

April 30, 2002
Change of email.

=====
Table of Contents
=====

1. Introduction
2. Resident Evil CODE: Veronica X
3. Official Soundtrack
4. biohazard SOUND CHRONICLE Version
5. Premium Pack Version
6. Music Tracks Description
7. Creator Pages
8. Frequently Asked Questions
9. Conclusion

=====
1. Introduction
=====

Every Resident Evil game in the series so far, with the exceptions of Biohazard Outbreak File #2 and the Gun Survivor games, have soundtrack discs that are sold for fans of the series' music. CODE: Veronica is one of them.

There are currently four versions of the soundtrack out: one that covers the original version of CODE: Veronica that was released only on the Dreamcast, and another that adds the new ending theme as well as new scores that were included in the re-releases on PlayStation 2, the Japanese Dreamcast and the GameCube. Note that the version released in North America has far less tracks than the ones released in Japan.

There's a third version of the soundtrack that was released with the biohazard SOUND CHRONICLE BEST TRACK BOX in Japan, that contained most, but not all, of the games' music tracks.

Biohazard CODE: Veronica Complete was re-released for the PlayStation 2 in August 2006 in Japan, in a special "Premium Pack" that bundled the game and a soundtrack disc for a low price (biohazard 4 PS2 received one as well). This soundtrack also contained a certain amount of tracks.

This FAQ will serve to cover the three versions of the soundtrack I own, which is the Resident Evil CODE: Veronica X version (which is nearly identical to the original Dreamcast version), the SOUND CHRONICLE version and the Premium Pack version.

=====
2. Resident Evil CODE: Veronica X
=====

Resident Evil CODE: Veronica was released for the Sega Dreamcast in 2000. Later, due to lower sales on the Dreamcast platform and the rise of the PlayStation 2's popularity in 2001, CODE: Veronica was released for that system as well, boasting new cut-scenes and insight into the storyline of the entire series up to that point. The Dreamcast also received this upgrade. It was titled "Biohazard CODE: Veronica Kanzenban" with the Japanese word translating to "Complete Edition". In 2003, the Dreamcast version was ported over to the Nintendo GameCube as part of the series' move to the Nintendo platform.

In the North America, all versions except the Dreamcast re-release made it to store shelves. The PlayStation 2 and GameCube editions are known as "Resident Evil CODE: Veronica X".

3. Official Soundtrack

The official soundtrack sports a cover with the game's main character, Claire Redfield, who is holding the M100P weapons from the game. The Resident Evil CODE: Veronica X logo is on there, with the words official soundtrack underneath. The Capcom logo and TokyoPop logo appear on the left and right bottom corners, respectively. The background is blue.

The back cover of the CD case sports this description.

"46 intense, bone chilling tracks

That power the dark images of Resident Evil CODE: Veronica X.

Feel the chill of 72 minutes off dramatic, driving, digitally re-mastered music from both the Dreamcast and PlayStation 2 version, including complete character themes, main titles, openings and end credits."

A picture of the game's Tyrant is there, taking up most of the left side background. On the upper right corner are 2 bullets. The M for mature symbol is there as well, and the Capcom, TokyoPop logos, and copyright information appear on the bottom.

The inside of the instruction booklet contains the track names and numbers, and the letters from the creators. They are Shinji Mikami (Director), Hiroki Kato (Director), Sanae Kalahari (Composer), Hijiri Anze (Composer), and Takeshi Miura (Composer). Descriptions for them are below.

On the various pages are pictures of an airplane, Albert Wesker, the Gulp Worm, Bandersnatch, Steve Burnside (CODE: Veronica X Steve), an in game picture of Wesker and the Albinoid. If you take the CD out of its place, you'll see the faces and top torsos of Claire Redfield (top center), Alfred Ashford (top right), Chris Redfield (lower right), Steve Burnside (CVX style, lower center), Alexia Ashford (lower left), and Albert Wesker (upper left). The background of the picture is blue.

The price for the Official Soundtrack is from \$14.99 to \$19.99. However, its availability in North America is now restricted to specialty game shops or Ebay as the soundtrack has long been discontinued and sold out.

Overall, the CD case itself is pretty cool looking, and really sleekk. It really shows that effort was actually put into the decorations of the soundtrack of Resident Evil CODE: Veronica and Resident Evil CODE: Veronica X.

I suggest you buy the Official Soundtrack, should you be able to find the game. Now, here are all 46 tracks, and their descriptions in the next section. These are taken from the CD.

