDE.

AGAIN, THANK YOU.

3/ U.P.D.A.T.E / R.E.V.I.S.I.O.N. H.I.S.T.O.R.Y.

These update versions is made with the author's decision and readers's ideas to make the guide more perfect. Any appreciate ideas are all accepted. So just ask me if you see anything in my guide needed to repair or add.

- Version 1.0 (July 4th , 2001)
FAQs started
A challenge beginning...
- Version 1.1 (July 6th , 2001)
Added Item List
If you can't read my FAQs, just see this menu to find the items you want. I list all of them there.
- Version 1.5 (July 6th, 2001)
Repair mistakes
This guide is need to be more perfect. This is only an ordinary work of FAQs makers.
- Version 2.0 (July 7th, 2001)
Repair "Resident Evil Code Veronica" Beta Version
Outsider information. I have promised to let you know in the Introduction and I must do it.

Added "A Ranking"
- Version 3.0 (July 10th, 2001)
Added "Wesker's report"
This DVD answers you the unknown questions that we players always wonder. Enjoy !
- Version 3.1 (July 10th, 2001)
Repair mistakes and added some specific parts.
- Version 3.5 (July 15th, 2001)
Added "Files" and "Maps"
Added "Specific items" in Maps
A full FAQs can't miss these menus. I was not assiduous enough to do this. But I have tried... for this guide. Maybe my language and menu display are still stupid, please sympathize me and contact me about anything you want to repair.
- Version 3.7 (July 18th, 2001)
Added "Monster List"
Added "Ranking System".
Change "Ranking System" of battle mode.
Okay, new players need these parts to avoid danger and play better. I'm willing to help you about this.
- Version 4.0 (July 22nd, 2001)
Added "Health Guide & Healing items"
Added biography of other characters
Repair "Storyline"
Added "Weapon Function"
Added "File Explanation"
If these parts are not specific, they are only useless. The author of this guide doesn't like useless things.
- Version 4.1 (July 23rd, 2001)
Added "Game Shark Codes"

Added "Item Function"

Some players want to change the situation ? Just joke a few with this Game Shark. But don't use it when you re new player. They would spoil your game.

If I only show Item Location and forget Item Function, maybe new players don't understand. Just an addition !

- Version 4.5 (July 24th, 2001)

Added "Destination" in "Battle Game" menu

Added "Ammo to kill" in "Monster List"

Added "Little Fighting Tricks" in Battle Game.

These parts help you to be more familiar with this kind of mini-game. But you are free to create your our tactics. I want you to do that more than you just follow my entire guide. It spoils your game, too.

- Version 5.0 (July 25th, 2001)

Added "Quick Walkthrough" menu

Added "Damage Notes" in "Health Guide" menu

Added "Biohazard Code Veronica" menu.

Repair "Maps".

Another addition !

My maps now are more specific than the previous versions. You can use them and combine with Item List. I have written the specific locations of Items. It's not general as the Item List. Hope you'll understand it.

"Damage Notes" show you how many damage an enemy does on you. Hope it would help you to avoid more dangerous from opponents.

"Quick Walkthrough" is for new players who want to explore the game by yourself. It's simple, not specific or long. This guide is better for you who are real game fans.

- Version 5.1 (July 25th, 2001)

Added "Capacity" in Weapon Function

Repair "Introduction"

Repair "Character bios"

This makes the guide more various, okay ?

- Version 5.2 (July 27th, 2001)

Added some new actions in "Optional & Changeable episodes"

Repair "Special Thanks"

Repair some mistakes in the guide.

Repair "Resident Evil Code Veronica Complete"

You'll know more action that can be changed in your game. If you like to drill them, just try. But I remind you that some of them are dangerous or they take much of your time if you want to get the best rank.

- Version 6.0 (July 28th 2001)

Added "Resident Evil Code Veronica Complete Edition"

Added "Frequently Asked Questions & Rumours"

Repair mistakes.

Another game version. Thanks to CVXFREAK. I can make my Related Resident Evil more various.

With this FAQs menu, I could answer the questions that game fans have ever asked. I'm happy because I could do it.

- Version 6.5 (July 31st, 2001)

Repair "Files"

Repair "Maps" and specific item location

Repair "Weapon List"

Repair mistakes

This guide will be more perfect anyway ! In Weapon List, I have missed a very important weapon : Magnum. Arghghhhhhhhh !!! Sorry, really sorry. I'll try to avoid these kinds of mistakes. Sorry !

- Version 7.0 (August 17th 2001)

- Added "Gun Survivor 2"
- Added "Other Stuffs"
- Added "Ranking System"

The variety also has their limit. I don't want to add so much details anyway. Just anything related, okay ?

- Version 7.5 (August 24th 2001)

- Added "Resident Evil Games" and "Trevor's Letter"

Want to have some reference about Resident Evil series. Check them out.

- Version 7.6 (August 26th 2001)

- Added "My own review about this game"
- Repair some mistakes

I saw that many FAQ makers also have this part in their guides to notice the new players about the game before they play or buy. So I think I also need to make one, too. This review is also written in Gamefaqs.com. You can read it here or there.

- Version 7.7 (August 27th 2001)

- Repair "Legal Stuff"

I have permitted another website to use this FAQs. So this is a necessary work to avoid later deception.

- Version 8.0 (November 11st 2001)

Now I will try to finish the guide and decide to stop updating it anymore except too necessary cases. It has been repaired for months there would be an end early or late. I will repair all the important things I think they need to be. Then add some missing parts that I haven't mention before.

- Version 8.5 (December 5th 2001)

This guide was my second FAQ/Walkthrough after my first FAQ for Koudelka game and it was one of my longest FAQ. I had forgotten it to continue with later FAQs such as Resident Evil 2, 3 etc. But now I have reviewed this giant guide, and recognized that the walkthrough is too short and less specific than I expected. I couldn't believe that this walkthrough is just a VERY small part in the whole guide, when it must be the most important. So I decided to make it more complete.

- Version Final (January 6th 2002)

It's time to stop updating this huge guide. I have worked a lot with it, have added tons of information and have corrected many times. There must be no more with this guide, since it was big enough to use. I stop correcting it now, until a very major problem of it is spotted. Bye !

4/ C.O.N.T.R.O.L.S.

Directional buttons :

- Up : forward

- Down : backward
- Left : turn left
- Right : turn right

=====

DREAMCAST

=====

* Start : open Option

* TYPE A

- R (above): aim
- L (above): change aim
- Y : Map
- B : status
- X : OK/Attack
- A : cancel/run

* TYPE B

- R(above): aim
- L(above): change aim
- Y : map
- B : OK/Attack
- X : status
- A : cancel/run

* TYPE C

- R(above): aim
- L(above): change aim
- Y : map
- B : cancel/run
- X : status
- A : OK/Attack

=====

PLAYSTATION 2

=====

- Start : Pause
- Select : open Option
- X button : OK/Attack
- Square button : Run/Cancel
- Circle button : Menu screen
- Triangle button : Cancel
- R1 : Draw weapon

5/ H.I.S.T.O.R.Y./ .S.T.O.R.Y.L.I.N.E.

Let's get back to the past for a while...

First, let me tell you about the birth of Resident Evil story...

This series was first released by creator Shinji Mikami of Capcom in 1996 with the great Resident Evil which is considered to be the best game at that time. The first kind of Adventure game(which used First-person Mode) was executed with the technological advent of Sony

Playstation. Then Resident Evil series put a label on a kind of gameplay called survival horror with 3rd Person Mode and made a big explosion. After that, a lot of horror adventure games or series were released following the first step of Capcom such as Parasite Eve of Squaresoft, Silent Hill of Konami, etc.

RESIDENT EVIL 1 takes place in a forest at outskirts area of Raccoon City where happened a lot of unknown murders. Special Tactics and Rescue Squad of Raccoon-S.T.A.R.S. was sent to investigate the horrible places. They didn't find anything unusual... until a comrade of them- Joseph Frost-a member of Bravo Team was killed miserably by something. The incident began. Brad Vickers - that "Chickenheart" pilot of Alpha Team was afraid of the terror, driving the helicopter away, abandoned his partners : Chris Redfield, Jill Valentine, Barry Burton, Albert Wesker and some other lost survivors in the forest. These police must try to find a mansion in the forest to stay in-where they thought to be yet. But here, they must fight a lot of hints about the mysterious chemical research corporation named Umbrella making T-virus to create strange creatures. The characters fought them and found out that Albert Wesker-the Alpha Team leader was really a chain in the mystery of Umbrella. He created the T002-Tyrant by T-virus and wanted to sell it for someone. But he got killed by very his product, Chris destroyed that creature and escaped with his partners : Jill, Barry and Rebecca.

RESIDENT EVIL 2 tells us about another place of Raccoon : RPD Police Station-also the office of S.T.A.R.S. Something had happened in the city. It becomes silent and dreadful terribly. Leon Scott Kennedy-a rookie cop of RPD-began his first day of duty in this city. He hadn't known anything...until coming to the city. Claire Redfield-the younger sister of Chris Redfield-came to Raccoon to find her lost brother. Both Leon and Claire met each other and were attacked by the strange creatures in the city. Leon told her to go to the Police Station as a safe place. But here they found out more about that Umbrella Inc, saw a lot of important characters and information. Claire found out about her brother Chris : He had gone to Umbrella HQ to know the truth. He didn't let her know for her safety. In addition to this, William Birkin-the creator of G-virus and also a talented researcher-didn't let Umbrella to claim his legacy. They instructed Hunk and a salvage team with a bio-weapon named Mr.X (a type of Tyrant) to take it out from him. To get back the G-virus, William infected himself his virus and became a dangerous monster. Leon and Claire met Ada Wong-a mysterious spy and Sherry Birkin- William's daughter. They both escaped out of the tragedy and continue to another nightmare...

RESIDENT EVIL 3 returns to Jill Valentine-the heroine with Chris Redfield in the incident of Resident Evil 1. While Leon and Claire was wandering in the city, Jill was trying to escape from the city at the mean time. In her adventure, with the help of Carlos Oliveira-a member of Umbrella Biohazard Countermeasure Service (UBCS), Jill also discovered some more hints about the secret plan of Nicholai-Carlos's comrade which involved Umbrella and viruses. When escaping, she was pursued by a new intelligence bio-weapon of Umbrella - Nemesis which was created in Europe. Umbrella decided to destroy all the city to wipe all evidence about the. Passing all the hazards, finally she escaped with Carlos and decided to join Chris Redfield...

RESIDENT EVIL GUN SURVIVOR lets us know about another side of Umbrella. Totally separate from the events of Raccoon city, an outbreak has occurred elsewhere. The lone survivor of a helicopter crash finds himself amidst a living nightmare and has no choice. He had lost his memory and tried to find out what happened to him. Passing the episodes of the game, he thought he was Vincent, when the real Vincent was keeping track of him. This guy was also a part of Umbrella of creating

viruses. At then end, the main character really found himself to be Ark Thompson and that he has come to Sheena island to help his friend Leon. Ark and two children, Lott and Lilly, escaped the self-destructing island and one of Umbrella's Tyrant bio-weapons.

Okay, let's go to our topic RESIDENT EVIL CODE VERONICA. What about Claire and Leon after the incident of Resident Evil 2 ? Leon has taken part in a corporation about anti-virus. Claire, she decided to find her brother Chris Redfield... as she wanted. Three months later...

6/ C.H.A.R.A.C.T.E.R. B.I.O.S.

CLAIRE REDFIELD

Sex : female
Age : 19
Height :169cm
Blood type : O
Standard Items : Lighter, Lockpick
Begin Items : Lighter
Characteristics : Claire Redfield is a person who is different in behaviour but sometimes hard situations make her becomes a wild and violent woman. Her favourite is riding motorcycle. Claire had ever come to Raccoon city to find her brother but she knew that he hadn't been there. She came to Europe-Umbrella HQ where her brother had said in his diary and found something about them that they arrested her and sent her to prison in Rockfort island.

CHRIS REDFIELD

Sex : male
Age : 25
Height : 181cm
Blood type : O
Standard Items : Lighter (optional)
Begin Items : Glock 17 Handgun, Handgun Bullets, Combat Knife, Green Herb.
Characteristics : He is a member of S.T.A.R.S. as a marksman or pilot- a violent people who has no emotion. Chris has brought up with a past that was not good as most of us think about him : dismissed from Air Force to be a drifter because of violent behaviour. Then Barry Burton helps him to join S.T.A.R.S. Alpha Team and he has proved himself very fast as a famous marksman and efficient member.

After the incident of the mansion in Raccoon, Chris and his partners decide to find out about this mystery. He went to Europe for his work as a "vacation". Later, from Leon he knew that his sister was caught and sent to Rockfort Island. So he began a journey to find her.

STEVE BURNSIDE

Sex : male
Age : 17
Height : 173cm
Blood type : AB

Standard Items : Picture

Begin Items : Combat Knife, Sub Machine Gun

Characteristics : Steve is also a prisoner who was caught like Claire and has been trying to escape. Hot and stubborn, he became Claire's partner. In the game, we will find out about himself and his family.

ALBERT WESKER

Sex : male

Age : 38

Height : 183cm

Blood type : O

Standard Items : N/A

Begin Items : N/A

Characteristics : a person who was considered to be "dead" in Resident Evil 1. Wesker created T002-Tyrant and wanted to sold it to someone. But Chris killed Tyrant which destroyed his plan. He betrayed his partners and now he worked for a mysterious corporation which is Umbrella's rival named HCF or something. He also wants to get revenge with Chris who defeated him once . Look ! He has returned...Now he is a super human with the fierce red eyes. He wants to kill Chris...

RODRIGO JUAN RAVAL

The warder who caught Claire when she was trying to escape from the chase of Umbrella . After some troubles, he lets her go and manage to live in the areas. In some parts of the game, his fate depends on your decision. You will know what would happen to him later in the game.

* The other characters :

ALEXIA ASHFORD

She is a member of Ashford family who is considered to be the person remaking the beautiful glory of this family. Intelligent and sharp, she was always the top of her class and is a genius of chemists. Umbrella Chemical Corporation offered her the position of head researcher. She was going to do a strange experiment of her new virus by being frozen during 15 years in a secret place that everyone thought she was dead.

ALFRED ASHFORD

Alexia's twin brother. This guy seems wise and insane. He killed everyone who involved his secret work to protect Alexia-a guy who loves his sister to death. You'll meet a lot of annoying with this guy.

ALEXANDER ASHFORD

The person who is considered to be Alexia and Alfred's father. He built facilities at Rockfort Island and Antarctic to be a place for some experiment. This facility has some parts which has the same design as Spencer's mansion in Resident Evil 1 with the main hall and Sterile Room. But he disappeared mysteriously. In the game, you will find what happened to him.

7/ W.A.L.K.T.H.R.O.U.G.H.

Okay, this full walkthrough display every important episodes in the game, what you see and what you do. New beginners should use this guide for reference.

=====

7.1/ PRISON AREA

=====

Open the status screen and use equip the Lighter...

After the talk between Claire and Rodrigo, go find a green herb, a combat knife, a handgun bullets and get out. I don't remind about healing items and bullets anymore but you should collect them yourselves. There's a Handgun Bullet Box on the way to the stairs. Go upstairs to the graveyard and try to escape those zombies. It's not so hard. When the movie has just ended, you try to run forward and avoid the zombie in Claire's front. You can be bitten once. But if you are expert, you can pass them smoothly.

In the next area, go to the corpse to grab a gun. Steve Burnside will appear to joke with you.

After that, you'll have a handgun to defend (M93R handgun). It includes 15 bullets. Now go to the unlocked door and turn to the right room of Claire. You'll reach a dormitory of prisoners. A zombie outside is trying to destroy the glass window. Get the handgun bullets and he'll dart in. At the meantime, the other sleeping zombies also wake up to eat you. Just keep calmness and shoot them at an appreciate position, then get the M-100p. You can find another Handgun Bullet box in the WC. Get out of here. Forward to the yard. Don't worry about the moving corpse you see on the way, just continue. Until you get to a room where there is a security box. Put in all of your items, except for herbs. Here you can collect Flame rounds, B.O.W rounds and First Aid Spray, then find Steve.

Steve is doing something with the computer. He finds info about Chris - Claire's brother on the screen. Then Claire has emailed Leon to inform Chris about her.

After the talk, put the switch which Steve has touched and then get the Hawk Emblem in the drawer near the typewriter, putting it into the 3D-duplicator machine in the previous room. Then get out and collect your items from the security box. In the yard, put the switch in the left of the shutter, the zombies together attack you, even the ones who was locked before. Don't worry. Try to aim the bomb and shoot it to decrease the number of living zombies by M-100P, then kill them at time. Take the Fire Extinguisher and return to the graveyard. The guys whom you avoided are still here. Just kill them all by M-100P. Then use the Fire Extinguisher to put out the fire of the helicopter near the stairs and you'll get a Briefcase. Open the status screen, use "Check" command and rotate to the red switch of the Briefcase and open it. You'll get the TG-01 and file showing how to use it.

Now take them all and return to the 3D-duplicator, put TG-01 on the machine beside to form it. It will give you the Special Alloy Emblem. The zombies outside destroy the glass windows and get into the path. You must try to avoid them without any weapons. Now collect all your items (remember to bring the Empty Extinguisher if you can) and shoot them if you like.

Get out and reach the area where you first met Steve. There can be three tomb zomies around. Put the Special Alloy Emblem on the largest door to unlock and get into it.

=====
7.2/ PALACE
=====

You see a vehicle blocking your way. Choose the left small path to pass it. Then you can find Handgun Bullets on the car. Grab the two green herbs if you like. Then observe the place. A fire has blocked your way again. But you find two boxes that can be pushed. Push the first box forward as far as you can. Then you move to the right to cover the fire there. Climb on it to continue going.

Wipe all the zombies in the passage way. Then go up the north steps to palace. Get a green herb and Navy Proof. Then go into the mansion (it's great !) Go upstairs to the Save Room. Try to find a brown cabinet and push it aside to get the Umbrella ID card. In this room, you can see another locked door which is carved a hole of some pair of guns, a green herb. After that, go downstairs to the computer and put in the card. The password is NTC0394. You know it by using "Check" command, verify the code in the back of the card. The brown door on first floor will be opened. At first, you can go to the blue door (Restroom) to get First Aid Spray and a Duralumin case but now you can't open it. When you first come here, there are some bats flying around. Equip the Lighter with you to prevent from being scratched because they are afraid of light.

After getting back to the hall, go to the brown door, fight some zombies and get into the only door you can open. Try to search the room and find a art object of an ant between a lot of other models. Put the blue switch to see a film about Alfred and Alexia's childhood. Then a secret way appears. Go to it and get the Steering Wheel. You can see the pair of Gold Lugers which used to put on the hole in the Save Room here but now you can't get them...or you'll die (You want to know what will happen, just try it >:->).

Get out of the mansion..."Aahhhhhhhhh.....Help me !"- cried Steve. Ok, return to that place and check the screen on the wall, choose C and E if you want to save him quickly. If not, just arrange the wrong order to show him "what is a real pain in this damn place ?". Steve gets out happily with the Gold Lugers. He neither gives to you nor stays there. So you can't have them now. Now you really get out. But another quest is waiting for you outside...

After the unlucky conversation with Alfred, go down the steps in the left of the courtyard, get the map and ammo, then put the Steering Wheel on the table and turn it.

=====
7.3/ SUBMARINE / AIRPORT
=====

Go down the ladder, get the Side Pack and then move the lever to get to the bottom. Go to the room and knock out the zombies. There are two ways here. First, go to the shutter and pass the bridge. In the next room, you can find a lift to the above floor. Get on it and go up. Then operate some machine to move the hook catching the big box up and right as far as you can. After that, go down the lift and put the switch which was hidden by the box before. A big lift will be move up from underground and some zombies attack you. First, you should get out of the crowd because it's not good for you to be surrounded. Then equip anything you like and shoot them all, get the Biohazard Card and some arrows on the boxes. Now go back to the palace passageway and go down the steps, reach the right way.

=====
7.4/ MILITARY TRAINING FACILITY
=====

Wow, a gulp worm (looks like Grave Digger in Resident Evil 3 Nemesis) but don't mention it, just try to avoid and get to the nearest door. First, go up the left stair to get the bow gun and read a file. Then you'll see a scene that a researcher who is locked in the room was killed by some monster (I have been startled...). You'll see a picture of a skeleton inside with the code number but it's too far for you to read. Now get out quickly.

The shutter will close because of the blocked ventilation. Claire will take the rest. Let's see how wonderful she is when dashing out of danger. I love her !!!

Now check this place to get ammo. If you want to have some explosive arrows, go to the room at the end of the hall. You enter the Locker Room. There will be a zombie coming at the door you have just got through. Try to knock him off by handgun quickly. Then you find three others wandering here too. They are hidden in the other side of the lockers. If you don't want to lose health, wait for each of them to see you. You can find Bow Gun Arrows on the bench, in a locker and on a corpse near the next door. Get into that door.

This is the swimming pool. There's a tomb zombie in the sauna and another one going around the pool. You go downstairs, jump down the pool and move the valve on your right. The falling water from the lion statue's mouth will stop let the Key with Tag on the bottom. Get the key and go back to the hall. Get through the right door to the office on the right. There are about four zombies here. A lying zombie is next to you when you just get in. Kill him now or your feet will be hurt. There's a Green Herb in the corner too. In this room you can have Military Training Facility map and Bow Gun arrows. Then try to find a locked cabinet inside. Use the Key With Tag to open it. You grab Bow Gun Powder and create explosive arrows. After that, back to the hall again.

Here you find a locked shutter in the end of the room. Now use the Biohazard Card to get into the second shutter and go to the door. The shutter is closed (maybe this is Alfred's joke)...

But he really appears in the yard. Try to avoid his shots and then go up the stairs to chase him. He has disappeared. Go to the right door and continue. The left one is locked. If you open the brown door, Alfred again teased you. He closed the shutter and laughed at you from the radio. When the shutter is closed, if your eyes are fast, you can see D.I.J - the mouse trying to get out. First, you should get into the grey

door to prepare yourself. It's a Save Room. Get the Hemostatic for Rodrigo and put it in the Item Box. You should let some blanks in your inventory. Then get out and go to the brown door. Collect the Sub Machine Gun and then...

Oh no, a Bandersnatch. This guy would be tough with a handgun. Use explosive arrows with it. Two correct shots can defeat it. Just don't let its hand grab you.

After that, go down to the small room. Another Bandersnatch will grab your head. But don't worry. Steve would come to save you (yeah right !!!). The give him the Sub machine gun, he'll give you the Gold Lugers. You can see they are really "happy" with this exchanging joke. But don't be happy too early. Alfred wants to do pranks again. He controls the turn table to give you and Steve down. Now you take control of Steve and enjoy your guns !

=====
7.5/ STEVE BURNSIDE
=====

Kill all the zombies here and continue on your way. Pay attention to the bomb around this area. You can get to the door in the left of Steve but it's not necessary for him. Go to the left door and continue to "joke". When coming to the sewer, you return to Claire and take her control. Go to the only door you can go, then coming to Steve and see a film. It seems that something makes him hurt when Claire asks why he comes here. You'll know soon...

=====
7.6/ WANDER IN FACILITY
=====

Now unlock the left door to 1st floor and go to the Model Room. Get the Eagle Plate. Find the way to Tank Yard, unlock the pink door and return to the main door of the facility. Go to 2nd floor balcony and put the Eagle Plate on the hole (where Alfred shot you. You'll get Emblem Card. Return to the facility elevator and go up to 2nd floor. Use Emblem Card to open the shutter to Monitor Room. Some zombies collapse as the "dead". Now take the Army Proof. On the computer screen, move the camera to the Picture of the Skeleton and see the number. Then the ventilation will be put off. Remember it. After that, the "dead" zombies will wake up to haunt you. Okay, eat this. Here there are some grenade rounds and a monitor which says about a virus monster named Albinoid. If you are new to this game, I suggest you should read it to know about this new monster because you will have to fight it anyway. Then you can unlock the brown door to go out. In the courtyard, find a hidden ladder and go down, use the Emblem Card to open the door. You are at the area where Steve was. Open another electronic door, getting the Grenade Launcher and some grenade rounds. After that, the Emblem Card will be discarded.

If you want to discard the Biohazard card, too, use it to open all the other electronic doors (some of them have ever been Alfred's joke, open them all). This card will let you return to the room where the researcher died. Enter the number you saw on the picture and get in. Get the Acid Rounds and the Picture of the Skeleton, then a little Albinoid will break the capsule and call a lot of others to surround. Now you have 30 seconds to get out. Don't shoot them for useless. Just run until you get out of the shutter. Try to pass the electricity and gwt out. Now

you are the one who does everything to survive. Huff...

Return to the Model Room on 1st floor and hang the picture of the skeleton on the wall where you get the Eagle Plate. Another wall will be pulled up which appears a mini-size model of the facility. Get the Gold Key but now it's not time to use it. Just store it in the Item Box.

=====
7.7/ RETURN TO PALACE
=====

Get out of Military Training Facility, going through the Gulp Worm yard and head to Palace again. Find the Save Room on 2nd floor.

Use the Gold Lugers to put on the hole in the Save Room. Get into it and solve a puzzle about password. When you turn on the computer, the clock on the right wall makes some move and its light is lighten. Read the file beside the computer and move the numbers on the clock s it says and find the password. Then enter it on the computer. If you're right, the clock will move aside remaining a new area. Refer to "Frequently Asked Questions" section if you are so stuck.

At that moment, a Bandersnatch will leap in from the glass window, just knock it out. Go to the new area to a path which takes you to Private Residence of Ashford family.

=====
7.8/ PRIVATE RESIDENCE
=====

You have entered a passageway to this new location. A big laughter sounds when you get in. Hm...

Try to pass over the Bandersnatch and enter the mansion. Tons of them can re-appear if you just try to kill and kill.

How great the mansion ! It's not only beautiful, but dreadful as well. Just take a look at the giant doll hanged on the ceiling. You can see what kind this family is...

Use the Lighter to avoid the bats. If you go to the left door under the stair, there are only ammo and Ink Ribbons there and a Bandersnatch. You can use your Lighter to kindle the fireplace to get regular arrows. Go upstairs to the only room (get ammo and First Aid Spray). You'll here a conversation between Alexia and some voice sound like Alfred's. You'll know the truth later. Now get to the red room (where Alexia has just been) and turn off the music box and grab the Silver Key from the bed. After that, get out and back to Palace.

At palace, use the Silver Key to open the big door which is beside the one where you have come to save Steve. Get the second Eagle Plate, ammo and file.

=====
7.9/ RETURN TO PRISON
=====

Bring the Eagle Plate and the Hemostatic medicine with you. I think you should check the place first, then come to Rodrigo because you will use the Lighter for the bats here.

Return to the yard where there is a guillotine. Put the Eagle Plate in the hole and kill two zombies. There are a lot of sudden zombies here, about three guys, just be careful anytime and anywhere. If you go forward to the end of the path, you'll find an Item Box here with a door which takes you to the security room of Prison Area. Now it's time for you to collect the items in Prison Security box and put in your item box. Remember the Empty Extinguisher if you let it here in the beginning.

Return to the previous path and go to the door to a terrible infirmary. There are some ammo and First Aid Spray here. Nothing more, except the statue of human body whose one eye is missing. Don't mention it and go to the punishment room (Something wrong behind you...) What a hell ! The room is covered with blood. Kill four zombies, get the Duralumin Case and Red Herb. Get out...do you hear something wrong ? Follow the sound and...a doctor zombie is eating a dead zombie. I think this is the anatomist who wrote the diary... No, he is chasing to you, even the dead zombie also wakes up. Kill all of those terrible things. This zombie can go very fast, I think you should something great like Explosive Arrows or Grenade Rounds to finish him. Your Handgun is not his rival. Then you can use ordinary weapon to fight the "patient" zombie.

The "anatomist" drops a Glass Eye. Use it to put on the statue, a secret cave is opened. Get into it to a basement hall. Kill three zombies, get some ammo in front of the curtain and go to a stone room.

There are some statues here. Get the Rusted Sword from one of them. The door of the room will be locked and the gas is filling. Now you must pay attention to the statue in the center, move the bar under it, move until everything is finished. Don't stop doing this or you could be confused. Just be calm and rotate the bar.

Okay, the door will be unlocked and gas will disappear. Now put the Rusted Sword on the statue where you got it from, kill the zombie and get the Piano Scroll.

Now get out of this terrible place and return to Rodrigo. Give the Hemostatic and let the Lighter to him, he'll give you the Lockpick as your standard item. Use it to open all the Duralumin cases you collect. You'll get a bow gun powder (to create explosive arrows) and a M93R part to combine with your gun.

=====
7.10/ RETURN TO PALACE/PRIVATE RESIDENCE
=====

When returning to Palace, Claire is welcomed by Wesker who has "revived" from Resident Evil 1. It's a pain for Claire to taste how Wesker really is. This scene is just available in Resident Evil Code Veronica Complete or Code Veronica X.

Get in the palace, use the Silver Key to open the upstairs room which you realize this is a casino. Put the Piano Scroll on the piano to sound Alexia's song, the slot machine will open which has the King Ant Object. There are also some herbs and bow gun powder here. Now return to the area where you have saved Steve, find the final door of the corridor, use Gold Key to open it and solve the puzzle of the gallery. Try to guess who are in the pictures. You can find the hints on Alfred's

pictures. Refer to "Frequently Asked Questions" for details if you don't want to wake your brain.

After solving it, the picture of Alfred will rotate to the picture of Alexia. Get the Earthenware Vase. Check the mouth of the vase to get Queen Ant Object. Let's return to Private Residence.

Get to the red room and put the Queen Ant Object to open the music box again and take out the Music Plate. Then get to the next room (blue room) and put the King Ant Object to open the box and put the Music Plate for it to sing. A ladder will be dropped. Climb it. Search the place, you'll find a green herb and a Silver Dragonfly Object. Put out all of its wings to get the body only, then put it in the mouth of the huge ant art on the wall. Another ladder is dropped. Climb it, get the News Paper Clip, ammo. Then push the big box to the right, stand on it to get Confession Letter and Air Force Proof. Go down that ladder and go down the below one, too. Now you're at the red room. When you want to get out, Alexia appears then... No, I'll let you enjoy the film yourself...

=====
7.11/ AIRPORT
=====

Now you must go to the Airport. Get out of the Private Residence and Palace. Remember to bring the three Proofs After talking to Steve, follow him until you get the submarine. Kill the zombies and go to the left door (small door), putting the three proofs on the table and step to the Airplane. Steve will operate the plane. He says that he can't fly with the bridge blocking in front of.

In the cockpit, collect the Control Lever on the floor. Return to the previous room and go to the shutter, passing the bridge to the next room. Go on the lift and get into the door. Go forward to see some corpses and find the Airport Key. (Don't worry, these guys just want to annoy Claire's brother, not Claire). Then get out and put the Control Lever on the control panel to rise up the bridge. Go down the lift, use the Airport Key to open the shutter beside. Get some ammo and prepare yourself carefully. It's good to save here. Then try to move the box which makes them are all in the elevator and then you come in to. If you accidentally spoil the position of the boxes, you can temporarily get out of the room, then go in again. Everything would be re-arranged as it was.

After solving this puzzle, you get in the elevator and must escape within 5 minutes. Try to run on the way to palace but...

BOSS STRATEGY : Tyrant 1

After some burn, you must fight the Tyrant which is sent by Alfred. Try to keep the safe distance, neither close nor far or you'll be dead in the fire. But also don't let it hit you or you'll be throw far away. Use your grenade launcher all your limit.

After defeating him, use the submarine to return to the airplane with Steve. See some scenes...

Something happens on the plane. Steve asks you to check the tail of the plane. Use the item box to prepare yourself and save (You must do this !) Then open the door...

BOSS STRATEGY : Tyrant 2

This is the back of the plane. Forward you is the way to air. Now you

can't defeat him by using ordinary ammo. Pay attention to the catapult in the right. The first time you put, Tyrant easily pushed it again. Now you must use your ammo to make him wounded. First, try to avoid from his hits. Only two of his hits can take you to the other world. But don't stand too close the air or he will hit you drop down. Try to avoid hits and shoot at the same time...until he is weak (he's bleeding). Now deceive him to stand close the air and put the catapult to play the finishing blow... OK ! But remember... he never drops in the first time pushing. If you don't have enough ammo to defeat him, try to push until the 4th time, you'll be successful.

===== END OF DISC 1 =====

=====

7.12/ ANTARCTIC TRANSPORT TERMINAL

=====

What a romance ! Poor Steve...

You are being at some place in Antarctic. Climb down the ladder. Go to the worker's room to get ammo if you like (or you can come here after supplying the electric power, the atmosphere will be lighter). You can find the map of this place. Then get in the worker's bed and check the locker, you have a First Aid Spray and some ammo. But then, the zombies will wake up and come to you. Be careful and kill each of them. They must a locker if they want to attack you at such position. So don't worry about being circled. You can find Worker's Diary and Acid Rounds here too. Get out now.

Go downstairs to the Save Room, get some files and items here. Currently there arr some green herbs and Ink Ribbon. Then try to go to some locker behind the wall. You'll meet D.I.J again but he'll run away. Get the Butler's Letter here and find a switch in the locker. You can't operate this locker until the electric power is supplied.

After that, get out of the room and go to the left, try to avoid the moths as fast as you can. Don't shoot them or you will become a victim of a re-appearing joke.

Go into the room and kill four zombies here. First, head to the Weapon Room. This room is pretty dark and one zombie will welcome you at first. There are some more guys around here beside that one. Check the row of cabinets to grab Assault Rifle and find the Mining Room Key on a box (the sparkling thing). Go inside, you can find a cabinet which is locked next to a fake dead zombie (be careful with him !). First, collect the Detonator from the corpse and put it on the cabinet. You need the Lighter to open it but now you don't have. Don't worry, Chris will handle this.

Now get out and go to the Mining Room just near there. Try to find the high steps, climb them and REMEMBER TO EXAMINE THE OCTA VALVE HANDLE HOLE. Now go to another room here, knock out all the dogs. There are three dogs sleeping here and sometimes they ONLY appear when you make them woken up. There are a lot herbs and ammo for you to restore what you lost in Disc 1.

First, find the machine which has the blue light and operate it to supply power. Then find a red switch and turn it on. Now the atmosphere seems lighter because the power has been supplied. Now return to the big hall and go to the B.O.W room which is the opposite of Weapon Room. Try

to find the Bar Code Sticker. These Black Widows can be pretty annoying and you can be killed when being surrounded. Remember that you DON'T go to a corner with nothing there, the spiders can take that chance to block you and finish your life gradually.

Then go to the center of the big hall and operate machine to move the package to you. Stick the Bar Code Sticker on it and it will be moved to the B.O.W room. Return to that room and now you can get the Gas Mask beside the door. Now let's go to the Save Room and put the switch to move the locker. Alexander (monster Nosferatu) is here. What do you think about his "great" voice ? Ignore him and get the pot. Check its bottom you'll find the Machine Room Key.

Get out of the Save Room and go upstairs. Go to the big door. There are two doors here. Go to the right door (Machine room-your right) and check some machine. Steve will come in...

Hmm... Our Steve has fascinated by our sweet Claire Redfield that he spoiled everything, and you are the person who must be responsible for what he did.

After getting out of the room full of gas, get into it again with the Gas Mask and find the Square Valve Handle in another door in it. Then get out and go to the left door where you see a cage blocking a zombie. Put the valve on the machine to cut it into Octa Valve Handle. In this room, you will see a zombie locked in a cage that there are something like Duralumin Case. Now you can't open it but Chris will get them. After that, go to the Mining Room and use the Octa Valve Handle on the hole. Alfred assaults you again. See a scene... (Bravo ! Steve !!!)

Get Alfred's Sniper Rifle if you like, and then get on the lorry with Steve to get out of there (Notes : I suggest you should go to the Save room to prepare yourself. Remember to let some weapons for Chris in the Item box). Now you are on the highest floor of some house. When you go downstairs, Nosferatu appears. Steve is drop to the air but he tries to reach. Only you fight Nosferatu.

BOSS STRATEGY : Alexander

This boss is not tough. Just try to avoid his tentacles and don't let yourself drop. Aim your sniper rifle very correctly at his heart. Some of these and handgun bullets can knock him down. If you use a knife to complete this guy, try to stand in the best position where his tentacle can't reach. You'll receive another ending of Nosferatu with the knife used.

After that, Claire and Steve use another lorry to escape. See an FMV scene and know what will happen to them (End of Claire's scenario)

=====
7.13/ MILITARY TRAINING FACILITY (BEGINNING OF CHRIS'S SCENARIO)
=====

Chris has been told about Claire. He passed the sea to come to Rockfort Island to find his dear sister.

Now you take control of Chris Redfield-Claire's elder brother. After climbing, find Rodrigo and talk to him. A gravedigger will appear and gulp him. Now you try to get the weapons that Claire put in for you, especially the Assault Rifle or Bow Gun. Go to the next room and fight

the worm.

BOSS STRATEGY : Grave Digger

Try to aim at it when it rises from the ground. Run as much as you can to avoid its hits. The best weapons for this thing are automatic weapons such as Submachine Gun or Assault Rifle. But if you don't have them, try to do your best with the Bow Gun. When it is defeated, it will give up Rodrigo.

Before dying, Rodrigo will tell you about Claire that she has run away, giving you her Lighter. After that, use the elevator to get down. Kill four zombies. Then get out of the room and put the switch behind the tank. A hidden lift will appear. Go down on it and get to the Save Room. Try to solve the puzzle of the chest to get the Luger Replica to unlock Steve in Battle Mode.

Prepare yourself here. Then get out and go to the end of the way, get the Battery. Try to avoid those Black Widows. It's no use to deal with them. Bring the Battery to the room where you kill four zombies. Put it on the red lift and go up. Get the Chemical Storage Key and some file in the left end. You are on 2nd floor. Get in the next door and go to Monitor Room. Now you'll see the monitor of Alexia singing for her brother's funeral "Berceuse". After that, you'll see Wesker keeping track of Chris by the cameras...

Now get to the left door. You'll find the Eagle Plate being drifted by the stream. Get to the bio-experiment room where the researcher was killed (which is burnt) to get Bow Gun arrows and Side Pack. Then return to the elevator to the B1 area. Then get down to the stairs and take the Shotgun. Here you can pass over the water to get two red herbs and a hole to the Save Room. Now get ammo to the door to a light room. Get a Green Herb at the corner. If you press the button on the machine beside the big door, one of the glass capsules will low remaining the Assault Rifle ammo on the top. In the next room, collect the bow gun arrows and the Door Knob. Soon Wesker's cameras find Chris. Then two Hunters appear to attack him. Use your Shotgun to take wipe of them all. Try not let them touch you or jump, kill them as fast and correctly as you can.

When the fight has gone, go to the lab in the left, use the Chemical Storage Key to open the freezer. The temperature is 128F and get the Clement z. Here there are a Red herb and a Blue herb, Shotgun shells and handgun bullets. After that, a Sweeper will dash in from a broken window. Kill it by your Shotgun which has already been fully reloaded. Then get out of the basement by putting the Shotgun on its place and return to the the room of the dead researcher, there is a camera here, too. Then go to the door beside. You'll see a door whose knob is missing. Use the Door Knob to open it and get the Tank Object. Then get back and use the elevator to get to 1st floor, be careful with the camera or a Hunter will attack you. Go to the Model Room and put the Tank Object on the model. The picture on the front wall will drop down. There are a file and the Turn Table Key. Inside you'll see the 3 holes which might be for the three Proofs that Claire has put in the Airport. Get the items all and return to B1 at the room where you first meet the Hunters.

While going, Chris has a "talk" with Wesker - his strongest enemy. Let's see how Wesker treats Chris. Yeah, Chris now looks like a baby for him and it's so easy for the black guy to get his revenge...

Reaching the Turn Table, use the Turn Table Key to go up. There are Bow gun powder here. Get outside of the box and then push it inside. Climb it and get Bow Gun Powder. Go to the right room of the hall to get Shotgun shells and Acid Rounds. Then get out to the yard, kill the lying zombie. Then get down the ladder and kill all the zombies around you. Get to the weapon room, take the Clement a and modify your Glock 17 if you like (Enhanced Handgun). Get out of the facility and use the big elevator in the yard (be careful of the Hunters) to the Airport.

=====
7.14/ SUBMARINE / AIRPORT
=====

Prepare yourself in the Save Room. Let at least three blanks in your inventory and remember to bring MIXED HERBS. The Hunters can kill you anytime and it's a great pain to redo everything. Go out, kill the Hunter and get up the lift, then continue the room where there are a lot of corpses. Now you can operate the petrol system in the right of the door. Try to refine 7 lit in the bottom pack. There are many ways to solve this. I think I should let you do it by yourself. It's pretty simple mathematic.

After that, the corpses will wake up as the zombies to attack you. Fight them and get the Shotgun shells. Get out and move the Control Lever to low the bridge. Go down the lift and get through the bridge you have just decreased. Kill the Hunter and zombies in the room. Then get to the left door and knock out another Hunter. Press the control panel before taking the three Proofs if you don't want to be shocked by electricity.

=====
7.15/ GET OUTTA FACILITY
=====

Return to the facility at the gallery on 1st floor (there are two Sweepers in the yard - you can easily avoid them by running next to the wall to the entrance, don't stop while going anyway.) and put in all the three Proofs in their positions. The model will move backward which a hidden ladder appears. Get herbs and Shotgun Shells then get down. There are herbs and grenade rounds along with some... Black Widows. Don't deal with these things, try to pick the items if you can and climb down another ladder. Get the herbs. Then you'll fight a mature Albino.

It's in water which is very appreciate for it to attack by electricity. So don't let your body in water. Try to shoot on land. ait until it comes near you and shoot. I think Shotgun or Sub Machine Gun are good now.

Okay, after defeating Albinoid, get into water and grab the Eagle Plate. Then combine Clement a with Clement z into combined Clement. Then use it to take the Halberd out of the Eagle Plate. Return to the hall where you get the Battery. Put the Halberd in the white door and get. Chris is flying to Antarctic.

=====
7.16/ ANTARCTIC TRANSPORT TERMINAL : WHERE'S CLAIRE ?
=====

Now get into the last door and shoot the tentacles. You'll realize this place is where Claire was. First, go to the Save Room, there are no moths here but zombies. If you don't turn left, the zombies won't wake up. So you SHOULDN'T.

In the Save Room, use the Halberd to put on the hold beside the wardrobe and get the file, Ink Ribbon and Paper Weight. Prepare yourself here. Then go upstairs, go to the big double door. Now the ice has covered the room that you can go to the other area Claire couldn't. But you should go to the first left room. The cage was broken that there are 3 zombies here. Shoot them, get the Duralumin Case and Shotgun Shells. Chris can't open the case so remember to let it in the Item Box. You have nothing else to do here, just get out. Go to Machine Room. This is also covered by ice. Take the Octa Valve Handle Claire had put. After that, some zombies under the ice will wake up and surround you. Just be careful to avoid being bit, use the Shotgun to defeat many guys at the same time.

Get out of the room and go to the new door in the other side. There are Wesker's cameras here. Try to avoid them. You can go to the right door and see an Extinguishant. If you combine this thing with your Empty Extinguisher Claire has stored in the Item Box, you'll have a full Fire Extinguisher. Then get down the nearest lift. It takes you to the Weapon room. Use the Fire Extinguisher to put out the fire and you'll get the Magnum. If you forget to keep the Extinguisher, you can't get it anyway. But it's okay because you are still able to finish the game without it. Here you can use the Lighter to open the locked cabinet. There are a lot of Handgun Bullets inside. Then get up the lift to the water room again. In this room, if you climb the ladder, you'll find a square hollow for the Square Valve Handle, oh no...

Get on the elevator. Now it's all dark. Be careful because there may be a Sweeper here. In the swimming pool you can find a Wing Object. There are four of them. But first, you should go to the nearest door in the opposite of the elevator. You are in a frozen area. Go to the right door (another Save Room), get ammo, herbs and save here. There is an octagon hollow. Use your Octa Valve Handle and turn it. Then put the switch beside. The electric power is supplied to the area. You get out.

Fight some zombies in the freezer, then get to the brown electric door. You'll realize this place almost looks like the blue room in Resident Evil 1. If you want to get the map on the statue, first find a position where the floor is cracked and then push the statue to there. Get Handgun bullets and Shotgun shells. Find the Tiger statue in the inside corridor. If you take out the blue jewel, you'll get the Socket. If you take out the red one, you'll get the Magnum rounds. Combine the Socket with the Octa Valve Handle, you'll receive a Square Valve Handle.

Now go on the elevator near there. You will find another Wing Object and a huge nest of ants. There are a lot ants here. Ignore and just step on them to run. Some little of your health can be lost, but it doesn't matter. The damage is very small.

The left door only has zombies and ammo. You don't need to go in it except you want to have some fun... Go to the right door, you'll see some blood. Get into it (this room seems familiar). Get a file and then check a machine in the left. You see a symbol of Alexia's name. Now you must find the symbol of Alfred's name. Check the Paper Weight and choose the symbols which are the other sides of Alexia's symbol. If you do right, a drawer will appear. Put the Paper Weight in it. Refer to

"Frequently Asked Questions" if you want the answer. Here I don't want to spoil your game.

After that, Alfred's corpse is dropped from a cylinder. Take his ring and then check to get Alfred's Jewel.