01: The Movie

02: Prologue

03: The Opening Claire Version

- 04: Thrown into Despair
- 05: First Contact
- 06: Death Siege
- 07: The Palace of Insane
- 08: A Moment of Relief
- 09: Piano Roll
- 10: Greetings
- 11: Induction
- 12: Curiosity
- 13: Father
- 14: Lachrymal
- 15: The Suspended Doll
- 16: Not Alexia
- 17: A State of Emergency
- 18: The Theme of Tyrant 3: Version B
- 19: Crash!
- 20: Blanc
- 21: The Theme of Nosferatu
- 22: The Ending of the Beginning
- 23: The Opening: Chris Version
- 24: Berceuse
- 25: Still Alive
- 26: To Antarctica
- 27: Subzero
- 28: Deja Vu
- 29: Not Steve
- 30: Love?
- 31: Murderous Types
- 32: The Theme of Alexia Type 1
- 33: Silence in the Air
- 34: The Code is Veronica
- 35: Transformation
- 36: Resurrection
- 37: Final Weapon
- 38: The Theme of Alexia Type 2
- 39: For S.T.A.R.S.
- 40: Confrontation
- 41: Awesome Powers
- 42: Invincible!?
- 43: Velocity
- 44: End Credits [COMPLETE Version]
- 45: Set Free
- 46: End Credits Original Dreamcast Version

=====
4. biohazard SOUND CHRONICLE Version
=====

The SOUND CHRONICLE version comes packed with the soundtracks for all the GameCube Biohazard games that were released. Those games are Biohazard 2, Biohazard 3: Last Escape, Biohazard CODE: Veronica Complete, biohazard 0, biohazard and biohazard 4. It is a black box of high quality material holding six black plastic CD jewel cases and an instruction booklet detailing the tracks included in this version.

They're almost identical to the other version, but come in a different order.

The tracks included in the CODE: Veronica X disc are:

- 01: The Movie
- 02: Prologue
- 03: The Opening Claire Version
- 04: Thrown into Despair
- 05: First Contact
- 06: Death Siege
- 07: The Palace of Insane
- 08: A Moment of Relief
- 09: Infants
- 10: Through The Scope
- 11: Piano Roll
- 12: Greetings
- 13: Here Comes the Knight
- 14: Entrapment
- 15: Curiosity
- 16: Lacrymal
- 17: The Suspended Doll
- 18: Pandora's Box
- 19: A State of Emergency
- 20: The Theme of Tyrant Ver.B
- 21: Midnight Sun
- 22: Blanc
- 23: The Theme of Nosferatu
- 24: The Ending of the Beginning
- 25: The Opening Chris Version
- 26: Still Alive
- 27: To Antarctica
- 28: Subzero
- 29: Deja Vu
- 30: At Last
- 31: Not Steve
- 32: Love?
- 33: You Want It
- 34: T-Veronica
- 35: Murderous Eyes
- 36: The Theme of Alexia Type 1
- 37: Silence of the Air
- 38: The Code is Veronica
- 39: Transformation
- 40: The Theme of Alexia Type 2
- 41: For S.T.A.R.S.
- 42: Awesome Powers
- 43: Invincible?!
- 44: Velocity
- 45: End Credits (Complete Version)
- 46: Set Free

=====
5. Premium Pack Version
=====

Biohazard CODE: Veronica Kanzenban for the Japanese PlayStation 2 was re-released in a special package called the "Premium Pack" which bundled the game with a soundtrack and a new boxart. Here are the tracks for the included OST, which has a picture of Steve holding his Gold Lugers and a brown background:

- 01: Prologue
- 02: Opening: Claire Version
- 03: Death Siege

- 04: Infants
- 05: Here Comes The Knight
- 06: Curiosity
- 07: The Suspended Doll
- 08: A State of Emergency
- 09: Blanc
- 10: The Opening: Chris Version
- 11: To Antarctica
- 12: Love?
- 13: Murderous Eyes
- 14: For S.T.A.R.S.
- 15: Invincible?!
- 16: Velocity
- 17: End Credits (Complete Version)

=====
6. Music Tracks Description
=====

This description is ordered in the numbering of the Official Soundtrack Version for Resident Evil CODE: Veronica X, released in North America. If you need the descriptions for the other versions, be sure to just match the names. If a description is missing, please e-mail me and I'll try to find out what is missing.