You have already had the Square Valve Handle. Return to the room above the Weapon room. Climb the ladder and use it. The water is removed. Go down the next ladder to the bottom and take the Crane Key. A Sweeper will appear. Just beat it as usual. Then return to the hall which is full of ice and use the Crane Key to operate the control panel in the right. The hook which is blocked under the ice will pull up a corpse that you know it's Alexander. After that, Alexia might appear. See the film... The spider under the ice will attack you. Just avoid it. Try to get Alexander's Earring and get Alexander's Jewel. Return to the swimming pool, you'll find another Wing Object here when the atmosphere has been lit. Then get to the big brown door. This is the great hall of the legendary Resident Evil, but now it's more beautiful...

Go to the wall behind. Claire is here !!! But she is kept in the cocoon. If you don't bring the Combat Knife, go upstairs to get it and save Claire. If Claire was poisoned in the fight with Nosferatu, she will collapse and Chris must find the serum. The serum is in the weapon room on the nearest shelf in Chris' right. You can only get it when Claire needs. Find and give it to her. Of course, some chubby guys could re-appear to welcome you.

=====
7.17/ STEVE...
=====

At that time, Alexia appears, using the tentacles to separate Claire and Chris. Now Chris is hurt on the floor while Claire is above. You'll hear Steve's cry. Chris asks her to save Steve. Now you take control of Claire.

There is an item box here. Just let weapons for Chris, you don't need them much, or at least you should bring Assault Rifle or Handgun with a few ammo with you to kill the tentacles. Remember to open the Duralumin Case that he couldn't open. Maybe it's Magnum rounds.

Go to the way and shoot the tentacles. It takes you to a small prison area. Go on the steps and move the valve. The launcher will give up a Crystal Ball. There is a heavy trap here. The only way to avoid is running fast. First, put the Crystal Ball in the center of the shadow square on the ground and quickly avoid. The trap will break the ball that remains a card. Now quickly get the Security Card from the center of the square... The trap is stopped. Don't worry any more. Now go to the small cyan door and use the Security Card to open the new area. Just go into it and...

BOSS STRATEGY : STEVE
No strategy here. Just run, run, run as far as you can. Remember to use a healing items (which are full 100% your health) after a hit because only two of his hits can take you to the heaven. If you're fast, he beats you two hits.

After that, see a FMV...
=====

=====
Now you are Chris. You are watching a conversation between Wesker and Alexia. Wesker is trying to capture her. She is on the stair, slowly go down...changing at the same time. Oh no, she now is a monster. She gets rid of Wesker by burning him. But the fire burned the door. And it's too late for Chris to get out. Now you must fight her.

BOSS STRATEGY : Alexia 1

This boss is not hard. Just keep a safe distance and shoot. If you stand too close her, she will kill you with one hit. But if you have the Magnum, only 5 or 6 Magnum rounds can defeat her. After that, take her choker and get Alexia's Jewel.

Go upstairs, put the three Jewels on the picture. A secret door appears. Fight zombies here. If you check this place, you'll find the blue and the red room which look like the ones in Private Residence.

First, go to the left grey door, grab the green herbs. Then use the lift to go down. Put the switch on the control panel for the glass capsule to open. Then get the fourth Wing Objects.

But now don't go there. Just go to a third room that there is some pictures of Veronica. Check the desk to get Sterile Key. Save here if you like. Then use it to open the brown door in the main hall. By this way, return to the Save Room and turn off the power. You can't go by the electric door. Now just go out return to the hall to the brown door at the Tiger Statue. No electric power, the statue won't move again. Get two jewels and return to the red room. Turn off the music and put the Red Jewel on the lid, then grab the Music Plate.

Go to the blue room and put the blue jewel on, then put the Music Plate. A ladder is lowered. Climb down and you'll realize this is the room in the film about Alfred and Alexia's childhood. Get green herbs, Handgun bullets and Dragonfly Object. Combine it with the four Wings Objects to make a complete Dragonfly. Then return to the corridor to find Claire. Return to the room where you get the fourth wing and unlock another door. It will take you to the place where Claire was. Go to the item box and prepare yourself. Try to push the wardrobe aside, you'll will see a frame which used to put a Shotgun in. Put it in. A picture falls down remains Grenade rounds and Flame rounds.

In the way Claire went, you can also push some cupboards on the way to get Grenade rounds and bow gun arrows. When getting out, Chris hears Claire's cry from inside the door but can't rescue her now. She will give you the Security File with the card inside by the bottom of the door. Then go upstairs, use the Dragonfly to open the door. Kill the zombies and enter the card to the computer. The password is "Veronica". Now you have 5 minutes to get out. After talking to Claire, Alexia comes and stop her escape. Shoot her at once by a long range weapon like Handgun or Bow Gun.

After Claire has gone, fight the 2nd Alexia :

BOSS STRATEGY : Alexia 2

This boss is ordinary. Just shoot it by Magnums, Explosive arrows or Grenade Launcher. Sometimes run to other place to avoid the annoying tentacles. Grenade rounds are good at these.

After that, Alexia abandon her base and fly in the air.

BOSS STRATEGY : Alexia 3

Get the Linear Launcher as soon as possible. Don't shoot her too soon or you'll miss continually. Her fire doesn't make a lot of damage. Choose a time that she will stop for a while and shoot.....BUM.....

After that, see a long scene and FMV.
Congratulation , guys ! You've beaten the game.

8/ Q.U.I.C.K. W.A.L.K.T.H.R.O.U.G.H.

Anyone doesn't want to read a long confusing walkthrough, just go here to see the basics and what to do. I open this menu only because of that. Even me, the author can't read my walkthrough because my eyes are too weak (sight-seeing).

NOTES :

- This guide doesn't contain specific items such as ammo or healing items.
- It doesn't show the specific places and Save Room.
- This walkthrough also doesn't show how to solve the puzzle or get items specifically.
- I have arranged the episodes of this walkthrough with the same order as the full walkthrough that help you easily compare them.
- With this walkthrough, the players yourselves have to understand the places and items as you're playing because this is a quick guide, not full guide.

=====

QUICK WALKTHROUGH

=====

1) PRISON AREA

- Find Steve, get the M93R Handgun and any necessary items
- Grab the M-100P in the dormitory.
- Go to the security area, find the Hawk Emblem. Remember to put in your metal items in the security box.
- Push the switch of the shutter outside.
- Put the Hawk Emblem into the 3D scanner. Then get out.
- Get into the shutter to get the Extinguisher.
- Return to the cemetery graveyard, put out the fire and get TG-01.
- Put the TG-01 on the 3D Duplicator beside the scanner and get the Special Alloy Emblem. Get out of the area.

2) PASSAGE

- Push the tank to the others, climb it and go to other side.
- Head to the palace (see the map)

3) PALACE

- In the yard, grab Navy Proof.
- Go to the save room, find the ID Card and use it to access the door by inputting in the computer.
- Go to that room and find a room with a projector.
- Watch the film, then grab the Steering Wheel and get out, don't get Gold Lugers.
- When hearing Steve's cry , return to save him.
- Get out to the below floor in the yard.
- Use Steering Wheel to get to the submarine. Get on.
- Try to control the hook to catch up the big tank.
- Find Biohazard Card and some other items.
- Get out of palace.

4) MILITARY TRAINING FACILITY

- Avoid the Grave Digger, get into the mansion.
- Turn to Claire's right to find the bio-experiment Room, grab the Bow gun and read the file.
- After the event, get out and go to the right room or locker room to find ammo if you want.
- Use Biohazard Card to open the deeper shutter, head to another yard.
- Avoid Alfred's shots, go to the right door.
- Go to the Save Room to prepare yourself, grab the Hemostatic Medicine.
- Turn to the next room, get the Sub Machine Gun and fight a Bandersnatch.
- Find Steve and receive the Gold Lugers
- As Steve, pass the basement.
- Take Claire follow him and see a film.
- Use elevator to get to 1st floor, grab the Eagle Plate in the gallery.
- Use it to put in the portion on the balcony of Facility 2nd floor, get Emblem Card.
- Use it to open all the shutters that Biohazard Card couldn't in the facility. You'll get Grenade Launcher (basement), Army Proof (Monitor Room, 2nd floor).
- In the Monitor Room, control the camera to see the code in the picture and remove the gas in the bio-experiment room.
- Return to that room using the code and grab the Picture of Skeleton
- Avoid the baby Albino and get out as soon as possible.
- At Facility 1F, hand the picture on the wall, grab Gold Key.

5) VISITED PRIVATE RESIDENCE

- Okay, return to palace. Put the Gold Lugers on the door in the save room.
- Solve the puzzle here, then get to the passage to Private Residence.
- Go upstairs to Alfred and Alexia's room.
- Go to Alexia's room, turn off the music plate and grab Silver Key.
- Return to palace, use Silver Key to open the casino and another door on 1st floor.
- In this door, take the Eagle Plate.
- Return to Prison area.

6) REVISITED PRISON

- Put the Eagle Plate near the guillotine, go to the infirmary.

- Get to the punishment room and grab items.
- Back to infirmary, fight the "anatomist" and collect the Glass Eye.
- Put it on the one-eyed statue, get to secret basement.
- Go to the Statue Room.
- After getting out the Rusted Sword, push the bar on the ground as soon as possible.
- Put in the Rusted Sword into its place, fight a zombie and get Piano Scroll.
- Meet Rodrigo to give him the Hemostatic, receive Lockpick.
- Get out.

 7) REVISITED PALACE/PRIVATE RESIDENCE

- In the casino, put the Piano Scroll in the piano, get the King Ant Object.
- Use Gold Key to open the door where you save Steve, solve the puzzle and grab the Queen Ant Object in the earthenware pot.
- Head to Private Residence.
- Put in the Queen Ant Object, grab the Music Plate.
- Put in the King Ant Object and the Music Plate, go to the new floor.
- Grab the Silver Dragonfly and put it in the ant art.
- Go to 4th floor, grab the Air Force Proof.
- Get out and see a film.

 8) AIRPORT

- Bring all the proofs and put on the table, get on the plane.
- Take the Control Level. Put it on the control panel on the upper floor.
- Pass to the next door and find Airport Key.
- Use it to open the shutter below.
- Solve the tank puzzle and use elevator.
- Fight Tyrant 1.
- Return to the airplane with Steve.
- After the event, go to the back cabin of the airplane and fight the final battle with Tyrant.

 9) ANTARCTIC TRANSPORT TERMINAL

- In the B2 corridor, go to the hall.
- In Weapon Storage, get Mining Room Key and Assault Rifle. Put Detonator on the cabinet.
- Go to Mining Room, activate and operate the electricity resource in Power Room. Remember to check the octagon hole on the port.
- In the B.O.W. room, find the Bar Code Sticker, stick it on the package and move. Grab the Gas Mask in that room, too.
- Return to Save Room, put the switch on the locker to meet Alexander. Grab the Pot and get Machine Room Key.
- In B1 hall, open the Machine Room.
- After talking to Steve, get into the room again and find Square Valve Handle.
- Go to the left room of Machine Room, put it on the machine to repair into Octa Valve Handle.
- Use it to the hole in Mining Room, get the Sniper Rifle and escape.
- Fight Alexander.

-----END OF CLAIRE'S SCENARIO-----

10) MILITARY TRAINING FACILITY (CHRIS'S BEGINNING)

- Talk to Rodrigo
- Defeat the Grave Digger, get the Lighter
- Go down the elevator, head to the tank yard.
- Put a switch to find a lift and go down.
- Grab the Battery. Get to the big elevator.
- Use the Battery to activate the red lift, go on it.
- Get Chemical Storage Key.
- After the event with Alexia, find the Side Pack in the left door if you want.
- Use the elevator to go to the basement, grab the Shotgun and go to next door.
- Fight Hunters. Collect the Door Knob.
- Go to the Chemical Storage in the left, solving the puzzle to get Clement z.
- Use Door Knob to open a door which is missing it, grab the Tank Object.
- In Facility 1st floor, gallery, put the Tank Object on the model, grab the Turn Table Key.
- Use this key to activate the Turn Table where you meet two Hunters to get to 1st Floor hall.
- Go to the right door first, head to the yard and climb down at basement.
- Turn the switch to remove ventilation, find Clement a in this area.
- Back to 1st floor hall, go out to the yard and use elevator.
- Get the place where you put the three proofs, bring back all of them to facility 1st floor, put them in the hollow.
- Climb down the new ladder.
- Fight Adult Albino, grab the Eagle Plate.
- Combine the two clements into one, use the mixture to take out the Halberd from the Eagle Plate.
- Use Halberd to open the door where you get Battery. See the film.

11) ANTARCTIC TRANSPORT TERMINAL

- Take off the tentacles, go to the Save Room to get Paper Weight.
- In the Mining Room, find the Octa Valve Handle where Claire put.
- Go to the new door that Claire couldn't door. In the right white room, use the empty extinguisher to full it up. Then get down the lift to take Magnum.
- Get down the elevator, go to the Save Room in the left. Use Octa Valve Handle to operate the electric power in the area, get out
- In the blue room, find the Tiger Statue to get the Socket, combine with the Octa Valve Handle to turn to Square Valve Handle.
- Get down the elevator there, grab the Wing Object, solve the puzzle to get Alfred's Jewel.
- Use Square Valve Handle to remove the water (in the room where you full the extinguisher), get Crane Key.
- Use the key to operate the hook in B1 hall, grab Alexander's Jewel.
- In the swimming pool, get two Wing Objects. Find Claire in the main hall.
- Get Serum for her in the Weapon Storage.
- Take control of her, solve the puzzle to get Security Card.
- Fight Steve.
- Return to Chris, fight Alexia 1.
- Get her jewel, use the three Jewels to open the secret door behind the

picture. Find the 4th Wing Object in the left grey door.

- Find the Sterile Key. Use it to open the Sterile Room (Blue room)
- In the Save Room in B5 area, turn off the power.
- Get the two Jewels from the Tiger Statue, put it in the Music Boxes as the puzzle in Private Residence.
- In the secret B3 room, grab the Dragonfly and combine with 4 wings.
- Find Claire, get the Security Card.
- Use the Golden Dragonfly to unlock the door upstairs.
- Access the Security Card, enter the password.
- Fight Alexia 2.
- Grab the Linear Launcher, fight Alexia 3.

-----END OF CHRIS'S SCENARIO-----

=====
OPTIONAL & CHANGEABLE EPISODES
=====

In this game, there are some unnecessary work you don't need to do. Or there are some altered episodes that following your actions and orders. Let me list them here for you to notice and decide do or not. I only list the REPRESENT, okay ? Why must I insist this word ? Because my smart fellow asked me a stupid question "What happens if I don't get ammo or healing items ? Isn't it a changeable episode ?". Oh my God, What a guy ! I repeat, I only list the episodes that affect your orders, items or features etc. That's what I want to say. Okay, let's begin.

NOTES :

- About the optional episodes, some of them which if you don't do, your rank will be lowered. See "Ranking System" for more details.

ACTION 1

NAME : Getting the Hemostate medicine to Rodrigo

TYPE : Optional

SEQUEL : If you do, Rodrigo will live longer.

If not, he dies earlier. That also means you don't have the Lockpick, too. Chris doesn't have the Lighter.

ACTION 2

NAME : Getting the Luger Replica

TYPE : Optional

SEQUEL : If you do, Steve Burnside will appear in Battle Mode soon the first time.

If not, he won't appear early.

ACTION 3 :

NAME : Fighting the Grave Digger with Chris

TYPE : Optional

SEQUEL : If you fight it, Rodrigo gives you the Lighter before he dies

If not, he dies inside the worm's body, Chris doesn't have the Lighter. That also means you can't open the cabinet in

Antarctic

Transport Terminal.

ACTION 4 :

NAME : Getting Wesker's sunglasses (Japanese version only)

TYPE : Optional

SEQUEL : If you get, Wesker appears in Battle Mode soon the first time.

If not, he won't appear early.

ACTION 5:

NAME : Solving the painting puzzle before or after meeting "Alexia" at

Private Residence.

TYPE : Changeable

SEQUEL : If you solve the puzzle before meeting "her", when Alexia's painting appears, Claire will say something like : "A portrait of a beautiful woman..."

If you solve after meeting "her", Claire will say something like "A portrait of Alexia..."

ACTION 6 :

NAME : Avoid Alexander's poison or not.

TYPE : Changeable

SEQUEL : If you're good enough to avoid Alexander's poison, Chris doesn't need to give her the Serum.

If not, he must give Claire the Serum to cure her.

This action involves the Action 7.

ACTION 7 :

NAME : Getting Alexander's Jewel before or after giving Claire the Serum

TYPE : Changeable

SEQUEL : If you operate the hook before giving Claire the Serum in order to get Alexander's Jewel, Alexia will appear and threaten you.

If you do this after giving Claire the Serum, she won't appear.

ACTION 8 :

NAME : Save Steve from the gas room

TYPE : Changeable

SEQUEL : Depend on saving Steve long or fast, you'll realize he has different actions and words for your saving. If I remember well, he has 3 different actions as 3 ranking scores you would receive after saving him. See the Ranking system for more details.

ACTION 9 :

NAME : Taking control of Steve

TYPE : Changeable

SEQUEL : I assure most of you like to use him to shoot those zombies in the basement. But try not to kill any of them, "They weren't even worth the ammo needed to kill them." - he says.

ACTION 10 :

NAME : Taking the Eagle Plate to use in Prison

TYPE : Changeable

SEQUEL : Depending on what Eagle Plate you use in Prison (from Facility or Palace), Rodrigo tells you different words.

There is a missing action : Kill the Grave Digger with Claire. I have tried to do this but I never had enough ammo to survive until Chris's scenario. This list is might be incomplete. I need ideas from you readers. Thanks and enjoy !

9/ R.A.N.K.I.N.G. S.Y.S.T.E.M.

I have some reminds for you. The ranking system depends on the hidden score the game marks you when playing. You can't see this score.

GENERAL RULES OF RANKING

Your rank after each playing time depends on :

- PLAYING TIME :
 - + 4:30:00 or less - 8250 points
 - + 4:30:01 to 5:00:00 - 7550 points
 - + 5:00:01 to 5:30:00 - 7000 points
 - + 5:30:01 to 6:00:00 - 6450 points
 - + 6:00:01 to 7:30:00 - 5500 points
 - + 7:30:01 to 15:00:00 - 5000 points
 - + 15:00:01 to 20:00:00 - 2500 points
 - + 20:00:01 or more - 2000 points

- GETTING MAPS :
 - + All maps : +100 points
 - + Less or none : 0 points

- SAVE TIMES :
 - + First time : -1000 points
 - + Everytime later : -50 points for each

- RETRYING TIMES :
 - + First time : -1000 points
 - + Everytime later " -50 points for each

- FIRST AID SPRAYS :
 - + None : +1800 points
 - + Use : 0 points

- Save Steve from the gas room (fast or slow)
 - + Fastest : +400 points
 - + Average : 0 points
 - + Slow : -1000 points

- Bring the Hemostate to Rodrigo
 - + Yes : +250 points
 - + No : -1000 points

ADDED EPISODES

- Bring the Hemostate to Rodrigo
- Get the Luger Replica to unlock Steve in Battle Mode

HOW TO GET THE BEST RANK :

- Finish the game under 4 hours 30 minutes
 - No Save
 - No Retry
 - No First Aid Spray used
 - Get all the maps you see
 - Save Steve from the gas room immediately in the first time
 - Do all the added episodes
- If you get the best rank, you'll receive an unlimited Rocket Launcher in your next game.

RANKING SYSTEM

VERSIONS	RANK	SCORES
JAPANESE VERSION	S	10000 or more
	A	7000-9999
	B	4500-6999
	C	2500-4499
	D	2499 or less
ENGLISH VERSION	A	10000 or more
	B	7000-9999
	C	4500-6999
	D	2500-4499
	E	2499 or less

10/ H.E.A.L.T.H. G.U.I.D.E. & H.E.A.L.I.N.G. I.T.E.M.S.

Each Resident Evil game has herbs for healing. According to the basic, the way to use mix herbs of them are similar. But the later Resident Evils often has more new details and ways to use healing items. The first Resident Evil didn't have many functions as the later. And the later Resident Evil Code Veronica is not an exception.

The character's health is showed on the condition board on menu screen. Use "Combine" command to mix herbs.

* Notes :

- "Health Guide" shows you how to use condition screen in menu screen.
- "Healing Items" shows you the items which are used to heal in the game and their function.
- "Herb Mixing" shows you how to mix herbs.
- "Damage Notes" let you know how strong each type of enemies attack you to have a good defense to them.

 HEALTH GUIDE

HEALTH	COLORS	PERCENT
Fine	Green	100%-50%
Caution	Yellow	50%-25%
Caution	Orange	25%-10%
Danger	Red	under 10%
Poison	Purple	100%- 0%

 HEALING ITEMS FUNCTION

- First Aid Spray : heal 100%, no combine
- Green Herb : heal 25%
- Red Herb : combine with other herbs
- Blue Herb : cure every Poison, except Nosferatu's.

 HERB MIXING

HERBS	COLORS	HEALING PERCENT
Green + Green	Green	heal 50%
Green + Green + Green	Green	heal 100%
Green + Blue	Green + Blue	heal 25% + cure Poison
Green + Green + Blue	Green + Blue	heal 50% + cure Poison
Green + Red	Green + Red	heal 100%
Green + Red + Blue	Grey	heal 100%+ cure Poison

DAMAGE NOTES

This menu lists the damage percent of enemies. Reading this combines with "Monster List". Hope it's useful for you.

1. ZOMBIE'S HITS

- Neck biting : 10-25%
- Feet biting : 5-15%
- Poisonous blow : 5-10%

Zombie's hit doesn't make very big damage. About the neck biting, the hit in the back makes less damage than a neck biting in the front. They bite their feet when falling or lying on the floor.

2. DOG ZOMBIE'S HITS

- Scratch : 5-10%
- Hand biting : 10-20%

Just don't let you be confused. They often jump and scratch and only bite your hand when you don't move.

3. BAT'S HITS

- Scratch : 5-10%

They attack from the air. Use Lighter to avoid them. They attack suddenly.

4. BANDERSNATCH

- Striking up : 10-15%
- Striking down : 10-15%
- Approaching : 20-30%

Its only long hand is the only weapon which is strong and useful for them. They attack you anytime and any distance in the sight.

5. LITTLE ALBINO

- Casting small electricity : 2-10%

Just run out of them. It's hard to avoid this electricity.

6. ALBINO

- Casting strong electricity : 10-25%

Don't jump into water.

7. ANTS

- Biting : 1-5%

Never attack, unless you step on them.

8. HUNTERS

- Feet cutting : 10-25%
- Head slice : 20-50%

Don't let they surround you. Two Hunters attack in two sides. You don't have time to shoot them. They slice your head when they jump. These guys are very creepy.

9. SWEEPERS

- Feet cutting : 10-25% + Poison effect
- Head slice : 20-50% + Poison effect

The notes are the same as Hunters. The Poison effect doesn't appear frequently. There are 20% percent to have Poison effect.

10. TENTACLES

- Striking : 10-15%

Only attack in close distance.

11. BLACK WIDOWS

- Striking : 10-15%
- Poisonous liquid : 10-15% + Poison effect
- Biting : 10-25%

Running is the best way. They drop Poisonous liquid when being on the ceiling and only bite when being on the floor. On the wall, they strike but this kind of hits is rare.

12. SMALL SPIDERS

- Jumping : 1-5%

Never attack, unless you are among them.

13. MOTHS

- Dropping powder : 2-10%

Avoiding is a bit hard. But to shoot them is not only hard but also a waste of time because they appear again when you return.

14. MOTHS COCOON & PARASITES

- Back growing : 5-10% + Poison effect

The only solution is waiting until they grow. Then use Blue Herb and healing items to cure. The best way is not to let them be on his back.

15. TYRANT

- Sequence of hits : 30-50%
- Finishing blow : 30-50%

Geez, a strong enemy. Try to practise dodging. He only plays the finishing blow after playing the sequence oh hits.

16. GRAVE DIGGER

- Rising : 10-25%
- Gulping : 100%

They rise anywhere and any time they like. Just run around to avoid its rising hit. When it gulps you, you have no way to live. Just don't stand in front of it when it is sounding.

17. NOSFERATU

- Tentacle striking : 10-15%
- Tentacle thrusting : 10-25% + Poison effect
- Poison Powder : 5-10% + Poison effect

Running and shooting at the same time !

18. MONSTER STEVE :

- Sequence of hits : 30-100%

Run ! Run ! Run like hell !!!

19. ALEXIA 1

- Fire casting : 10-25%
- Burning : 100%

Just don't attack at a close distance.

20. ALEXIA 2

- Small tentacle striking : 5-10%
- Big tentacle striking : 10-25%
- Poison liquid : 5-10% + Poison effect

First, she gives up the small tentacles to annoy you until you can't run anyway. Then she uses big tentacles to beat you when you are already stopped by them. Poison liquid is dropped just before using the big tentacle.

21. ALEXIA 3

- Fire casting : 10-25%

She casts fire when stopping. Running around helps you to avoid it.

If there are some mistakes in this part, please contact me and tell me the correct numbers you think, just to make this guide more perfect.

Thanks.

11/ I.T.E.M. L.I.S.T.

* Notes :

- "Item List" lists the items and their location.
- "Item Function" shows you what to do with them.

A. Claire's scenario

NAME	!	LOCATION
- Lighter	!	- Standard item
- Hawk Emblem	!	- Prison Area 1F
- TG-01	!	- Prison Area, graveyard
- Special Alloy Emblem	!	- Prison Area 1F
- Extinguisher	!	- Prison Area 1F
- Padlock	!	- Prison Area, on the guillotine
- Key with Tag	!	- Military Training Facility 1F
- Navy Proof	!	- Palace , courtyard
- Umbrella ID Card	!	- Palace , Save Room
- Steering Wheel	!	- Palace 1F
- Gold Lugers	!	- Military Training Facility 2F
- Side Pack (Claire)	!	- Submarine
- Biohazard Card	!	- Airport area
- Hemostatic medicine	!	- Military Training Facility 2F

- Eagle Plates	!	- Military Training Facility 1F
	!	- Palace 1F
	!	
- Emblem Card	!	- Military Training Facility 2F
	!	
- Army Proof	!	- Military Training Facility 2F
	!	
- Picture of Skeleton	!	- Military Training Facility 2F
	!	
- Gold Key	!	- Military Training Facility 1F
	!	
- Silver Key	!	- Private Residence 2F
	!	
- Lockpick	!	- Prison Area, get from Rodrigo
	!	
- Glass Eye	!	- Prison infirmary, from the zombie
	!	
- Rusted Sword	!	- Prison Area B1, secret cave
	!	
- Piano Scroll	!	- Prison Area B1, secret cave
	!	
- King Ant Object	!	- Palace 2F, casino
	!	
- Queen Ant Object	!	- Palace 1F, gallery
	!	
- Music Plate	!	- from the music boxes
	!	
- Silver Dragonfly Object	!	- Private Residence 3F
	!	
- Air Force Proof	!	- Private Residence 4F
	!	
- Control Lever	!	- Airplane
	!	
- Airport Key	!	- Airport area
	!	
- Mining Room Key	!	- Antarctic Transport Terminal, Weapon room
	!	
- Bar Code Sticker	!	- Antarctic Transport Terminal, BOW room
	!	
- Gas Mask	!	- Antarctic Transport Terminal, BOW room
	!	
- Machine Room Key	!	- Antarctic Transport Terminal, Save Room
	!	
- Valve Handle	!	- Antarctic Transport Terminal B1
	!	

B. Chris's scenario

NAME	!	LOCATION
- Battery	!	- Military Training Facility B1
- Chemical Storage Key	!	- Military Training Facility 2F
- Luger Replica	!	- Military Training Facility B1

- Side Pack (Chris)	!	- Military Training Facility 2F
	!	
- Door Knob	!	- Military Training Facility, Turn Table
	!	
- Tank Object	!	- Military Training Facility 2F
	!	
- Turn Table Key	!	- Military Training Facility 1F
	!	
- Clement a	!	- Military Training Facility B1
	!	
- Clement z	!	- Military Training Facility B1
	!	
- Halberd	!	- Military Training Facility B3
	!	
- Paper Weight	!	- Antarctic Transport Terminal, Save Room
	!	
- Valve Handle	!	- Antarctic Transport Terminal B2
	!	
- Crane Key	!	- Antarctic Transport Terminal B1
	!	
- Socket	!	- Antarctic Transport Terminal B5
	!	
- Alexander's Jewel	!	- Antarctic Transport Terminal B1
	!	
- Alfred's Jewel	!	- Antarctic Transport Terminal B6
	!	
- Alexia's Jewel	!	- Antarctic Transport Terminal B5
	!	
- Red Jewel	!	- Antarctic Transport Terminal B5
	!	
- Blue Jewel	!	- Antarctic Transport Terminal B5
	!	
- Sterile Key	!	- Antarctic Transport Terminal B4
	!	
- Wing Objects	!	- Antarctic Transport Terminal B5
	!	- Antarctic Transport Terminal B4
	!	- Antarctic Transport Terminal B6
	!	
- Dragonfly Object	!	- Antarctic Transport Terminal B3
	!	
- Gold Dragonfly Object	!	- Antarctic Transport Terminal
	!	
- Security Card	!	- Antarctic Transport Terminal B4
	!	

ITEM FUNCTION

LIGHTER

- burn things
- avoid from Bats
- use in darkness

HAWK EMBLEM

- sample for TG-01

- material to make Sp.Alloy Emblem

SPECIAL ALLOY EMBLEM

- unlock prison area main door

EXTINGUISHER

- put out the fire

PADLOCK

- unlock a door in prison area

KEY WITH TAG

- unlock a cabinet in Facility

NAVY PROOF

- put on the control panel to Airplane

UMBRELLA ID CARD

- Open doors in Palace

STEERING WHEEL

- open the way to Submarine

GOLD LUGERS

- use as weapon
- unlock a door in Palace

SIDE PACK

- help characters to carry more items

BIOHAZARD CARD

- open the doors in Facility

HEMOSTATIC MEDICINE

- cure Rodrigo's wound

EAGLE PLATES

- unlock a new way in prison area
- use to get Emblem Card in Facility
- use to take Halberd

EMBLEM CARD

- open doors in Facility

ARMY PROOF

- put on the control panel to Airplane

PICTURE OF SKELETON

- show the number to bio-experiment room
- open a new room in Facility

GOLD KEY

- open a door in Palace

SILVER KEY

- open doors in Palace

LOCKPICK

- open special Duralumin Cases

GLASS EYE

- open the Prison secret basement

RUSTED SWORD

- use to put on the statue in Prison basement

PIANO SCROLL

- put on the piano in Palace

KING ANT OBJECT

- open a music box in Private Residence

QUEEN ANT OBJECT

- open a music box in Private Residence

MUSIC PLATES

- use to put on a music box

SILVER DRAGONFLY OBJECT

- open Private Residence 4F

AIR FORCE PROOF

- Put on the control panel to Airplane

CONTROL LEVER

- Put on the bridge control panel to increase or lower the airport bridges

AIRPORT KEY

- open a room in Airport area

MINING ROOM KEY

- open Mining Room in Antarctic Facility

BAR CODE STICKER

- Stick on the package

GAS MASK

- prevent and protect from poison gas

MACHINE ROOM KEY

- open Machine Room key in Antarctic Facility

SQUARE VALVE HANDLE

- remove the water

OCTA VALVE HANDLE

- move the vehicle
- operate electric power supplying

BATTERY

- activate a small lift in Facility

CHEMICAL STORAGE KEY

- open the Chemical Storage

LUGER REPLICIA

- unlock Steve Burnside in Battle Mode

DOOR KNOB

- put on a door which door knob is missing.

TANK OBJECT

- put on the facility model to open a secret shelf

TURN TABLE KEY

- move the Turn Table

CLEMENT a

- combine with Clement z to make special clement

CLEMENT z

- combine with Clement a to make special clement

HALBERD

- open the door to Facility Heliport
- open the wardrobe in Antarctic Facility

PAPER WEIGHT

- open the capsule to get Alfred's Jewel

CRANE KEY

- move the hook to get Alexander's corpse

SOCKET

- turn an Octa Valve Handle to Square one

ALEXANDER'S JEWEL

- open a secret door in Antarctic Facility basement

ALEXIA'S JEWEL

- open a secret door in Antarctic Facility basement

ALFRED'S JEWEL

- open a secret door in Antarctic Facility basement

RED JEWEL

- open a music box

BLUE JEWEL

- open a music box

STERILE KEY

- open the Sterile Room

WING OBJECTS

- combine with Dragonfly object

DRAGONFLY OBJECT

- combine with Wing Objects

GOLD DRAGONFLY OBJECT

- open a door to self-destruct system

SECURITY CARD

- open a door to Steve's cell
- activate the computer of self-destruct device

* Notes :

- "Weapon List" lists the weapons and their location.
- "Weapon Function" shows you their specific characteristics :
 - + Range : limit of distance
 - + Correct ratio : percentage of correct shots
 - + Capacity : shows how many ammo each weapon could bring each time reloading.

 WEAPON LIST

NAME	!	LOCATION
- Combat knife	!	- Standard of Chris and Steve
	!	- Prison Area (Claire)
	!	- Antarctic Transport Terminal (Chris)
	!	
- M93R Handgun	!	- Prison Area
	!	
- M93R Part	!	- Prison Area
	!	
- Glock 17	!	- Standard of Chris
	!	
- Handgun Bullets	!	- N/A
	!	
- M-100P	!	- Prison Area
	!	
- Gold Lugers	!	- Palace
	!	
- Sub Machine Gun	!	- Military Training Facility
	!	
- Bow Gun	!	- Military Training Facility
	!	
- Bow gun arrows	!	- N/A
	!	
- Explosive arrows	!	- Military Training Facility
	!	- Palace
	!	- Antarctic Transport Terminal
	!	
- Grenade Launcher	!	- Military Training Facility
	!	
- Grenade rounds	!	- Military Training Facility
	!	- Antarctic Transport Terminal
	!	
- Acid rounds	!	- Military Training Facility
	!	
- Flame rounds	!	- Prison Area
	!	- Military Training Facility
	!	
- B.O.W rounds	!	- Prison Area
	!	

- Shotgun	!	- Military Training Facility
	!	
- Shotgun Shells	!	- Military Training Facility
	!	- Antarctic Transport Terminal
	!	
- Magnum	!	- Water Tank Room in
	!	Antarctic Transport Terminal
	!	
- Assault Rifle	!	- Antarctic Transport Terminal
	!	
- Assault Rifle ammo	!	- Military Training Facility
	!	
- Sniper Rifle	!	- Antarctic Transport Terminal
	!	
- Linear Launcher	!	- Antarctic Transport Terminal
	!	
- Rocket Launcher	!	- Finish the game before 4:30 hours, no
	!	First Aid Spray, no save.
	!	
	!	

WEAPON FUNCTION

A. COMBAT KNIFE

Range : very short
Correct ratio : 10/10
Capacity : N/A

Weapon of choice for veteran players. The knife is the hardest weapon to use. But you can make a big sequence of hits if cutting down a zombie at certainly. The real power of the knife can kill any ordinary monsters with 3 or 4 hits if you use well. But anyway, it's not a safe weapon.

B. M93R HANDGUN

Range : long
Correct ratio : 8/10
Capacity : 15 bullets

A kind of weapon with medium power, use 9mm bullets . The handgun is your most common weapon used to defeat zombies or dog zombies. Its convenience help the user to shoot fast and fluently. But it's not a powerful weapon. When combining with M93R part, it automatically shoots in sequence by the control of users.

SPECIAL TYPE : CUSTOM M93R HANDGUN
Range : long
Correct ratio : 8/10
Capacity : 20 bullets
Special Ability : Automatic shooting

C. GLOCK 17

Range : long
Correct ratio : 8/10
Capacity : 15 bullets

A kind of weapon with medium power. General characteristics are the same as M93R handgun. When being modified, its bullets can go through any enemies on the way and kill them at once.

SPECIAL TYPE : ENHANCED GLOCK 17
Range : long
Correct ratio : 8/10
Capacity : 18 bullets

Special Ability : shoot all the enemies standing in line

D. M-100P

Range : long

Correct ratio : 9/10

Capacity : 100%

A pair of handguns that automatically shoots two shots at the same time. Double power of a simple handgun. Used to shoot zombies and dog zombies.

E. GOLD LUGERS

Range : long

Correct ratio : 9/10

Capacity : unknown

A pair of old handguns decorated by strange designs. Shoot two shots at the same time and double power of a simple handgun. Used to shoot zombies and dog zombies.

F. SUB MACHINE GUN

Range : long

Correct ratio : 9/10

Capacity : 100%

A pair of machine handguns shooting automatically as a continuous sequence as keeping the trigger. Strong power. Effective with Albino, Nosferatu or Grave Digger.

G. BOW GUN

Range : entire long

Correct ratio : 5/10

Capacity : infinite

Use arrows to shoot with a very high speed. Each regular arrow's power is weak but a multiple hits can defeat some ordinary monsters. An explosive arrow can kill an ordinary zombie or dog at once. But its weakness is hard to shoot correctly, especially tall characters such as Chris or Wesker. Use to shoot Bandersnatch, Hunters, etc

H. GRENADE LAUNCHER

Capacity : 1 round (reload each time shooting)

This weapon is used with many kinds of ammo :

+ GRENADE ROUNDS

- Range : short and large

- Correct ratio : 8/10

- An explosive ammo which make explosion to a group of enemies in a certain position. Strong power. Effective with any enemies.

+ ACID ROUNDS

- Range : short and large

- Correct ratio : 8/10

- Cast acid on enemies in a certain position. Strong power. Effective with Hunters and Sweepers.

+ FLAME ROUNDS

- Range : short and large

- Correct ratio : 8/10

- Cast Fire ammo on enemies in certain position. Strong power. Effective with most of enemies and bosses.

+ B.O.W. ROUNDS

- Range : short and large

- Correct ratio : 8/10

- Cast gas and ammo on enemies in certain position. Strong power. Effective with some monsters.

I. SHOTGUN

Range : long and large

Correct ratio : 10/10

Capacity : 7 shells

Not very powerful. Shotgun is very effective with a lot of enemies in a place. Sometimes it can blast a zombie's head at close distance. In this game, it's also use to unlock ways.

J. MAGNUM

Range : long

Correct ratio : 9/10

Capacity : 6 rounds

A terrific weapon with long range. Using Magnum is not only fast but also effective. One shot can kill any ordinary enemies. Only one shot can kill all the enemies who stand in line. This is a good weapon to use.

K. ASSAULT RIFLE

Range : long

Correct ratio : 8/10

Capacity : 100%

A rifle which makes a sequence of shots as pressing the trigger. The same effect is almost like Sub Machine Gun.

L. SNIPER RIFLE

Range : long

Correct ratio : 10/10

Capacity : unknown

Shoot following a red beam. This weapon can be aimed easily and shoot correctly as the user wants. Strong power. Used for Nosferatu.

M. LINEAR LAUNCHER

Range : long

Correct ratio : 10/10

Capacity : N/A

A kind of rocket with square hollow. One shot can kill any ordinary enemies.

N. ROCKET LAUNCHER

Range : long

Correct ratio : 10/10

Capacity : N/A

A kind of rocket with circle hollow, same effect as Linear Launcher.

Okay, try to hold their general function and use well. Anyway, most of this is still my experience and opinions about weapons. You can entirely your own. You don't need to follow this guide completely.

13/ F.I.L.E.S.

* Notes :

- "Files" lists the names and contents of the files you collect in the game.

- "File Explanation" explains what they say.

~~~~~  
PLAYING MANUALS  
~~~~~

File location : Standard file

CHECK ALL ITEMS

When you obtain a new item, always remember to look at it with the "Check" command on the status scree. 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'll 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 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 BOX

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.

~~~~~  
D.I.J.'S DIARY (DREAMCAST VERSION)  
~~~~~

File location : Slot Machine, Battle Game

December 27th

Today, a woman in red was taken to my home in Rockfort Island. I wonder what she did to deserve such a fate ?

I've lived here for so long and have seen many people taken to the prison, but rarely have I seen someone released alive...

Out of nowhere, these strange soldiers appeared with weapons in their hands, I suppose that the master of the island is being attacked by an opposing organization. Since I was worried about that woman in red, I ran to her prison but she was not there. I wonder if she is related to the attack on the island...

When I reached the military training facility, the master of Rockfort Island was chasing the woman in red. I got careless and was almost killed under a shutter. However, thanks to my natural agility. I managed to escape from the danger and went outside. I guess I should be thankful for my nature skills...

When I heard a self-destruct announcement and saw the emergency signal, I knew that I had to get off of the island. Was this all her doing ? I didn't have time to think about it I had to hurry to the hanger of the transportation plan to escape...

On my way to the transportation plane, a huge monster appeared in front of that woman in red. It broke through the fences like they were

made of paper ! Although I wanted to see what happened to the woman in red, I decided to run to my destination...

Even with all the explosion and fires, the transportation plane took off with us on it. I thought that I was safe. But somehow, that huge monster got onto our plane. With help from me, the woman in red was able to drive the monster out of our plan. She is indeed a woman to be respected...

I can't believe it !

Our transportation plane landed at an Antarctic transportation base. Worse yet, the crews who took off with another transportation plane before us, have scattered the T-virus here. Now this base is just like the island, where zombies and monsters wander around...

I won't be able to survive long in a place like this ! I must find way to escape from here as soon as possible !! I will give up on that woman in red and will start searching for another way...

As I was resting in the darkness, I sensed someone approaching. They're right next to me ! The door was closed and I couldn't escape, so I just kept banging on the door like a maniac. Suddenly, the door opened, I ran for it ! But then I realized that I should not be afraid, so I looked back. I found myself staring at the woman in red...

Finally, I found a blonde hair man in sunglasses. It seemed he was going to escape in a submarine. I felt that it was my last chance to escape from this crazy place of white terror. So just before the submarine hatch closed, I successfully sneaked into the submarine.

That is my story of how I survived from that insane world of horror.

D.I.J.

~~~~~  
D.I.J.'S DIARY (PLAYSTATION2 VERSION)  
~~~~~

During a heavy squall, a girl in 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 on 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 approaches 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. 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 haired man with 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 in 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.

D.I.J.

~~~~~  
PRISONER'S DIARY  
~~~~~

File Location : Dormitory, Prison area

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 place 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 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 really large plastic bags 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 in there ?! All I could hear was some insanely creepy laughter and the sound of Bob screaming ! I don't know what to do, I can't stop 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'm next... It's obvious that we were all here to be used as Alfred's guinea pigs. There's no way out !

What am I going to do ?!...

~~~~~  
FAX ON THE FACILITY ACCESS APPLICATION  
~~~~~

File Location : Prison area

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

Chief, Prison guard room
Paul Steiner

I hereby apply for access permissions for Prison Area D.

Details follow,
Visitor's name : Carl Grisham

Purpose of Entry :

Carrying in the following materials :

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

Notes :

1. Will use a transportation truck
2. "TG-01" sample will be stored in a designated briefcase.

~~~~~  
"TG-01" PRODUCT DESCRIPTION  
~~~~~

File Location : Prison area, Graveyard

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 innovate new alloy. We enclosed a sample for you to review. We look to hearing from you regarding possible business opportunities.

Metal Industries Co.

Chief,
Development Planning

Carl Redhill

~~~~~  
USER'S MANUAL  
~~~~~

File Location : Prison area

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 scanner object will be processed into 3-D data that was scanned portion. The conversation will be executed with complete data accuracy. The result will be an object precisely true to the original.

~~~~~  
SECRETARY'S NOTE  
~~~~~

File Location : Save Room, Palace 2nd floor

Four years have passed 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, who extreme beauty is often talked about.

I once asked Sir Alfred about this, but it only enraged him. Even though I'm 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 tried to keep his private life with Alexia is a secret.

Robert Dorson

~~~~~  
ANATOMIST'S NOTE  
~~~~~

File Location : Infirmary, Prison area

There is a demon in my mind. I can't control the fierce impulse that the demon sometimes drives 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.

~~~~~  
MEMO ON THE PASS NUMBER  
~~~~~

File Location : Bio-experiment Room, Military Training Facility 2nd floor.

The emergency door lock system in the biology experiment room can be released with the 1 digit pass number. I hope you haven't forgotten about that 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 look at the picture.

Well, I don't think you would never need to use the emergency pass number, anyway. But just in case, now you know. Take it easy, Mr. Careless !

~~~~~  
MESSAGE TO THE NEW FAMILY MASTER  
~~~~~

File Location : Gallery, Palace 1st floor

Sir Alfred,

Congratulations on your succession as master of the Ashford family.

I here by 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 master, 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 its golden age.

It was also Sir Edward achievement that established the large chemical enterprise, Umbrella inc.

However, when Sir Edward passed 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.

Scott Harman
Butler , Ashford family

~~~~~  
THE ALBINOID DESCRIPTION  
~~~~~

Location : Monitor Room, Military Training Facility 2nd floor

(This file is showed on monitor screen of Facility 2nd floor)

A creature which is created by injecting the T-virus into the genes of a salamander.

---Characteristics---

Similar to a normal amphibian, an Albinoid's body will change as it grows with age.

When young, an Albinoid is small in size, but it can grow to over

seven feet in a very short time frame (10+ hours).

They possess high mobility and are able to discharge electricity. These characteristics are most notable when they are under water in their adult form.

~~~~~  
NEWSPAPER CLIP  
~~~~~

File Location : Private Residence 4th floor

A 10 year old girl genius graduated at the top of her class, from a prestigious university.

The international corporation, Umbrella Chemical Inc., offered her the position of head researcher.

~~~~~  
CONFESSTION LETTER  
~~~~~

File Location : Private Residence 4th floor

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 sister Alexia, to whom my life is devoted to. She reigns the world as queen, with I as her servant.