01: The Movie

Plays During: When you start the game and you see the introduction FMV.
Length: 00:21

02: Prologue

Plays During: When the prologue telling RE2's story is occurring.
Length: 01:34

03: The Opening Claire Version

Plays During: When Claire is being told her Rockfort Prison number.
Length: 02:47

04: Thrown into Despair

Plays During: When Rodrigo opens Claire's cellblock.
Length: 01:04

05: First Contact

Plays During: When Steve starts shooting at Claire.
Length: 00:24

06: Death Siege

Plays During: The Barracks of the Prison, other places.

Length: 02:11

07: The Palace of Insane

Plays During: The Palace of Alfred.

Length: 02:26

08: A Moment of Relief

Plays During: Save Rooms throughout the game.

Length: 00:55

09: Piano Roll

Plays During: The Piano at Alfred's Palace, after using the Piano Roll.

Length: 00:55

10: Greetings

Plays During: When Alfred first meets Claire.

Length: 01:28

11: Induction

Plays During: Military Training Facility Main Hall/Airport as Chris.

Length: 02:14

12: Curiosity

Plays During: When Claire questions Steve about his family/RE3 Epilogue

Length: 00:43

13: Father

Plays During: When Steve shoots his dad.

Length: 00:41

14: Lachrymal

Plays During: Steve telling his father's story.

Length: 00:56

15: The Suspended Doll

Plays During: Private Residence

Length: 02:04

16: Not Alexia

Plays During: When Claire and Steve see Alfred with make-up on.

Length: 00:29

17: A State of Emergency

Plays During: When the self-destruct sequence is activated on Rockfort.

Length: 02:17

18: The Theme of Tyrant 3: Version B

Plays During: Tyrant Battles (both).

Length: 02:25

19: Crash!

Plays During: When seaplane crashes into Antarctica.

Length: 00:34

20: Blanc

Plays During: Antarctica

Length: 02:01

21: The Theme of Nosferatu

Plays During: Nosferatu battle.

Length: 02:45

22: The Ending of the Beginning

Plays During: When Alfred releases Alexia from sleep.

Length: 02:12

23: The Opening: Chris Version

Plays During: When Chris is climbing the cliff to Rockfort.

Length: 00:48

24: Berceuse

Plays During: When Alexia is singing when Chris sees her on the screen.

Length: 00:35

25: Still Alive

Plays During: When Chris sees Wesker for the first time since BioHazard.

Length: 00:45

26: To Antarctica

Plays During: When Chris flies from Rockfort to Antarctica.

Length: 01:15

27: Subzero

Plays During: Antarctica as Chris.

Length: 02:07

28: Deja Vu

Plays During: BioHazard Mansion Room.

Length: 01:58

29: Not Steve

Plays During: When Steve transforms into a monster.

Length: 01:22

30: Love?

Plays During: When Steve almost kills Claire and dies

Length: 02:23

31: Murderous Types

Plays During: When Alexia and Wesker battle.

Length: 01:13

32: The Theme of Alexia Type 1

Plays During: When you battle Alexia for the first time.
Length: 02:04

33: Silence in the Air

Plays During: When Chris finds Claire crying.
Length: 01:03

34: The Code is Veronica

Plays During: When Chris gets the Security Card.
Length: 01:58

35: Transformation

Plays During: When Alexia 1 turns into Alexia 2.
Length: 01:20

36: Resurrection

Plays During: When Alexia is regurgitated from the tentacle.
Length: 00:36

37: Final Weapon

Plays During: When the Linear launcher finishes charging.
Length: 00:40

38: The Theme of Alexia Type 2

Plays During: Chris' battle with Alexia 2 and Alexia 3.
Length: 02:31

39: For S.T.A.R.S.

Plays During: When Wesker tells Claire he stole Steve's body.
Length: 01:35

40: Confrontation

Plays During: When Chris and Wesker start attacking each other/
Length: 00:32

41: Awesome Powers

Plays During: When Wesker starts kicking Chris' ass.
Length: 01:12

42: Invincible!?

Plays During: When Wesker gets up from being slammed by the pipe.
Length: 01:14

43: Velocity

Plays During: When Chris tries to get out of the Antarctic base.
Length: 01:23

44: End Credits [COMPLETE Version]

Plays During: CODE: Veronica X/CODE: Veronica Complete Credits.
Length: 05:29

45: Set Free

Plays During: Game Result Screen after Credits.
Length: 00:47

46: End Credits Original Dreamcast Version

Plays During: Ending of the original CODE: Veronica for Dreamcast.
Length: 03:01

=====
7. Creator Pages
=====

Here is a transcript of the creator pages included within the booklet of the North American soundtrack package.