That is my dream, and how she 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

~~~~~  
MESSAGE CARD  
~~~~~

File Location : Private Residence

My dear brother,

I firmly believe that the glory of the Ashford family will be revived through your courage and strength as an honour soldier.

Your faithfully,
Alexia Ashford

~~~~~  
SECRET PASSAGE NOTE  
~~~~~

File Location : Military Training Facility 2nd floor

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 dioama trick, ensuring the secrecy of our mansion.

Alfred Ashford.

~~~~~

HUNK'S REPORT

~~~~~

File Location : Military Training Facility 2nd floor

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. 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

~~~~~

REPORT : ENHANCED ANTI-DECAY ALLOY

~~~~~

File Location : Military Training Facility 2nd floor

Although we planned to utilize the enhanced anti-decay alloy called "Deploid" 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 z".

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 Deploid to create the plate portion of the "Eagle Plate", which shines in indigo-blue.

CLEMENT INFORMATION

The type is used for gun maintenance and possesses no conspicuous characteristics. However, the z type will change it's color to blue at a certain temperature.

Based upon our analysis of the z type, we believe that Clement possesses more features. As new information is learned, we will update this file.

~~~~~

WORKER'S DIARY

~~~~~  
File Location : Worker's room - Antarctic Transport Terminal B2

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.

Is this 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. I feel 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 cancelled suddenly. I heard they failed to secure enough manpower due to the mistake made by the facility head, Alfred. That fool doesn't deserve forgiveness. He doesn't even treat us like human being !

November 5th

I heard an interesting story from 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 absorb story !

November 10th

At midnight I woke up to an ominous growling sound that seemed to be coming from deep underground...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 confirmed in a place like this!

~~~~~  
ALEXANDER'S MEMO  
~~~~~

File Location : Save Room - Antarctic Transport Terminal B2

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 biogenetics 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 a great competition in the field of "T-virus" research. I have disagreed the honourable 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 advance 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 codename. It is the same name of the beautiful ancestor of the Ashford family, "Veronica" whom I wish to receive so badly.

I am confident that the result of my research will be as glorious as her name, and that honour will be restored to the Ashford family again.

~~~~~

BUTLER'S LETTER

~~~~~

File Location : Save Room - Antarctic Transport Terminal B2

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 death Lord Alexander and Alexia, in the other world.

Scott Harman
Butler, Ashford family

~~~~~

ALFRED'S DIARY

~~~~~

File Location : Save Room - Antarctic Transport Terminal B2

January 30th

There's a sealed room in the hallway located 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 legitimated 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 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 is that the butler, Harman, does not become wise to our activities.

April 22nd

The experiment result is 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.

~~~~~

CODE : VERONICA REPORT

~~~~~

File Location : Antarctic Transport Terminal

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 infertilized 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

~~~~~

QUEEN ANT REPORT

~~~~~

File Location : Antarctic Transport Terminal

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 cell, triggering the complete destruction of his brain cells and body flesh.

Furthermore, a special type of poison gas was gathered inside his body, that the blue herb had no effect against. Because of this, I created an antidote in case of 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 completed.

Alexia Ashford

~~~~~

VIRUS REPORT

~~~~~

File Location : Antarctic Transport Terminal

Works 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 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 calculation 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 creatures on earth will exist to serve me.

At that time, the world will achieve a perfect ecosystem, just like the anthill, but on a much grander scale.

Alexia Ashford

~~~~~

SECURITY FILE

~~~~~

File Location : Antarctic Transport Terminal B4

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 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 Ashford

Alexander Ashford

=====

FILE EXPLANATION

All these files most tell you about the facilities and the Ashfords's work. Some of them tell you about solving puzzles or important information. I decide to explain to you all those in a short passage to understand this game :

- The playing manual tells you how to play the game. I don't go deep in this part because you know too much.
- Most of the diary say about the mysterious Ashford family and the work of facilities. Imagine yourself ?
- D.I.J. is a mouse that wanders with you in the game. Sometimes you can meet running somewhere around you. In his diary, he tells you about how he could escape those terrible places. He got out on a submarine that Wesker used to escape. This means that Wesker is still alive.
- TG-01 product is used to make the emblem to unlock the big door of prison area. The files tell you about its description and how to use it. It's a metal material which can't be detected in the security area that

you can bring it there. First, put the sample emblem in the scanner, then put the TG-01 on the 3D-duplicator beside. You'll receive what you want.

- Memo on the pass number tells you the pass number to enter the Bio-experiment room which is locked by ventilation system for safety. You must do anyway to see the code of the Skeleton Picture in the room to know it.

- Memo to the new family master helps you to solve the puzzle in the gallery. Just read it carefully and remember the order of time the members of Ashford family appear in the note. Pay attention to the things they hold to know what pictures they are.

- Albinoid Description tells you about the remarkable characteristics of Albinoid, your new enemies in this game. This is necessary for players who don't know anything about it.

- To open the door to the port of Military Training Facility, you need the Halberd taken out from the Eagle Plate. All things you need are Clement a and Clement z which are hidden in the facility. If you have them, combine to a special clement used to take the Halberd.

- Hunk tells you about the place where he put the Clement chemical. The temperature is the date when the facilities were built.

- Alexander Ashford was doing some experiments involving the T-virus. He built an area in the basement whose designs are the same of Spencer's house. With some combination with the mother T-virus, he created two artificial children. The girl had a very high intelligence that he guesses she'll be a future genius. Those children are Alfred and Alexia.

- Alexia, with the genius talent about chemicals and being a head researcher of Umbrella Inc., continued the experiment with T-virus after discovering some ancient virus in a gene of a queen ant and she succeeded in creating a new type named "T-veronica". She has an ambition to control the world and humanity. She began the first experiment with her father-Alexander, the person she hates very much because of giving the artificial birth to her. But the virus changed too much that he became a crazy monster which can't be control and was locked in some basement of Antarctic Transport Terminal-the monster which we've known as monster Nosferatu. At that time, she also made a medicine named Serum-used to cure Nosferatu's poison which is can't be cured by Blue Herb or any ordinary medicine. This medicine was put in the Weapon Store. After that, she decided to infect the "T-veronica" to another specimen-who was herself. She has frozen herself during 15 years to be infected slowly that prevents its change as the experiment with Alexander. And she almost succeeds.

- Alfred-Alexia's brother-a guy who loves his sister to death. He does all ways to protect her during many years, even the worst way such as killing involved people.

- Everybody doesn't know about these experiments, even the faithful butler. They all think that both Alexander and Alexia was dead in some accident. But recently, the workers in Antarctic Transport Terminal hear some sounds which is like a monsters from some basement. They don't know that it was Alexander-Nosferatu.

- These experiments are the most important of Ashford family. Alexander established a self-destruction device and a way to escape by the activation code on the computer. It's the name of Ashford ancestor-Veronica.

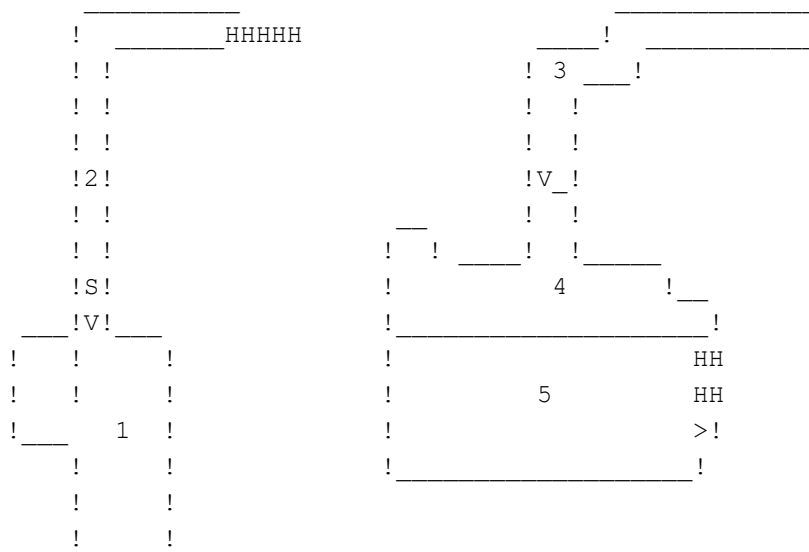
* Notes :

- Read the explanation to know the symbols I use to draw the map.
- Some important maps were numbered at each room to show you the specific locations of items and weapons. You can use this combining with "Item List" and "Monster List".

+ Explanation :

- V, <, > : doors
- E : elevator, lift
- HH : stairs, steps
- L : ladder
- S : typewriter
- B : item box

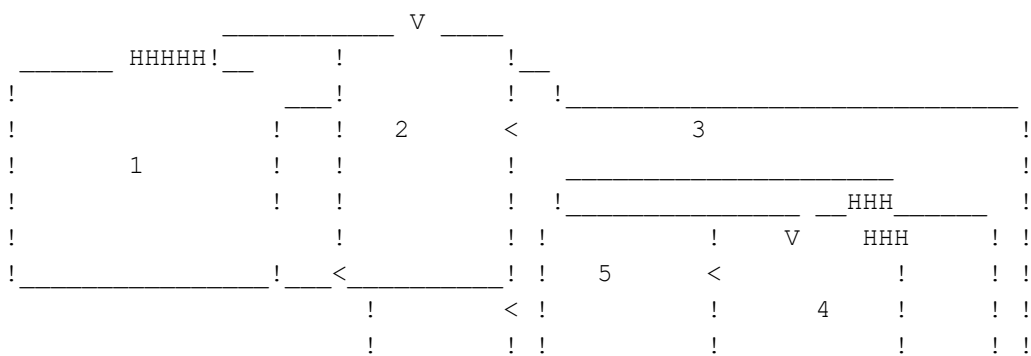
=====
 PRISON B1
 =====



ITEMS :

- * Area 1 : Cell
 - Combat knife
 - Green Herb
- * Area 2 :
 - Hangun bullets
 - Ink Ribbons
- * Area 3 :
 - Green Herb
- * Area 4 :
 - Handgun bullets
- * Area 5 : Statue Room
 - Rusted Sword
 - Piano Scroll

=====
 PRISON 1F
 =====



```

! 6 ! ! _____ ! !
! ! _____ ! !
! _____ !V! ! _____ !
!V! ! ! !
! ! ! !
! ! _____ !V ! !
! 7 ! ! _____
! _____ ! _____ V ! !
! ! ! !10! !
! ! ! ! !
! ! ! ! 11 ! _____
! ! ! ! !
! _____ ! ! ! ! !
!V _____ !V ! _____ V _____ ! _____ HH
! ! S! ! ! !
! 8! ! 9 ! !
! _____ !B _____ ! ! 12 !
! !
! _____ !

```

ITEMS :

- | | |
|--------------------------|-----------------------------|
| * Area 1 : Graveyard | * Area 2 : |
| - TG-01 | - M93R Handgun |
| | - Handgun bullets |
| * Area 3 : | * Area 4 : |
| - Green herb | - Green Herb |
| | - Handgun Bullets |
| * Area 5 : Dormitory | * Area 6 : |
| - M-100p | - Padlock |
| | - Extinguisher |
| * Area 7 : Security area | * Area 8 : |
| - B.O.W. rounds | - Hawk Emblem |
| - First Aid Sprays | - Ink Ribbons |
| - Flame rounds | - Special Alloy Emblem |
| * Area 9 : | * Area 10 : Passage |
| - Handgun Bullets | - Green Herb |
| * Area 11 : Infirmary | * Area 12 : Punishment Room |
| - First Aid Spray | - Red herb |
| - Handgun Bullets | - M93R Handgun Part |
| - Glass Eye | |

=====
IRON BRIDGE
=====

```

! _____ HHHHHHHH
!_ _____ !
H !
!!! !
!!! !
!!! !
!!! !
!!! !
!!!!
!!! !
!!! !
!!! !
H! !

```


! !
! _____ !

! !
! _____ !

ITEMS :

- * Area 1 : Model Room
 - Gold Key
 - Green Herbs
 - Shotgun Shells
 - Turn Table Key
 - Ink Ribbons
- * Area 2 : Tank yard
 - Handgun Bullets
- * Area 3 :
 - Handgun Bullets
- * Area 4 : Courtyard
 - Bow gun arrows
 - Shotgun Shells
- * Area 5 : Main Hall
 - Red Herb
- * Area 6 : Turn Table
 - Bow gun Powder
- * Area 7 : Locker Room
 - Bow gun arrows
- * Area 8 : Swimming Pool
 - Key with Tag
- * Area 9 : Office
 - Acid Rounds
 - Bow gun arrows
 - Green Herb

=====
MILITARY TRAINING FACILITY 2F
=====

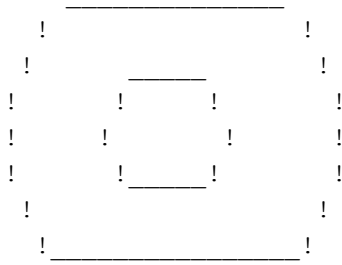
```

!
!
!
!
!BS !
! 3 !
!
!
!
!
!-----V-!-----!----! 1 !----! 5!___ !
!
! >_2_/_____<_____> ___HHH___ !
!H 4 ! ! ! 9 ! ! ! ! !
!H ! ! 8 ! -V! ! ! ! !
!H ! ! ! ! ! ! ! ! !E !
! ! ! ! ! ! ! ! !
!___ ! ! _____>_! <7! ! ! !
! ! HHHHHH!_! ! ! !6< !
! ! ! ! ! ! ! ! !
!_____!_____!_____!_____!
```

ITEMS :

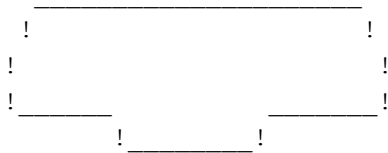
- * Area 1 :
 - Emblem Card
 - Side Pack
 - Bow gun arrows
- * Area 2 :
 - Handgun bullets
- * Area 3 : Save Room
 - Hemostatic Medicine
 - Green herb
- * Area 4 : Bandersnatch Room
 - Sub Machine Gun
 - Bow Gun arrows
- * Area 5 : Monitor Room
 - Grenade Rounds
 - Green Herbs
 - Army Proof
- * Area 6 : 2nd floor corridor
 - Chemical Storage Key
 - Handgun Bullets
- * Area 7 : 2nd floor corridor
 - Tank Object
- * Area 8 : Bio-experiment Room
 - Picture of Skeleton
 - Acid Rounds
- * Area 9 :

=====
PRIVATE RESIDENCE 3F
=====



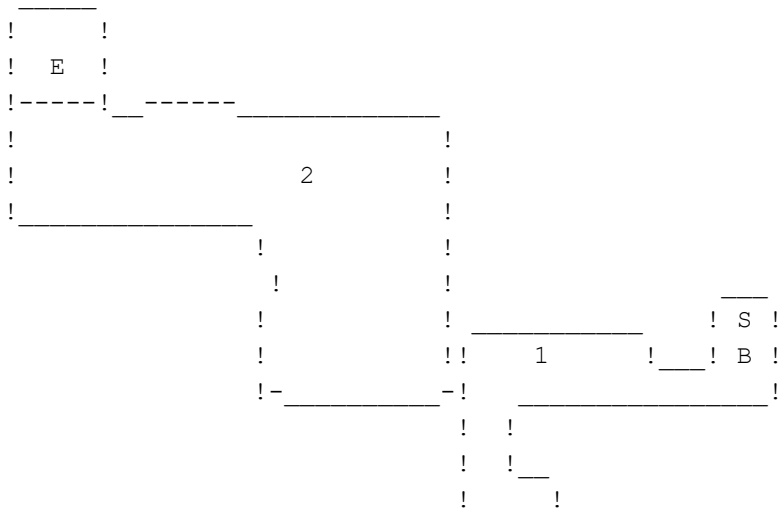
- ITEMS :
- Silver Dragonfly Object - Green herb

=====
PRIVATE RESIDENCE 4F
=====



- ITEMS :
- Handgun Bullets - Air Force Proof

=====
DESERTED ISLAND
=====



- ITEMS :
* Area 1 :
- Sub Machine Gun
- Bow Gun arrows
* Area 2 :
- Lighter
- Green Herbs
- Blue Herb
- Handgun bullets
- Bow gun arrows

=====
AIPORT 1F

=====

! HH SUBMARINE

HH

HH

!HH

! !

! !

! !

! !

! !

! !

! 2 !

! !

< !

! !

< Bridge <

E!

! E ! !

! 3 ! ! !

< 4 !

! S B!

! ! ! ! ! ! ! !

ITEMS :

* Area 1 :

- Handgun bullets
- Ink Ribbons

* Area 2 :

- Navy Proof (Chris)
- Army Proof (Chris)
- Air Force Proof (Chris)

* Area 3 :

- Biohazard Card
- Bow gun Arrows

* Area 4 :

- Green Herbs
- Grenade Launcher
- Handgun Bullets
- Ink Ribbons

=====

AIRPORT 2F

=====

! !

! !

! !

Bridge

! E

ITEMS :

- Shotgun Shells

- Airport Key

=====

AIRPLANE (Claire)

=====

! !

! !

! !

! !

!S >

!B V!

! !

! !

ITEMS :

- Control Lever

=====

ANTARCTIC TRANSPORT TERMINAL B1

=====

!E_ ! !
! !

! !
! !
! !
! !


```

!           4           !           5           !
!           !           !           !           !
!           !           !           !           !
!           <           !           !           !
!-----!

```

ITEMS :

- * Area 1 : Save Room
 - Green herb
 - Red herb
 - Paper Weight
 - Ink Ribbons
 - Machine Room Key
- * Area 2 : Moth Corridor
 - Infinite Blue Herb
- * Area 3 : N/A
- * Area 4 : Mining Room
 - Valve Handle (Chris)
- * Area 5 : Power Room
 - Green Herbs
 - Handgun Bullets
- * Area 6 : B.O.W. Room
 - Bar Code Sticker
 - Gas Mask
 - Handgun Bullets
 - Blue Herb
 - Green Herbs
- * Area 7 : Weapon Storage
 - Mining Room Key
 - Assault Rifle
 - Detonator
 - Handgun Bullets
 - Magnum
 - Serum

=====
 ANTARTIC TRANSPORT TERMINAL B3
 =====

```

!-----!
!           !
!           ! !
!           ! !
!           ! !
!           ! !
!           ! !
!           ! !
!           ! !
!           ! L!
!-----!

```

ITEMS :

- Handgun bullets
- Dragonfly object
- Green herbs

=====
 ANTARCTIC TRANSPORT TERMINAL B4
 =====

```

! 1 !
! _____ !
! ! ! ! ! _____ V !
! ! ! HH! 9 S > ! ! !
! ! _____ ! ! 3 !
! _____ < _____ V _____ 2! !

```

Use this combining with "Damage Notes" in "Health Guide" menu. I don't know if I put "Damage Notes" in this menu better. What are your ideas ?

ZOMBIES

- Difficulty : Easy
- Characteristics : your most popular enemies in every Resident Evil. They are human who are changed by some virus effects. Attack by biting your neck, feet or blowing poisonous breath. When moving they make sounds at their feet.
- Strategy : Keep a safe distance and shoot. Try to determine if the lying zombies die or pretend to die.
- Ammo to kill :
 - + Handgun Bullets : 5-10 bullets
 - + Shotgun Shells : 1-4 shells
 - + Regular Arrows : 18-15 arrows
 - + Explosive Arrows : 1 arrows
 - + Grenade Rounds : 1-2 rounds
 - + Acid Rounds : 1-2 rounds
 - + Flame Rounds : 1 rounds
 - + B.O.W. rounds : 1-2 rounds
 - + Magnum rounds : 1 round
 - + M-100P : 3-4 shots
 - + Automatic guns : 2-5%

ZOMBIE DOGS

- Difficulty : Easy
- Characteristics : wild animals. Fast and wise. Attack by jumping, scratching or biting your hand. Like to surround the target in multiple by nature. When moving they make sound at their feet.
- Strategy : Let them in a way and shoot at a safe distance with the best camera angle. Don't use long-range weapons such as Bow gun, Rocket Launcher or Linear Launcher. Handgun is good at this.
- Ammo to kill :
 - + Handgun bullets : 5-10 bullets
 - + Shotgun Shells : 2-4 shells
 - + Regular arrows : about 15 arrows
 - + Explosive arrows : 1-2 arrows
 - + Grenade Rounds : 1-2 rounds
 - + Acid Rounds : 1-2 rounds
 - + Flame rounds : 1-2 rounds
 - + B.O.W. rounds : 1-2 rounds
 - + Magnum Rounds : 1 round
 - + M-100P : 3-4 shots
 - + Automatic Guns : 3-7&

BATS

- Difficulty : Easy
- Characteristics : a new enemy of Resident Evil Code Veronica. But its characteristics are the same as Crows's in the older Resident Evil. Attack in multiple by scratching your head in the air. When flying they make sounds at their wings.

- Strategy : Use Handgun, aim up and shoot. But the best way is still equipping the Lighter. Bats are afraid of light. Just use weapon when you have no Lighter.

- Ammo to kill :

- + Handgun Bullets : 1 bullet
- + Shotgun Shell : 1 shell
- + Regular arrows : 1-3 arrows
- + Explosive arrows : 1 arrow
- + Grenade Rounds : 1 round
- + Acid Rounds : 1 round
- + Flame Rounds : 1 round
- + B.O.W. Rounds : 1 round
- + Magnum Rounds : N/A
- + M-100P : 1 shot
- + Automatic Gun : 1-2%

BANDERSNATCH

- Difficulty : Medium

- Characteristics : a new enemy of Resident Evil Code Veronica. It looks like yellow Gorilla which only has one hand. But this hand is very strong and long which can reach a far distance and dart there to petrify the target. Attack by using the hand to strike or churcing the target's head. Often appear in multiple. When moving they make sounds at their feet.

- Strategy : These are annoying. Try to find a good position which can help you with avoiding its strike and shoot it by powerful weapons.

- Ammo to kill :

- + Handgun bullets : 10-20 bullets
- + Shotgun Shells : 2-5 shells
- + Regular arrows : 20+ arrows
- + Explosive arrows : 2-5 arrows
- + Grenade Rounds : 1-2 rounds
- + Acid Rounds : 1-2 rounds
- + Flame Rounds : 1 round
- + B.O.W. Rounds : 1-2 rounds
- + Magnum rounds : 1 round
- + M-100P : 10+ shots
- + Automatic guns : 10+%

LITTLE ALBINOID

- Difficulty : Easy

- Characteristics : the newest enemy. Little Albino can't do anything except crawling around. But they can cast electricity which makes a small damage.

- Strategy : You can use Grenade Launcher or Shotgun to shoot many of them but it's only a waste of time. Running and avoiding are best ways.

- Ammo to kill :

- + Handgun Bullets : 5-10 bullets
- + Shotgun Shells : 1-3 shells
- + Regular arrows : 5-10 arrows
- + Explosive arrows : 1 arrow
- + Grenade Rounds : 1 round
- + Acid Rounds : 1 round
- + Flame Rounds : 1 rounds
- + B.O.W. Rounds : 1 rounds
- + Magnum Rounds : N/A

- + M-100P : N/A
- + Automatic guns : about 5%

ALBINOID

- Difficulty : Easy
- Characteristics : the mature Albino which is stronger and bigger. Lives in water and never get out of its place. It likes light. Attack by casting big electricity which make a lot of damage. When moving it makes sound at vibrating water.
- Strategy : don't jump into the water. Try to stand on the platform, using large range weapon, aiming down and shoot it when it comes. Don't chase to its way or you'll be deceived.
- Ammo to kill :
 - + Handgun Bullets : A lot...
 - + Shotgun Shells : 7-10 shells
 - + Regular arrows : A lot...
 - + Explosive arrows : 5-10 arrows
 - + Grenade Rounds : 5+ rounds
 - + Acid Rounds : 5+ rounds
 - + Flame Rounds : 5+ rounds
 - + B.O.W. Rounds : 5+ rounds
 - + Magnum Rounds : N/A
 - + M-100P :N/A
 - + Automatic guns : 15-30%

ANTS

- Difficulty : Easy
- Characteristics : You only meet this kind in Antarctic Transport Terminal B6 area. They crawl in multiple and make sounds at their feet.
- Strategy : Use powerful weapons to shoot most of them but it's only a waste of time, too. Just run like hell. Sometimes they bit you that make a very small damage. Try to step on them as you can.
- Ammo to kill :
 - + Handgun Bullets : 1-5 bullets
 - + Shotgun Shells : 1 shell
 - + Regular arrows : 2-7 arrows
 - + Explosive arrows : 1 arrow
 - + Grenade Round : 1 round
 - + Acid Rounds : 1 round
 - + Flame Rounds : 1 round
 - + B.O.W. Round : 1 round
 - + Magnum Rounds : 1-3 rounds
 - + Automatic guns : 1-2%

HUNTERS

- Difficulty : Medium
- Characteristics : another annoying guy. This kind is very fast and dangerous with sharp claws. Attack by cutting your feet or jumping to slice your head that can kill you anytime. When moving they make sounds at their feet.
- Strategy : Choose a good position to shoot by powerful weapons. Always prepare some herbs in your inventory. Don't move when shooting or you'll be confused.
- Ammo to kill :

- + Handgun Bullets : 10-20 bullets
- + Shotgun Shells : 2-4 shells
- + Regular arrows : 10-20 arrows
- + Explosive arrows : 2-4 arrows
- + Grenade Rounds : 1-2 rounds
- + Acid Rounds : 1-2 round
- + Flame Rounds : 1-2 round
- + B.O.W. Rounds : 1-2 round
- + Magnum Rounds : 1 round
- + Automatic guns : 1-10%

SWEEPERS

- Difficulty : Medium
- Characteristics : Hunter's relative. Its only difference is the red colour and its claws sometimes poison you by 20% percent being poisoned.
- Strategy : the same as Hunter's but don't forget to bring Blue Herb.
- Ammo to kill :
 - + Handgun Bullets : 10-20 bullets
 - + Shotgun Shells : 2-4 shells
 - + Regular arrows : 10-20 arrows
 - + Explosive arrows : 2-4 arrows
 - + Grenade Rounds : 1-2 rounds
 - + Acid Rounds : 1-2 rounds
 - + Flame Rounds : 1-2 rounds
 - + B.O.W. Rounds : 1-2 rounds
 - + Magnum Rounds : 1 round
 - + Automatic guns : 1-10%

BLACK WIDOW

- Difficulty : Medium
- Characteristics : some kind of spiders often crawling on the ceiling. Attack by using legs to strike or dropping poisonous liquid. If they are on the floor, they can bite your body which make big damages. When moving they make sounds at their feet.
- Strategy : Prepare Blue Herb if you want to fight them. Use powerful weapons and don't let them corner you. But running is still the best way.
- Ammo to kill :
 - + Handgun Bullets : 5-15 bullets
 - + Shotgun Shells : 2-5 shells
 - + Regular arrows : 5-15 arrows
 - + Explosive arrows : 2-3 arrows
 - + Grenade Rounds : 1-2 rounds
 - + Acid Rounds : 1-2 rounds
 - + Flame Rounds : 1-2 rounds
 - + B.O.W. Rounds : 1-2 rounds
 - + Magnum Rounds : 1-2 rounds
 - + Automatic guns : 1-6%

SMALL SPIDERS

- Difficulty : Easy
- Characteristics : They were born from the dead Black Widow, crawling on the floor in multiple. Attack by jumping.

- Strategy : Just run and step on them.
- + Handgun Bullets : 1-2 bullets
- + Shotgun Shells : 1-2 shells
- + Regular arrows : 1-3 arrows
- + Explosive arrows : 1 arrows
- + Grenade Rounds : 1 round
- + Acid Rounds : 1 round
- + Flame Rounds : 1 round
- + B.O.W. Rounds : 1 round
- + Magnum Rounds : 1-2 rounds
- + Automatic guns : 1-3%

MOTHS

- Difficulty : Medium
- Characteristics : some kind of annoy. They look like butterflies which is flying. Attack by dropping some powder or landing at your back and let some Moth Cocoons or Parasites.
- Strategy : try to practice running. You can shoot them by Handgun with one shot. But it appears again in that place if you're away. I'm sure.
- Ammo to kill :
 - + Handgun Bullets : 1-3 bullets
 - + Shotgun Shells : 1-2 shell
 - + Regular arrows : 1-5 arrows
 - + Explosive arrows : 1-2 arrows
 - + Grenade Rounds : 1 round
 - + Acid Rounds : 1 round
 - + Flame Rounds : 1 round
 - + B.O.W. Rounds : 1 round
 - + Magnum Rounds : N/A
 - + Automatic guns : 1-2%

MOTHS COCOONS & PARASITES

- Difficulty : Medium
- Characteristics : The things that Moths let on your back after flying away that poison you when they grow.
- Strategy : You can't do anything with this. Just prepare some Blue Herbs in your inventory, wait until they break. That's when you're really poisoned. Cure the poison and use Green herbs to heal your health if they damage you too much. The best way is still that not letting the Moths land on your dear back.
- Ammo to kill :
 - + Handgun Bullets : N/A
 - + Shotgun Shells : N/A
 - + Regular arrows : N/A
 - + Explosive arrows : N/A
 - + Grenade Rounds : N/A
 - + Acid Rounds : N/A
 - + Flame Rounds : N/A
 - + B.O.W. Rounds : N/A
 - + Magnum Rounds : N/A
 - + Automatic guns : N/A

TYRANT

- Difficulty : Hard
- Characteristics : Another old "fellow". Huge and strong, Tyrant's claws always make very big damage on target. His weakness is that he's very slow in moving, but very fast in attacking. He attacks by making a sequence of hits.
- Strategy : Two of his claws's can take you to the other world. Use powerful weapons to shoot, running around at the same time to dodge his hits. In the final battle with this boss, try to shoot him until he's bleeding, then put the catapult to push him out. (Don't worry, D.I.J. also helps you to do this.)
- Ammo to defeat (first battle):
 - + Handgun Bullets : very much
 - + Shotgun Shells : N/A
 - + Regular arrows : very much
 - + Explosive arrows : 10-20 arrows
 - + Grenade Rounds : 10-15 rounds
 - + Acid Rounds : 10-15 rounds
 - + Flame Rounds : N/A
 - + B.O.W. Rounds : N/A
 - + Magnum Rounds : N/A
 - + Automatic guns : 10+%
- Ammo to make him weak :(second battle)
 - + Handgun Bullets : very much
 - + Shotgun Shells : N/A
 - + Regular arrows : very much
 - + Explosive arrows : 20+ arrows
 - + Grenade Rounds : 20+ rounds
 - + Acid Rounds : 20+ rounds
 - + Flame Rounds : N/A
 - + B.O.W. Rounds : N/A
 - + Magnum Rounds : N/A
 - + Automatic guns : 15+%

GRAVE DIGGER

- Difficulty : Medium
- Characteristics : An old "fellow" in Resident Evil 3 Nemesis - the king of ground. You can realize its appearance by the earthquake. Attack by rising or gulping. Gulping can kill you at once.
- Strategy : Running around and shoot at the moment when it rises out of the ground. But the game doesn't force you to kill this enemy, you can run away from it if you don't want to fight. But you can't have the Sub Machine Gun for Chris.
- Ammo to kill :
 - + Handgun Bullets : more than you have...
 - + Shotgun Shells : N/A
 - + Regular arrows : 30-60 arrows
 - + Explosive arrows : about 20 arrows
 - + Grenade Rounds : N/A
 - + Acid Rounds : N/A
 - + Flame Rounds : N/A
 - + B.O.W. Rounds : N/A
 - + Magnum Rounds : N/A
 - + Automatic guns : 30%

NOSFERATU

-
- Difficulty : Hard
 - Characteristics : Sir Alexander Ashford who is turned into this monster because of Alexia's experiment. His hand is tied and he moves very slowly but his tentacles are fast and long. Attack by striking the tentacles or making poisonous air.
 - Strategy : Shoot and run at the same time. Try to aim at his heart by the Sniper Rifle. If you shoot correct, only a few of ammo can take him off. Try to avoid the tentacles or they will push you to the air and die at once. But remember, blue herbs can't cure his poison. If you're poisoned, Chris will cure you.
 - Ammo to kill :
 - + Handgun Bullets : 30+ bullets
 - + Shotgun Shells : N/A
 - + Regular arrows : so many
 - + Explosive arrows : 20+ arrows
 - + Grenade Rounds : N/A
 - + Acid Rounds : N/A
 - + Flame Rounds : N/A
 - + B.O.W. Rounds : N/A
 - + Magnum Rounds : N/A
 - + Automatic guns : 10-20%
 - + Sniper Rifle : 7 shots (correct shots)

MONSTER STEVE

- Difficulty : Medium
- Characteristics : Steve was in the same situation as Alexander's, infected virus. Now he doesn't know who you are and just cut you as his nature. Attack by using the huge axe to cut.
- Strategy : prepare for you some 100% mixed herbs. The door will close if you don't run out promptly. Run like hell after using the 180 degrees button.
 - * Some rumours said that you can kill Steve by weapons but I'm not sure about this information.
- Ammo to kill :
 - + Handgun Bullets : N/A
 - + Shotgun Shells : N/A
 - + Regular arrows : N/A
 - + Explosive arrows : N/A
 - + Grenade Rounds : N/A
 - + Acid Rounds : N/A
 - + Flame Rounds : N/A
 - + B.O.W. Rounds : N/A
 - + Magnum Rounds : N/A
 - + Automatic guns : N/A

TENTABLES

- Difficulty : Easy
- Characteristics : Oh yeah, this type like to bother you when you're going. Can't realize where they are from. Attack suddenly by striking.
- Strategy : Just finish it by long-range weapon. It's only a useless mass if you don't stand near them.
 - + Handgun Bullets : 10-20 bullets
 - + Shotgun Shells : 3-7 shells

- + Regular arrows : 15-25 arrows
- + Explosive arrows : 3-7 arrows
- + Grenade Rounds : 2-5 rounds
- + Acid Rounds : 2-5 rounds
- + Flame Rounds : 2-5 rounds
- + B.O.W. Rounds : N/A
- + Magnum Rounds : 2-4 rounds
- + Automatic guns : 5-10%

SMALL TENTACLES

- Difficulty : Easy
- Characteristics : It's not good to consider this kind as medium-level enemies. You can't forget the "guys" who bother you continuously when fighting Alexia 2. That's because of Alexia. If you have a duel with them only, I'm sure you win. They attack by tentacles.
- Strategy : Just use large-range weapon, such as Grenade Rounds to beat them and Alexia at the same times.
- Ammo to kill :
 - + Handgun Bullets : 1-5 bullets
 - + Shotgun Shells : 1-3 shells
 - + Regular arrows : 1-5 arrows
 - + Explosive arrows : 1-3 arrows
 - + Grenade Round : 1 round
 - + Acid Rounds : 1-2 rounds
 - + Flame Rounds : 1-2 rounds
 - + B.O.W. Rounds : N/A
 - + Magnum Rounds : 1-3 rounds
 - + Automatic guns : N/A

ALEXIA 1

- Difficulty : Easy
- Characteristics : The first form of monster Alexia who is infect by T-Veronica virus over 15 years. She moves very slow. Attack by casting fire or burning the target at once.
- Strategy : Try to avoid her blood (fire) and shoot at a far distance. Don't let her go near you or she'll burn you to die immediately. Magnum is very effective with her.
- Ammo to kill :
 - + Handgun Bullets : many...
 - + Shotgun Shells : N/A
 - + Regular arrows : many...
 - + Explosive arrows : 10-20 arrows
 - + Grenade Rounds : 10-20 rounds
 - + Acid Rounds : 10-20 rounds
 - + Flame Rounds : 10-20 rounds
 - + B.O.W. Rounds : N/A
 - + Magnum Rounds : 5-6 rounds
 - + Automatic guns : 20-30%

ALEXIA 2

- Difficulty : Medium
- Characteristics : Appear with a big platform. This form is tougher and harder. Attack by striking the tentacles or giving up the small creatures at your feet to annoy you. Sometimes Alexia drops poisonous liquid.
- Strategy : Get your powerful weapons to defeat this. Sometimes running around to avoid the annoying creatures. Grenade rounds are good to beat the boss and defeat the small creatures at the same times because of its large range.
- Ammo to kill :
 - + Handgun Bullets : many...
 - + Shotgun Shells : N/A
 - + Regular arrows : many...
 - + Explosive arrows : 20+ arrows
 - + Grenade Rounds : 15+ rounds
 - + Acid Rounds : 15+ rounds
 - + Flame Rounds : 15+ rounds
 - + B.O.W. Rounds : N/A
 - + Magnum Rounds : 10+ rounds
 - + Automatic guns : a lot...

 ALEXIA 3

- Difficulty : Medium
- Characteristics : a flying monster which attacks by dropping fire.
- Strategy : Use your Linear Launcher. Aim correctly and shoot only when you think she stops flying temporarily.
- Ammo to kill :
 - + Handgun Bullets : N/A
 - + Shotgun Shells : N/A
 - + Regular arrows : N/A
 - + Explosive arrows : N/A
 - + Grenade Rounds : N/A
 - + Acid Rounds : N/A
 - + Flame Rounds : N/A
 - + B.O.W. Rounds : N/A
 - + Magnum Rounds : N/A
 - + Automatic guns : N/A
 - + Rocket Launcher : 1 shot
 - + Linear Launcher : 1 shot

16/ B.A.T.T.L.E. G.A.M.E.

Battle Game is the mini-game of Resident Evil Code Veronica, only appear when you beat the game once. But in Resident Evil Code Veronica Complete, you don't need to do this to have it. The characters of this scenario are Claire Redfield, Biker Claire Redfield, Chris Redfield, Steve Burnside and even the famous main villain Albert Wesker.

=====
 15.1/ CHARACTERS'S WEAPON
 =====

Each character has his/her own weapons with infinite ammo :

* Claire Redfield

- Combat knife
- M93R Handgun
- Bow gun (Explosive arrows)
- Handgun Bullets
- 4 Mixed Herbs

* Biker Claire Redfield

- Combat knife
- Grenade Launcher
- Grenade rounds
- Acid rounds
- Flame rounds
- Assault Rifle
- 1 Mixed Herb

* Chris Redfield

- Combat knife
- Magnum
- Shotgun
- Shotgun Shells
- 2 Mixed Herbs

* Steve Burnside

- Combat knife
- Gold Lugers
- Sub Machine Gun
- 2 Mixed Herbs

* Albert Wesker

- Combat knife
- 3 Mixed Herbs

=====
16.2/ CHARACTERS'S FINAL BOSS
=====

- Claire Redfield versus Nosferatu (Alexander)
- Biker Claire Redfield versus Tyrant
- Chris Redfield versus 2nd and 3rd Alexia
- Steve Burnside versus Grave Digger
- Albert Wesker versus 1st Alexia

=====
16.3/ DESTINATION
=====

This is a mixed map and I'm not talented enough to draw it as a chart.
So let me explain the position by words. Maybe it's more specific than
chart :

(1) AREA 1 :

Location : Prison Basement

Monsters : 4 zombies

Items : N/A

Bombs : N/A

(2) AREA 2 :

Location : Prison way

Monsters : 6 zombies

Items : 1 Green herb

Bombs : 1

(3) AREA 3 :

Location : Military Training Facility 1F, front door

Monsters : 3 Bandersnatch

Items : First Aid Spray

Bombs : N/A

(4) AREA 4 :

Location : Antarctic Transport Terminal B5, Tiger Statue Room

Monsters : 5 zombies

Items : N/A

Bombs : 1 (on a zombie)

(5) AREA 5 :

Location : Military Training Facility B1

Monsters : 5 zombies

Items : N/A

Bombs : N/A

(6) AREA 6 : (Rodrigo is here)

Location : Military Training Facility 1F, Turn Table

Monsters : 2 Hunters

Items : 1 Green Herb

Bombs : N/A

(7) AREA 7 :

Location : Antarctic Transport Terminal B2

Monsters : - 1 Hunter

- 1 Sweeper

Items : - 1 Green Herb

- 1 Blue Herb

Bombs : 3

(8) AREA 8 :

Location : Military Training Facility 1F

Monsters : 4 zombies

Items : N/A

Bombs : N/A

(9) AREA 9 :

Location : Antarctic Transport Terminal B4

Monsters : 6 zombies

Items : N/A

Bombs : N/A

(10) AREA 10 :

Location : Military Training Facility 2F, Monitor Room

Monsters : 6 zombies

Items : N/A

Bombs : 1 (on a zombie)

(11) AREA 11 :

Location : Prison area, infirmary

Monsters : 4 zombies
Items : First Aid Spray
Bombs : N/A

(12)AREA 12 :

Location : Military Training Facility 2F
Monsters : 4 zombies
Items : - 1 Green Herb
 - 1 Blue Herb
Bombs : 1

(13)AREA 13 : (optional)

Location : Casino, Palace
Monsters : N/A
Items : - 2 Green Herbs
 - Random items in Slot Machine
 + First Aid Spray
 + D.I.J. diary
 + M-100P
 + B.O.W. rounds
 + Magnum
Bombs : N/A

(14)AREA 14 :

Location : Military Training Facility 1F, Locker Room
Monsters : - 1 Hunter
 - 1 Sweeper
Items : First Aid Spray
Bombs : N/A

(15)AREA 15 :

Location : Antarctic Transport Terminal B5, Freezer
Monsters : 7 zombies
Items : N/A
Bombs : N/A

(16)AREA 16 :

Location : Military Training Facility 1F
Monsters : 4 zombies
Items : N/A
Bombs : 3

(17)AREA 17 :

Location : Military Training Facility B1
Monsters : 5 zombies
Items : N/A
Bombs : 1 (on a zombie)

(18)AREA 18 :

Location : Airport 1F
Monsters : 3 Bandersnatch
Items : First Aid Spray
Bombs : N/A

(19)AREA 19 : Boss Battle

CLAIRE REDFIELD

Location : Antarctic Transport Terminal, Terrace
Monster : Nosferatu

BIKER CLAIRE REDFIELD

Location : Antarctic Transport Terminal, Terrace

Monsters : Tyrant

CHRIS REDFIELD

Location : Antarctic Transport Terminal B4

Monsters : - Alexia 2

- Alexia 3

STEVE BURNSIDE

Location : Deserted island

Monsters : Grave Digger

ALBERT WESKER

Location : Antarctic Transport Terminal B5, Main hall

Monsters : Alexia 1

THE FINAL SCREENS :

- Claire is riding a motorcycle.
- Biker Claire is standing happily in the tank yard.
- Chris is going fishing
- Steve is with his father.
- Wesker has got out of his mission

=====
16.4/ ITEMS IN SLOT MACHINE
=====

You will go to the casino on your way. The slot machine in it will give some random items. Maybe they are :

Claire : First Aid Spray

Alt. Claire : B.O.W. rounds / First Aid Spray/ D.I.J diary

Chris : M-100P/ First Aid Spray/ D.I.J. diary

Steve : First Aid Spray / D.I.J diary

Albert Wesker : Magnum with 6 rounds / D.I.J Diary

* Who is D.I.J. ?

A mouse which wanders around with you in the adventure. You can see him clearly in the shutter where Alfred jokes you or the locker where you first meet Nosferatu. An intelligent mouse, right ? His diary is not entirely useless. It lets you know a few information about the events, especially Wesker is still alive and he escapes from the explosion. See "Files" menu for more details about this diary.

These info might be not very correct as I said, they are random items. So please don't surprise if yours are not appreciate.

=====
16.5/ GENERAL STRATEGY
=====

A. CLAIRE REDFIELD

- Difficulty : Very Easy
- Best Weapon : Bow gun with Explosive arrows
- Zombies : with this weapon, you can shoot any zombies on your way. This is infinite ammo so don't worry about it.
- Bandersnatch : sometimes annoying. Just aim and shoot very fast not to let them beat you. If you are correct, two shots can kill one. But if not, you need four of five shots to defeat one.

- Hunters and Sweepers : annoying, too. Bow gun is a long range weapon which is hard to shoot these creepy creatures. Aim down and shoot. If the monsters lie and haven't wake up yet, stand near it and shoot the finishing blow.

- Nosferatu : As I said, this boss is not tough. Just aim at its heart and shoot fast, running to avoid the tentacles at the same time.

B. BIKER CLAIRE REDFIELD

- Difficulty : Easy

- Best weapon : Grenade Launcher with Flame rounds

- Zombies : one shot of this can kill any enemies on your way. But remember, its range is not long.

- Bandersnatch : (the same as strategy for zombies)

- Hunters and Sweepers : I think these guys are afraid of Acid Rounds. But if you don't want to waste time changing ammo, just use Flame rounds and aim down to shoot them.

- Tyrant : If you are not good at dodging, use Assault Rifle. This gun is a long range weapon. Run to four corners and shoot him, shoot until he is in sight and run to the other corner. But if you think you can avoid his hits, just use Grenade Launcher because it's still more powerful. One hit of him can push you to the air. So be careful and don't stand too close the dead end when shooting !

C. CHRIS REDFIELD

- Difficulty : Medium

- Best weapon : Magnum

- Chris is lucky to have this terrific weapon. It has a long range and kill any enemies on your way : Zombies, Bandersnatch, Hunters, Sweepers, etc. So just play happily

- 2nd Alexia : shoot her continually, running whenever you are annoyed too much because of the tentacles.

- 3rd Alexia : Stand near her and aim up. Try to avoid her fire. This is easy.

D. STEVE BURNSIDE

- Difficulty : Hard

- Best Weapon : Sub Machine Gun

- Zombies : stand at a safe position and shoot.

- Bandersnatch : choose an appreciate position which the monsters are hard to beat you or you'll be beaten continually.

- Hunters and Sweepers : shoot at a close distance and aim down.

- Grave Digger : Running to avoid its hits. Shoot it when it rises out the ground.

E. ALBERT WESKER

- Difficulty : Very Hard

- Weapon : Combat knife

- Zombies : Stand at a close distance, always ready to attack. To aim down is the best. If you aim down and cut its legs correctly, you'll have a chance to make a lot of continuous damage that the zombie can't bite you only one hit.

- Bandersnatch : very annoying. Choose an appreciate position which

help you to make the most correct damage and avoid the others's hits.

If you cut it very correctly, it will die after three hits.

- Hunters and Sweepers : Aim down and cut as fast as you can. I affirm that these creatures are hard to cut with a knife.

- Alexia : use the Magnum in the slot machine. 6 rounds are too enough for you. But as I said, the items in Slot Machine are random, sometimes it's D.I.J diary. At that time, if you feel you can't beat Alexia by a knife, just start again.

=====

16.6/ LITTLE FIGHTING TRICKS

=====

I open this menu to show you some good methods to fight enemies. You can create your own. This is only my experience. But the first general trick I want to tell you is using the bombs for a group of enemies.

CLAIRE REDFIELD

- With the explosive arrows in your bow gun, just shoot in high speed. I assure the enemies will fall before beating you.

- For Hunters and Sweepers, try to shoot them to fall and lie on the floor. Then aim down to finish them.

BIKER CLAIRE REDFIELD

- Corner a group of enemies and shoot. Grenade Launcher is very effective to many monsters in a position.

- For Hunters or Sweepers, just shoot them falling on the floor. When they haven't woken up yet, stand close and aim down to play the finishing touch.

CHRIS REDFIELD

- Let many enemies stand in line, then shoot straight. Your magnum round flies through and kill all of them immediately.

STEVE BURNSIDE

- Aim two enemies at the same time.

- For Hunters and Sweepers, aim down and never stop your pressing.

ALBERT WESKER

- To aim down is the best way to kill zombies. But if you can, aim correctly at their heads. If you do well, only one hit can kill one.

- If you are good at dodging, just stand until the zombie goes close you. Then run away to the other side at once, the crazy zombie would fall on the floor. Then use your knife to finish it before it can wake up. This trick is hard to do but very effective.

- Chose a best position to see all of your "future" enemies to attack them better.

- You can also corner a group of zombies that your knife can finish them at the same time.

- If some place have stairs as Area 5, don't go down, just stand on the stairs and prepare the knife, killing the going up zombies by cutting continuously. They would fall before doing harm on you. I think this is the safest strategy because I have never been bitten by them when using it. But I let you know that this tactic takes much time because you must wait for the zombies to go upstairs. Just deceive them if they don't go up. But remember, this trick is only for zombies. Hunters will slice your head if you do this. (maybe... hehehe)

=====

16.7/ FUNNY STUFF

=====

These are the characters's funny actions but these waste your time to beat the scenario to get high ranks. But you can only see them for fun:

- Claire and Alt.Claire : let her stand in a freezer for a long time
- Chris : he has two actions : One is in front of the Tiger statue. One is in front of the broken mirror in the locker room.
- Steve : the soda machine in the locker room.
- Wesker : the one-eyed statue in the infirmary.

=====

16.8/ SECRETS

=====

- Unlock Steve Burnside in battle mode : try to get the Luger Replica in the game.

- Unlock Albert Wesker in battle mode : Finish Chris's battle game with best result.

+ In Japanese Version, you can unlock Albert Wesker in Battle Mode by collecting his sunglasses when he runs away leaving Chris.

- The First Person mode : get Alfred's sniper rifle in the game.

- Unlock Biker Claire Redfield : finish Claire's battle game with current best result.

- Get Linear Launcher in battle mode : get A ranking for every character.

=====

16.9/ RANKING SYSTEM OF BATTLE MODE

=====

This ranking system depends on :

- The duration
- How many healing items you pick up.

CLAIRE REDFIELD

- A : 6 minutes 09 seconds 99 or under.
- B : 6 minutes 10 seconds - 6 minutes 19 seconds 99
- C : 6 minutes 20 seconds - 6 minutes 29 seconds 99
- D : 6 minutes 30 seconds - 6 minutes 39 seconds 99
- E : 6 minutes 40 seconds and over

BIKER CLAIRE REDFIELD

- A : 7 minutes 59 seconds 99 or under
- B : 8 minutes 00 seconds - 8 minutes 59 seconds 99
- C : 9 minutes 20 seconds - 9 minutes 59 seconds 99
- D : 10 minutes 00 seconds - 10 minutes 59 seconds 99
- E : 11 minutes 00 seconds or over

CHRIS REDFIELD

- A : 6 minutes 29 seconds 99 or under
- B : 6 minutes 30 seconds - 8 minutes 29 seconds 99
- C : 8 minutes 30 seconds - 9 minutes 29 seconds 99
- D : 9 minutes 30 seconds - 10 minutes 29 seconds 99
- E : 10 minutes 30 seconds or over

STEVE BURNSIDE

A : 9 minutes 59 seconds 99 or under
B : 10 minutes 00 seconds - 12 minutes 29 seconds 99
C : 12 minutes 30 seconds - 13 minutes 29 seconds 99
D : 13 minutes 30 seconds - 14 minutes 29 seconds 99
E : 14 minutes 30 seconds or over

ALBERT WESKER

A : just beat it before 1 hour.

Notes : - The highest rank in Japanese version is S rank.
- There is a rumour about Wesker's battle mode that you can certainly get the Magnum in the Slot Machine if you open it at the duration after 20 minutes.

17/ G.A.M.E. S.H.A.R.K. C.O.D.E.S.

* Important Notes :

- These Codes are used for Dreamcast only.
- The author of this FAQs never use codes in games. They are got from another source. So don't complain me if some of them don't work well.

FUNCTION	CODES
Unlimited Health	DE488CD6000000A0
Save Counter Always 0	913804AF00000000
Low Timer	BF36F4DB000005C3
999 Any Item	F3A998D0000003E7
Unlimited Items/Ammo Pos 1 Claire	E73716C3000003E7
Unlimited Items/Ammo Pos 2 Claire	27A76D12000003E7
Unlimited Items/Ammo Pos 3 Claire	7EF5DD55000003E7
Unlimited Items/Ammo Pos 4 Claire	A7D35FC6000003E7
Unlimited Items/Ammo Pos 5 Claire	F71996D1000003E7
Unlimited Items/Ammo Pos 6 Claire	38F12A10000003E7
Unlimited Items/Ammo Pos 7 Claire	8CE38357000003E7
Unlimited Items/Ammo Pos 8 Claire	C63BE9AF000003E7
First Aid Sprays Always in Chest	D5884D88001403E7
Ink Ribbons Always in Chest	3481EA10001F03E7

Custom Handgun Always in Chest	BB46F4DA000A03E7
Shotgun Always in Chest	3431EA10000403E7
Assault Rifle Always in Chest	AB139FC6000203E7
Submachine Gun Always in Chest	D6484D88002203E7
Grenade Launcher Always in Chest	80234357000603E7
Magnum Always in Chest	699BA516002003E7
Sniper Rifle Always in Chest	FBD958D1000303E7
Rocket Launcher Always in Chest	694BA516000103E7
Linear Launcher Always in Chest	1D14D8C6000B03E7
Gold Lugers Always in Chest	BB36F4DA002103E7
M-100P Always in Chest	BF36F4DA008E03E7
Acid Rounds Always in Chest	45EAD19E001003E7
Flame Rounds Always in Chest	95F8C4A0001103E7
Plant Pot Always in Chest	6D9BA516007E0001
Crystal Always in Chest	3081EA1000790001
Turn Table Key Always in Chest	5837B90000600001
Chemical Storage Key Always in Chest	9088C4A000610001
Clement a Always in Chest	EEB7D6C300620001
Clement z Always in Chest	2E27AD1200630001
Tank Object Always in Chest	77751D5500640001
Security Card Always in Chest	8453435700690001
Hemostatic Always in Chest	FE2958D1005F0001
Queen Ant Relief Always in Chest	6D4BA616006D0001
King Ant Relief Always in Chest	AF139FC6006E0001
Red Jewel Always in Chest	FFD958D1006F0001
Blue Jewel Always in Chest	3031EA1000700001
Socket Always in Chest	8423435700710001
Square Valve Handle Always in Chest	BF46F4DA00720001
Serum Always in Chest	1914D8C600730001
Earthenware Vase Always in Chest	41EAD19E00540001

Paper Weight Always in Chest	91F8C4A000750001
Silver Dragonfly Always in Chest	D1884D8800760001
ID Card Always in Chest	5F07B90000490001
Airport Key Always in Chest	A9C39FC6004B0001
Emblem Card Always in Chest	D7E84D88004C0001
Skeleton Picture Always in Chest	36E1EA10004D0001
Music Plate Always in Chest	A99B9FC600420001
Album Always in Chest	C82B29AF00500001
Halberd Always in Chest	F96958D100510001
Extinguisher Always in Chest	5F77B90000520001
Padlock Always in Chest	404AD19E00540001
TG-01 Always in Chest	9058C4A000550001
Valve Handle Always in Chest	CFDB29AF00570001
Octa Valve Handle Always in Chest	2EF7AD1200580001
Machine Room Key Always in Chest	6C3BA51600590001
Mining Room Key Always in Chest	BE96F4DA005A0001
Bar Code Sticker Always in Chest	EE07D6C3005B0001
Air Force Proof Always in Chest	29B7AD1200470001
Sterile Key Always in Chest	403AD19E005C0001
Door Knob Always in Chest	77051D55005D0001
Battery Always in Chest	CF6B29AF005E0001
Lockpick Always in Chest	8333435700320001
Glass Eye Always in Chest	D6384D8800330001
Piano Scroll Always in Chest	1E04D8C600350001
Steering Wheel Always in Chest	6AEBA51600350001
Crane Key Always in Chest	96E8C4A000360001
Eagle Plate Always in Chest	E8D7D6C300380001
Side Pack Always in Chest	3791EA1000390001
Queen Ant Object Always in Chest	83834357003C0001
King Ant Object Always in Chest	B826F4DA003D0001

Biohazard Card Always in Chest	29C7AD1200400001
Detonator Always in Chest	29C7AD1200400001
Control Lever Always in Chest	70951D5500410001
Gold Dragonfly Always in Chest	A9739FC600420001
Silver Key Always in Chest	F9B958D100430001
Gold Key Always in Chest	470AD19E00440001
Army Proof Always in Chest	9718C4A000450001
Navy Proof Always in Chest	C89B29AF00460001
Gas mask Always in Chest	3741EA1000270001
Alfred's Jewel Always in Chest	5ED7B900002E0001
Alfred's Ring Always in Chest	F8C958D1002D0001
Alexander's Pierce Always in Chest	6A5BA516002B0001
Alexander's Jewel Always in Chest	B8F6F4DA002C0001
Alexia's Choker Always in Chest	D1584D88006B0001
Alexia's Jewel Always in Chest	19A4D8C6006C0001

18/ F.R.E.Q.U.E.N.T.L.Y. A.S.K.E.D. Q.U.E.S.T.I.O.N.S. &

R.U.M.O.U.R.S.

=====

FREQUENTLY ASKED QUESTIONS (FAQS)

=====

QUESTION : I remember the B.O.W. and Flame Rounds are in the prison. I think I need it for the Tyrant on the plane. But I can't get pass the detector.

ANSWER : Just continue the game. Play until you find an Eagle Plate. Put it in the hold door beside the guilotine. You'll find another way to go there without passing the detector.

QUESTION : I can't get the Rusted Sword without being trapped ?

ANSWER : Do you see a long bar in the central statue ? When the room is trapped, push the bar as soon as possible, until the trap is unlocked.

QUESTION : Where do I find the Gold Key ?

ANSWER : Do you remember the model in Facility 1st floor ? Hang the

Skeleton Picture on the wall where you got the Eagle Plate, the model appears and you'll get it.

QUESTION : I have put the King Ant Object in the blue music box and go to the red music box but nothing happens.

ANSWER : You need the Queen Ant Object for the red box, boy. Just play until you find it.

QUESTION : I need help with Tyrant on the plane !!!

ANSWER : There are a lot of tactics for this "boy". But I think these are good :

- If you have very few ammo. Just try to dodging his hits and frequently push the catapult. See "Damage Notes" to know about his strength. Might be he will drop in the 4th pushing time.

- If you have more than 20 any rounds of Grenade Launcher or explosive arrows, just shoot him until he got injury. Then push the catapult to push him off.

Notes : He never drops in the first time and he always drops in the fourth time.

There have been many players who fail to fight this guy. Just try on a few times. You can do it well.

QUESTION : How do I do to get the Magnum ?

ANSWER : Remove the extinguisher you used in Prison area from the Security Box to Item Box. If not, you'll lose it in Disc 2. The Magnum is in the Weapon Storage. In the room above, you find the extinguishant and full your extinguisher. Then use it to put out the fire and get the Magnum.

QUESTION : How to solve the painting puzzle ?

ANSWER : Read the "Memo to the new family master". Try to determine the people in the pictures and follow the order of the memo. It's :

- Ancestor Veronica
- Stanley
- Thomas
- Arthur
- Edward
- Alexander
- Childhood Alfred (the biggest picture)

To determine the people in the picture, try to pay attention to what objects beside them such as the tea cup or earthenware vase etc.

QUESTION : How can I solve the puzzle in the room where I use the Gold Lugers to unlock ?

ANSWER : Find the computer and read the file beside it. It gives you some hints about the code. If you activate the computer, the clock will be lit. Rotate the numbers of the clock and find the code following the order in the file :

- 1) Left, Right
- 2) Left

3) Right

4) Right, Right, Right

Enter the code to the computer.

QUESTION : How to solve the puzzle of the Paper Weight ?

ANSWER : You have known the symbol of Alexia's name. Now you find Alfred's name. He said they are in the other sides of Alexia's name. If Alexia's name is Heart-Spade-AA-Crown. That means Alfred's is AA-Crown-Heart-Spade. If you still don't understand the rule, compare them with each other. Each Alexia's symbol is the other side of Alfred's.

QUESTION : I only have very few ammo. Can I fight Alexia after Wesker escapes ?

ANSWER : Try to do your best with the ammo you're having. Every ammo could defeat her. Now it only depends on how much you have and how you fight her. Try to dodge her fire and keep safe distance. See "Monster List" for more details. Of if not, try to start again at the nearest save. But remember to save before giving Claire the Serum because you continue to play with no time to prepare again. If Claire isn't poisoned, save before seeing her.

QUESTION : The trap of the Crystal Ball is so hard !

ANSWER : First, rotate the handle to drop the Crystal Ball. If you want to avoid the trap best, when it hasn't been brought up promptly, run to the center immediately and put the ball. Don't touch anything on the way or you'll be late. Then Claire automatically steps backward for the trap dropping again to break the ball. When the trap hasn't been brought up yet, run to the center again and grab the Security Card. Then it will stop.

QUESTION : When Claire meets Chris before the final battle, Alexia appears and kill her, then game over. How do I save her ?

ANSWER : Use any long range weapons with auto-aim. Only one shot can defeat her.

QUESTION : Can I save Steve when he is changed ?

ANSWER : You can't. But don't worry, he might not die yet.

QUESTION : Can I kill him at that time ?

ANSWER : I have found the most correct answer : "No, you can't." Just because you can't change Capcom's decision.

QUESTION : Is Wesker alive ?

ANSWER : Yes, sure.

QUESTION : What happened to Wesker ? Why does he has weird eyes and unwashed strength ?

ANSWER : See "Wesker's Report" for more details. About the red eyes, I think that's an effect of the virus he infected himself before being killed by Tyrant.

QUESTION : What's the difference between Code Veronica and Code Veronica Complete ?

ANSWER : Players like to ask this question. So see my menus about the various versions of Resident Evil Code Veronica.

QUESTION : What's the difference between Code Veronica Complete for Dreamcast and Code Veronica X for Playstation 2 ?

ANSWER : Another similar question. See my menus about the various versions of Resident Evil Code Veronica.

QUESTION : What is Wesker's Report ?

ANSWER : I have opened an own menu for Wesker's Report. See it for correct details.

=====

RUMOURS

=====

RUMOUR : Leon Scott Kennedy appears in this game ?

TRUTH : Yes, but just a very small role.

RUMOUR : He dies in this game ?

TRUTH : False. I know the reason why you hear this news. The truth is that in the first thought, Capcom decided to make Leon die in very the beginning of the game by an air accident. But later, they saw that Leon is a very popular character so they changed their mind. Now Leon just appears in Resident Evil Code Veronica as a subordinate character who receives Claire's email to inform Chris about her situation. So don't worry if you are Leon's fans.

RUMOUR : You can play as Hunk in Battle Mode if you collect all the files in the game.

TRUTH : False, you can't.

RUMOUR : There is an "Alternate Chris" in Battle Mode.

TRUTH : False. I'm sure you know this from an issued magazine. But the right answer is "No".

RUMOUR : There are many endings in the game.

TRUTH : False. There is only one ending.

RUMOUR : There is a cheat code about infinite ammo in the game but it doesn't work for mine.

TRUTH : I don't know what correct code you want to know. But there is a code that's only available in Europe version.

RUMOUR : I can get the Magnum without the extinguisher.

TRUTH : False, you can't, except you use a code.

RUMOUR : I can play with Claire and her second costume in Battle Mode in Story mode.

TRUTH : False. I also want to see her like that. But it can't.

RUMOUR : Is D.I.J. really a mouse ?

TRUTH : I'm not sure about this. But everyone confirm it. If you compare the episodes in the diary with the time you meet him, they are completely appreciate. So I think it's true. Some people think it's a rat.

19/ B.E.T.A. V.E.R.S.I.O.N.

Resident Evil Code Veronica has many different versions. The beta version I'm going to tell you in this menu is not the most original. If you are a player who like to find out about the screenshots, you would see some of them have Claire in the old costume of Resident Evil 2 and she brings strange weapons. Or many camera angles and scenes are different from the popular version. I think it's the most original. But this was cancelled before anything that you don't know about it.

Resident Evil Code Veronica has an official beta version before it. This is the nearest beta version which is almost like the current one. Someone said this version has the brighter colors than the popular. Only some points are different.

RE CODE VERONICA	!	RE CODE VERONICA BETA
- Steve's hair is brown.	!	- Steve's hair is blonde
-There are some corpse in the dormitory of the prison area.	!	- There is no corpse in the dormitory. The camera angle is different.

-The dead researcher wears uniform of a scientist. ! - The researcher wears ordinary ! clothes.
!
-When the shutter is closed, Claire quickly run and slip out of it. ! - When the shutter is closed,the ! camera angles show her ! thrilling face for a while ! before she slips.
!
-When you go on the path to Private Residence, nothing on the way. ! - When you go on a path to ! Private Residence, a shadow ! looks like Alexia aiming a ! sniper rifle and says : "So we ! meet again at last, Claire !" ! then fire a shot
!
- Mini-game : Battle game with Claire, Alt.Claire, Chris, Steve and Wesker. ! - Beside Battle Game, there is a ! mini-game whose character is ! Rodrigo, beginning at his native ! village.
!
!

20/ B.I.O.H.A.Z.A.R.D. C.O.D.E. V.E.R.O.N.I.C.A.

Biohazard Code Veronica is released in Japanese before Resident Evil Code Veronica written with English. They are almost the same. Only some small difference are made.

~~~~~	~~~~~
BIOHAZARD CODE VERONICA	RESIDENT EVIL CODE VERONICA
~~~~~	~~~~~
The opening screen is Claire and Chris.	The opening screen is Claire, Chris and Wesker.
Language : Kanji	Language : English
Voice : English	Voice : English
There is Japanese subtitle.	There's no subtitle.
There is Difficulty choosing menu.	There's no Difficulty choosing menu.
Wesker's sunglasses are item	There are no Wesker's sunglasses.
Ranking System has the highest S and the lowest D.	Ranking System has the highest A ranking and the lowest E.

21/ R.E.S.I.D.E.N.T. E.V.I.L. C.O.D.E. V.E.R.O.N.I.C.A. C.O.M.P.L.E.T.E

Resident Evil Code Veronica is a complete version Resident Evil Code Veronica which has new scenes especially about the long-time villain Albert Wesker. These extra cut-scenes last for about 10 minutes. This is Japanese version.

RE CODE VERONICA	!	RE CODE VERONICA COMPLETE
	!	
- Steve's hair is split	!	- Steve's hair is different.
	!	
- There's no Flame Rounds in the Military Training Facility.	!	- There are some Flame Rounds in Military Training Facility.
	!	
- After getting the Piano Scroll and return to Palace, nothing happen.	!	- After getting the Piano Scroll and return to Palace, Wesker appears and "talks" to Claire.
	!	
- When Alexia changes, she beats Wesker and he escaped soon.	!	- When being beaten, Wesker doesn't escape. He turns to the left, then running on the wall to the right to avoid Alexia's fire. He punches her one hit. After falling, he saw Chris and then escape, let Chris handle the rest.
	!	
- After the final battle with 3rd Alexia, Chris escapes soon.	!	- After that battle, Wesker catches Claire to make Chris fight with him. Chris asks him to give up Claire and starts the duel.
	!	
- Music ending	!	- Different music ending
	!	

22/ R.E.S.I.D.E.N.T. E.V.I.L. C.O.D.E. V.E.R.O.N.I.C.A.
C.O.M.P.L.E.T.E. E.D.I.T.I.O.N.

This is released again for Playstation 2 after Resident Evil Code Veronica Complete for Dreamcast and written in Japanese. Almost it's not different from the old version. except some additional packages.

Name : Resident Evil Code Veronica Complete Edition
Platform : Sony Playstation 2
Released date : March 22nd 2001
Additional : - DVD Devil May Cry
- DVD Wesker's Report
- Biohazard 5th Anniversary Package

23/ R.E.S.I.D.E.N.T. E.V.I.L. C.O.D.E. V.E.R.O.N.I.C.A. X.

This is the English version of Resident Evil Code Veronica Complete, has been added "very easy" difficulties (with the unlimited Rocket Launcher in the game) and written in English. In addition to this, there are bonus DVDs "Wesker's report" and Devil May Cry demo. The opening movie is different either, it shows directly the scene Claire is escaping from Umbrella forces. Devil May Cry is a heavy fighting adventure game which is made by the same creator of Resident Evil series : Shinji Mikami. This game would be released first in November 2001 as the current information. But now we return to our topic. Let's see.

Name : Resident Evil Code Veronica X
Platform : Sony Playstation 2
Released date : August 22th 2001 or about
Europe released date : August 31st 2001
Developer and Publisher : Capcom

24/ G.U.N. S.U.R.V.I.V.O.R. 2. :
B.I.O.H.A.Z.A.R.D. C.O.D.E. V.E.R.O.N.I.C.A.

Name : Gun Survivor 2 : Biohazard Code Veronica
Former Name : Resident Evil : Fire Zone - Gun Survivor 2
Platform : Arcade game

This game take places on Orphan Island where Steve and Claire are being captured and try to escape. But this place is covered with strange creatures and zombies. Your playable character is Claire Redfield and you must find the way to pass the horror. This game is split into many stages. Your weapon is an unlimited handgun. As the game's name, its kind is similar to Resident Evil Gun Survivor which is played as First Person Mode. In this game, you must fight several bosses just because each of them might keep the keys to escape. I think there is Nemesis, too. Your health is showed by a small bar in the bottom right of the screen. You can move your character. You have several playable characters to play cooperatively such as Steve as Claire's supporter. I don't know if Chris Redfield is a playable character in this game. But clearly Capcom has been making a big job for the players to enjoy enough Resident Evil Code Veronica.

25/ O.T.H.E.R.S. S.T.U.F.F.S.

~~~~~

MY OWN REVIEW ABOUT THIS GAME

~~~~~

I have played a lot Resident Evil games and my last critic is :
Resident Evil Code Veronica is the best. Let's see :

Gameplay 10/10

When playing this game, I have got a lot of different feeling :
thrilling, fear, expecting, happy or hopeless, etc. The game is created by a lot of various episodes under the simple kind "survival horror". I only feel satisfied after playing this game, even succeed or fail, just because it makes me happy and pleasant after studying. Resident Evil is

my best series and Resident Evil Code Veronica is currently best in the series.

Story 8/10

Yes, a good story. A long battle between humanity and biohazard is told by an interesting series that is more wonderful and exciting. This game is not only simple a survival horror game. It shows us about the relation between people and people, the real face of this life : ambitions and crimes - a life which is made of challenges, hazards and misery. Yeah, this is a very popular topic. I have been attracted for many years about it.

Graphic 10/10

Can't be mocked. The scenes are clear and real. The characters are drawn correctly every side. The colours are very true as if I have stepped into the real world of the game. The skills of making scenes and arts take an important to create a perfect game like this. Maybe this is only some effect of Dreamcast. But anyway, it's still the best.

Sound 10/10

Always true any time, any situation. The music are not so scary and terrible that makes a balance. The sounds are made lively every respect : walking, putting switches, pushing things, etc. Generally, sounds of Resident Evil are always perfect.

Characters 9/10

Very cool ! The characters who have their own characteristics are always various and different from one another : cool, ugly, violent, gentle, etc. Even villains or main characters, each fan has his/her own opinions : hate, like, feel sorry, admire etc.

Battle System 9/10

Still simple. But it's okay. Sometimes I don't like complex things so it doesn't matter. The equipped weapons are very cool and rich. But I still hope Capcom should make more functions of control, especially for the superhuman Albert Wesker and a lot of other characters.

Replayability 10/10

Of course and certainly. I have never felt boring. It has so many things I need to discover, and many problems I need to solve. Yeah, it's worth replaying continually.

To buy or rent ?

Just buy because Resident Evil Code Veronica always deserve to it.

~~~~~  
RESIDENT EVIL GAMES  
~~~~~

NAME : Resident Evil
RELEASED DATE : 1996 - 1997
PLATFORM : Playstation, PC, Sega Saturn, GameCube

This was the first Resident Evil of series. Its content is about the incident in a mansion belonging Raccoon Forest. This involves the Trevor's Note I wrote above. You take the role of either Chris Redfield and Jill Valentine - two members STARS to explore the mansion.

NAME : Resident Evil Director's Cut
RELEASED DATE : 1997-1998

PLATFORM : Playstation

It's almost the same as original Resident Evil with more modes and features.

NAME : Resident Evil Director's Cut Dual Shock Edition

RELEASED DATE : 1997-1998

PLATFORM : Playstation

It's almost the same as Resident Evil Director's Cut.

NAME : Resident Evil 2

RELEASED DATE : 1998

PLATFORM : Playstation, Nintendo 64, PC, Dreamcast, GameCube

It's about the accidental adventure of the rookie cop Leon Scott Kennedy and Claire Redfield. Leon begins his first day of duty and enters the city. Claire Redfield - a strange young lady enters the city to search for her brother Chris Redfield - one of the survivors of the mansion incident and an important member of S.T.A.R.S. But both of them didn't know something terrible happening in Raccoon...

They have an appointment at RPD Police Station where they thought it was safe...But...

NAME : Resident Evil 2 Dual Shock Edition

RELEASED DATE : 1998-1999

PLATFORM : Playstation, Dreamcast, PC

Its content is the same as Resident Evil 2. But it has a new mini-game named Extreme Battle Mode which the two subordinate characters Chris Redfield and Ada Wong can be played.

NAME : Resident Evil 3 Nemesis

RELEASED DATE : 1999-2000

PLATFORM : Playstation, Dreamcast, PC, GameCube

You take the main role of Jill Valentine to escape from Raccoon City which is going to be destroyed by Umbrella to wipe all the evidence about the virus. She was one of the survivors of the mansion incident who knows about this work. So Umbrella creates Nemesis to pursue her.

NAME : Resident Evil Gun Survivor

RELEASED DATE : 2000

PLATFORM : Playstation

You are a person who is injured by an accident. He forgets everything about himself and tries to find the truth. In his journey, he is watched by a guy of Umbrella named Vincent. Later the main character realizes himself as Ark Thompson. He destroys an important facility of Umbrella and escapes with Lott and Lily - the two children he meets on his way.

NAME : Resident Evil 0

RELEASE DATE : Early 2002

PLATFORM : GameCube

This game was released first for Gameboy. But now it has been redoing with this new console. This scenario lets us know more about Rebecca Chambers - the support character in Resident Evil who rarely appears. You also have a chance to know more about STARS and Umbrella in this game.

NAME : Resident Evil Gaiden

RELEASE DATE : Fall 2002

PLATFORM : Gameboy Color

This is a new scenario and also a chance for the Resident Evil fans who like the character Barry Burton of the first Resident Evil. He would

be the main character of the game and start his adventure on a ship.
This is just a rumour.

NAME : Resident Evil 4
RELEASE DATE : Early 2002
PLATFORM : GameCube

Have you enjoyed enough Resident Evil Code Veronica ? And Resident Evil 4 would give you the next answers of the Resident Evil story. There are rumours that this game would be an impression of Capcom about graphic and other systems. There are tons of stupid rumours about characters. But I can't tell which is right. No more information is received this time. I think this game is still so far.

~~~~~  
TREVOR'S LETTER  
~~~~~

INTRODUCTION & EXPLANATION

George Trevor was the architect who designed the mansion in Resident Evil 1 as the command of a mysterious guy named Spencer. Once he was invited to the house he built and then lost in it mysteriously. This is a story part got from the book "The True Story Behind Biohazard" which was published by Capcom in 1996. But the company saw that they have revealed too much for the players. So it was cancelled and most of us don't know about it. This Trevor's Note is translated directly into English.

INTRODUCTION OF TREVOR'S NOTE

Raccoon City

A city in the Western part of America. Within a deep forest on the outskirts of this city there is a mansion, which seems strangely quiet.

November 13th 1967

A man was standing in front of the mansion. It was George Trevor, a famous architect from New York, who had designed this place from scratch. The owner of the mansion, Ozwell E. Spencer, had invited him with all his family in order to thank him for the level of the perfection in his work.

Overloaded with work, Trevor initially sent his wife Jessica and her 14 year old daughter Lisa before joining them later. Unfortunately, when Trevor arrived on the spot, he didn't find his wife nor the child. Trevor too would mysteriously disappear upon entering the mansion.

Where could they all have disappeared to then ?

The following comes from a small diary written while Trevor was in the mansion. Spencer paid a fortune for this mansion. The construction alone took 5 years of Trevor's life. Why did he devote so much time to it ? And did Trevor already know that thirty years later other strange things would happen in this mansion ? Personally I feel that this small diary will be the key to understand all these mysteries.

TREVOR'S LETTER

November 13th 1967

After having finished my work and leaving New York I finally arrived at the Mansion around 6.00pm. The hall is very spacious. The central stairs leading to the second floor are also impressive. All these things make me nostalgic all over again.

Designing the plans of this place is the work I'm most proud of.

From the day I first showed the model to Ozwell E. Spencer in his office, until the completion of the building, took me 5 years. Spencer's

orders were really difficulty and I had to call upon all of my energy and ingenuity to realize it.

At first sight no one would suspect anything to be out of the ordinary. While turning to face me, Lord Spencer shakes the white hairs from his shoulders.

He has an impressive stature, and at the first glance, one can feel that he has a high level of self-confidence. He initially announces me that my wife Jessica and my daughter returned to visit their aunt Emma, who is ill, and then we lift our glasses and toast. We are only ones to know about the numerous secrets contained within this building. Deeply satisfied with the complicity, we taste the wine.

The dining room is amazing. There is an incredible variety of food laid out hammoniously on a large table in mahogany wood. When someone would raise their eyes, they could see a statue of a goddess, in "Rodin" style, on the second floor which seems to observe is with desire. But despite all this splendor, the banquet can only be enjoyed by two guests (Spencer and I). We only hear the quiet clicking noise of the clock needles. Ahhh, if only Jessica and Lisa were there.

According to Spencer, they arrived three days before me and appreciated the house well. Lisa in particular benefited from the Spencer's kindness and was able to use the piano among others. She reportedly played the "Moonlight Sonata" of Beethoven (her specialty). In this evening of full moon where the melody seemed to surpass the satellite floating above the forest which surrounds the house, Spencer had congratulated my wife for this superb moment. I imagine proudly that their two faces had to illuminated with pleasure.

November 14th 1967

Lord Spencer guided me around in the mansion. He opened the doors of several rooms. Those rooms are decorated with the most marvelous at pieces : painting of De Vinci, sculpture of Raphael...

In one of the rooms the eye of a stuffed beast has strangely sparkled, and in another room armors of Middle Age Knights were aligned in good order close to their captain.

All these art pieces were collected by Lord Spencer during past years and he deserves well to be one of the richest man on earth.

"Do you like that ? I wish to use this residence as a seaside resort, for a new company. I foresaw that, not only for the employees, but also for the guests could use it."

His project is to design an international industrial medicine company. He told me that its company would be called "Umbrella". But I wonder why he hid as many things in his residence. He can say that he wants to make a seaside resort but it's exaggerated. Even in the case his actions had been led by his passion.

November 18th 1967

My family hasn't come back yet. "Is aunt Emma that sick ?". I doubt it. The telephone is not installed, which is not very convenient. I went out to second floor terrace to clear my mind. Crows, perched on a rail, looked at me and pushed strange croaking.

I had a dark intuition. I continuously have the strange impression of being observed... I saw an astonishing thing, in a small court. It is a ladder leading down into an underpass, which is masked by a waterfall."It is not my work. When was this thing built then ?"

November 20th 1967

There is no trace of the shotgun my wife had offered Spencer for is birthday. I'm smoking a cigarette in the room where a broken shotgun can be found and estimate that it can fool people and pass for the original. I wonder who exchanged Spencer's shotgun for this unusable shotgun and

why ?

Neither my wife nor my daughter have reappeared and I getting very concerned. My rich employer informed me that my family and I couldn't remain at the mansion any longer and when I suggested that I could join them tomorrow, he laughed and said that it was useless to worry myself like that.

November 21st 1967

Luggage was gathered and somebody led me into a large room, without openings, on the first floor reserved for the receptions. As the Lord hadn't arrived yet, I was observing the painting in company of a man in a white blouse. He was one of the three unknown men on the courtyard.

"Life is rich and short". On the painting, which were exposed on the wall, time was represented by the life of a man, from his birth to his death.

"Your family died, now" -laughed the man while he was looking at me stily. Time seemed to stop. What was he talking about ? At the same moment I felt a terrible pain at the bottom of my neck, and I broke down on the floor.

November 24th 1967

How could he have become this kind of man ? What happened here ? And what is the objective of this company called "Umbrella" ?

I was imprisoned in this room and time passed slowly. "The objective is to keep all this as a secret, and since you are an unknown...". One day, a man in a white blouse said this to me while bringing revolting food.

What secret is more important than a human life ?

Lord Spencer and me are the two only ones to know the secrets of this manor, and if I die, he will be the only holder of this knowledge. Is it for that reason we have these creatures which prowl around the premises of the Manor ? I cannot remain here and be eaten of worse. It is necessary that I escape from here.

The question is to know if, since the beginning, I didn't quite simply build my own prison. When I was creating this manor, and in accordance with Lord Spencer's strange fascination for enigmas, I conceived a way to escape for whoever would find himself imprisoned there.

It would seem that Lord Spencer wants to test this method on me...

At this moment, one of the countless creatures which infest the floor and the ceiling, fell from the ceiling onto my body. For an unknown reason, it seemed to attract them. I jumped instinctively backwards and while getting upright I trampled a great number of them. What are these creatures ? Ants ?

November 27th 1967

I finally succeeded to escape from this room. But nobody can exit from the Manor on snap of a finger. You need the crests, the missing eye from the Tiger's statue and the Gold Emblem. I can't occupy myself find something else ! I have no time for this.

November 28th 1967

I can't find the words for it. A plant, absurdly gigantic, fills a whole room. God could not have created such a thing.

November 30th 1967

It is impossible to get out. It is impossible to come out of the room. A phantom laboratory, leading into a kind of underground cave without visible exit. And finally, I found it :

One of the high-heeled shoes and the memory, that behind all it I will find a passage. Jessica. Were my wife and my daughter subjected to the

same destiny as me ? No, I will escape at all cost, as they did before me.

December 5th 1967

My throat is dehydrated. I didn't eat for many days and I don't know how much time I'll still resist. I am becoming insane.

Why ? Because I am like a rat, hopeless trying to escape from a laboratory labyrinth. Does my fascination for the abnormal architect of this residence was no reprehensible ?

December 7th 1967

I am in a dark and wet underground secret conduit. And there, suddenly, something monstrous opposite of me... I scrape my last match with a trembling hand. A tombstone is here with my name engraved on it. What kind of a psychopath would make a similar thing ?

"George Trevor" isn't me ? Spencer calculated since the beginning, that I would come up to here to take my breath, and prepared my tomb. Realizing, with success, to direct my attention away from each useful way to escape. Jessica, please forgive me. Little time... It's the time that remains me before joining you in paradise.

George Trevor

26/ W.E.S.K.E.R.'S. R.E.P.O.R.T.

"Wesker's report" is the bonus DVD disc that will be released with Resident Evil Code Veronica X when it's sold. Some information said that its original version was released for some months in Japan. And the purpose which Capcom release this part might be to answer some unknown questions about the game that the fans always wonder. I want to write some parts of this report for you to know few about it :

"My name is Albert Wesker.

I aspired to become a leading researcher at Umbrella Inc. A pharmaceutical enterprise who covertly conduction Bio Organic Weapons, better known as B.O.W., for development. But at the leader development training ground situated in Raccoon city, I met a brilliant and talented researcher who decided totake a different path, William Birkin.

In time I shifted my position to S.T.A.R.S., a special force unit of the Raccoon Police Department. Umbrella, for crisis management reasons of their illegal Bio Organic Weapons development had many of its people working in the police department.

I became the leader of S.T.A.R.S. and conducted all sorts of intelligence activities for Umbrella. As I continued to serve I devised my own plans and waited for the right time moment to execute them.

Then at last, opportunity knocked.

- 1998 - July 24th -

The freak murder incidents had occurred in the forest near the mansion started it all. The mansion was Umbrella's secret BOW laboratory and it was clear that the indevelopment T-virus was the cause of the murder.

Initially, Umbrella instructed me secretively to keep S.T.A.R.S. to the mansion, dispose of them, then report the situation to headquarters so that their combat with the B.O.W. could be used for data analysis

allowing Umbrella a comprehensive portrait of the B.O.W.'s combat abilities.

From the two S.T.A.R.S. teams I first pitched in the Bravo Team. As expected, the top elite of S.T.A.R.S. gave all they had and became useful sample data. Then following, I geared up the Alpha Team to "search and rescue" the lost Bravo Team. The members of Alpha Team also proved their worth and as expected many died.

There were five survivors from the initial eleven S.T.A.R.S. members. From the Alpha team were Chris Redfield, Jill Valentine and Barry Burton. And from the Bravo Team were Rebecca Chambers and Enrico Marini.

It was time to begin executing my plans. In the midst of the whole affair I could take Umbrella's ultimate Bio-Organic Weapon, the Tyrant, and join forces with an opposing corporation of Umbrella. To buy into that opposing corporation I would need the actual combat data of the Tyrant.

The surviving privileged members of S.T.A.R.S. were just the perfect bait. I decided to have one of them play the Judas and draw them to the Tyrant.

That Judas was Barry.

Barry was the strong truth and justice kind and cherished his family more than anything. His type is easy to manipulate. I just took that most important thing away from him. My only miscalculation was the high potential of Chris and Jill. But with the family man Barry playing Judas the scheme went as planned.

Then the winds turned unexpectedly.

I had to eliminate Enrico who found out what was behind it all. I used Barry to get to him. After I successfully got rid of that nuisance I awaited the sample specimen that Barry would bring to me in the Tyrant room.

I injected the virus I obtained from Birkin in advance. If I made Umbrella believe I was dead, it made it far more convenient to sell myself to the opposing corporation. According to Birkin the virus had profound effects. It would put my body in a state of temporary "death". It would then bring me back to life with super human powers. Therefore I unleashed an awesome Tyrant from its slumber and let it attack me.

As my consciousness faded away I was certain that the whole scheme would end in success.

Never did I imagine that S.T.A.R.S. could slay the evil creation. I lost the Tyrant and the plan I devised which cost me my humanity ended in failure. Now anything and anyone who stood in my way would be terminated. It's been that way for a long time and it always will be. At all cost I had to make S.T.A.R.S. pay.

- September -

Two months had passed since the mansion incident. To regain everything I had lost in my new organization I joined hands with Ada Wong, a female agent who was also sent to spy on Umbrella.

I knew in my bones that the key developer was William Birkin, but what he didn't know was that Umbrella did not play games...with anyone. Eventually, Birkin would be assassinated, and the G-virus would be in the hands of Umbrella.

But the salvage team led by Hunk was ahead of us. By the time they got to Birkin, he'd already injected himself with the G-virus...he became his own creation, and decimated them.

Soon after, the T-virus carried by rats spread throughout Raccoon city, and Umbrella faced its worst scenario.

- September 28th -

The good citizens became zombies, and the city had headed for its

devastating fate. Humans were no match against zombies.

In the chaos, Umbrella Europe applied a new type B.O.W., called "Nemesis". The Nemesis would hunt down and destroy the surviving member of S.T.A.R.S., Jill. It became imperative that our organization would also obtain the Nemesis data.

- September 29th -

To cover up the whole affair, Umbrella jettisoned a Tyrant to take care of Leon and Claire, who were trying to unveil their secrets.

Then, a new revelation. Birkin used to hide the findings of his studies in his daughter Sherry's pendant. It was very possible that the G-virus was there. While Umbrella was busy with their cover up, we had to capture Sherry before they did. I sent Ada undercover to seek the location of Sherry. I, the "dead man" on the other hand, had to work in the shadows.

A spy's obligation and priority is in mission, to carry out the mission like a machine without any emotional interference.

But through her interaction and involvement with Leon Scott Kennedy, there had been an affection growing inside her.

My instincts sensed danger, something had to be done, quickly. My instincts did not disappoint me. Even though Ada almost had her hands on the G-virus, which Leon had acquired from Sherry, that affection of her drove her to her death. But she was still of some use. I had to save her life. My people hurried to retrieve the G-virus that Leon threw away. But Hunk, the only survivor of Umbrella's salvage team, was there before us.

- September 30th -

Our only option left was to bring back Birkin, the monster, as the sample specimen and have him finish Leon and Claire in order to obtain his combat data. Although Birkin lost the battle to Leon and Claire, we succeeded in gathering samples of the G-virus from his dead body.

- October 1st -

In the morning the government bombed Raccoon city in an attempt to stop for the viral outbreak. This was, of course, their feigned reason...

Later, Claire left to Europe to find her lost brother Chris, and Leon joined forces with an underground anti-Umbrella organization.

Sherry is safe in our hands. I would never underestimate Birkin.

There's something about this little girl...

* Source : Biohazardextreme.

But all of you know that it answers you some unknown questions that you always wonder. Let me give them in this short passage :

- The survivors of the mansion incident were Chris Redfield, Jill Valentine, Barry Burton, Rebecca Chamber and Brad Vickers.
- Chris is the character who directly killed Tyrant.
- Wesker was killed by Tyrant. But he had been infected the virus before that makes him alive.
- Ada was saved by Wesker because he thought she's still useful for him. She stole the G-virus for him.
- Sherry was caught by Wesker after Resident Evil 2 with the same reason.
- The official story of Resident Evil 2 is Leon A / Claire B.

27/ A.U.T.H.O.R.'S. L.A.S.T. W.O.R.D.S.

I have finished my work. I hope this FAQs will be useful for all of you players. Although I make this guide, I want to tell you that the best way to play a good game is playing by yourself. Guides are only necessary when you have tried all effort but you still couldn't. If you use them too much, they will spoil your game that you don't feel funny with it anymore. So good luck to all of you !!!

And...Thanks for spend time to read my FAQs.

And you can see my other guides at Gamefaqs. I'm also a Traditional RPG player. In the future, I may make more guides if I have chances.

These guides are in updating as this one. Hope to receive your precious ideas ! Thanks a lot !

MYSTIC CAT

28/ C.R.E.D.I.T.S.

I send my special thanks to :

- [Http://www.survivorhor.com](http://www.survivorhor.com) - for interesting information about Resident Evil Code Veronica Beta
- [Http://residentevil.emugaming.com](http://residentevil.emugaming.com) - for info about ranking system and Gun Survivor 2
- [Http://www.biohazardextreme.com](http://www.biohazardextreme.com) - for Wesker's Report
- [Http://www.videogames.com](http://www.videogames.com) - for Game Shark Codes and more other interesting information.
- Jeff "CJayC" Veasay - for accepting this FAQs in Gamefaqs
- Hellraiser from Resident Evil Underground Club - for choosing my guide in your club.
- Capcom - for creating this great game
- This game "Resident Evil Code Veronica Complete" - I can't make this guide without you !!!
- CVXFREAK from Gamefaqs message board - for letting me know important changeable episodes and more info about the game.
- All the guys I know in Gamefaqs - Resident Evil series message board who let me know a lot of new info and have ideas to make this guide more perfect, especially CVXFREAK, Berry Burton, Akuma , Hogo, Tixus, Muletothedogg and all readers. I mean everyone there. Because although some of them I don't talk to, but their messages would help me to know about the games very much. Thanks everyone.
- All readers who have read my guide and had ideas to make it better, Thanks a lot to all of you.

Again, this FAQs is owned by

PHAN NGUYEN KHANH DAN

"MYSTICCAT"

This document is copyright Mysticcat and hosted by VGM with permission.