TAKESHI MIURA Composer

Hi everybody! I'm the guy in charge of composing the music and a lot of other stuff for this CODE: Veronica X version, as well as the previous

regular version of Veronica. You've probably never heard of me though.

I thought I was through with Veronica when we finished, but 7 to 8 months later, they brought me back. Here's what happened:

Boss: We are going to add more scenes to Veronica, and release it as a complete version.

Miura: Oh, really?

Boss: And we're porting it to PlayStation 2. The release date us this season. OK, good!

Miura: [silence]

I felt like my life was turning to hell. Actually, it was hell. While I am writing this note, programmers are still struggling hard... [Good luck!]. But the staff is very happy to be able to release this soundtrack.

This soundtrack is a complete version, containing the music that wasn't in the Veronica Dreamcast Version, as well as the new and rearranged music we especially made for this CD. Since everybody was so busy, I composed all the new music. It was really tough to compose it in such a short time, but I hope you like it. My favorite music in these new compositions is the BGM (Background Music) of the battle of Chris and Wesker (Still Alive). Mr. Kondo, a professional cameramen who is in charge of all camera work for this scene, said, "The battle music for this scene is very good!" I was so glad to receive praise from him because I was so exhausted at that point. Because of little things like this, I love my job no matter how hard it gets. I'll do my best On my next project, too! [Oh, my next project will be released soon. It is a totally different genre than Veronica. I can't say the title right now, but please try if you ever get the chance!]

Finally, I'd like to thank Mr. Ishikawa and Mr. Nishimura from Capcom, Mr. Makishima from Studio Fake, Mr. Yokoto and Mr. Matsuoka from Pure Sound from producing this Veronica Dreamcast/PlayStation 2 Veronica X version. Thank you very much for your hard work. Also, I would like to thank our sound staff and would like to send best wishes for the work that each of you are currently working on. I appreciate my wonderful wife for dealing with all my troubles. And to all of the gamers, thank you for purchasing and listening to this CD. I am looking forward to seeing you for my next project.

Bye!"

HIJIRI ANZE Composer

I am female warrior Alexia in Resident Evil Code: Veronica... just kidding. I am Hijiri Anze, in charge off composing BGM. [Miura says, "You always say that!"]

It's been a year since we finished Veronica. Even though it was released, I still had to work on little things, like rearranging the soundtrack PAL version. When I saw many messages on the bulletin boards and post cards, I realized that there are so many people out there who want to listen to my music, and I started feeling wonderful yet strange at the same time. I'm 22-23ish, and I had to work, work, and work so hard [I had to force myself to travel to Hokkaido for one night, one month before the master was done.] To rid myself of stress, , I shopped

in Shibuya during lunchtime every week. I spent all of my overtime salary on clothes; now I'd like to get some sleep! [-__-]ZZZ...

Anyway, I had a lot of tough times, but I am very happy with this version. I learned a lot through Veronica. This is the result of my sweat and tears in 1999! I will use this experience fully in the future, so if you see me somewhere, someday... tell me what you thought of it.
m[.__.]m"

SANAЕ KASAHARA Composer

For those people who have never heard the music in Veronica X, how do you do? And to those who are familiar with Veronica, it's been a long time! I am Sanae Kasahara, and I'm in charge of composing BGM.

I haven't written linear notes for a long time. Time goes by fast! I had been working on producing music for a different project, when my boss [Miura] asked me to write linear notes for Veronica X. I've got a brain, but I don't have good memory, so I had forgotten everything about this soundtrack. I remember having a very difficult time working on this project, but now I have some good memories. Time is amazing!

Oh, I am still working out., doing "10,000 steps a day." I feel my body getting very light now! [I lost about 28 pounds!] So recently I've been doing a lot of sports. I indulge myself in snowboarding. I often go to an indoor skiing ramp in Chiba. If my job ever slows down, I'm going to stay on a snow capped mountain, and start my secret training [really]. Those off you reading this note, let's move your body! It feels great to get sweaty. I'll see you at the slopes. OK, now I need to wax my board.]"

"HIROKI KATO Director

I've been working on the Resident Evil series ever since I was hired at this company, and after I worked on porting Resident Evil 3 Biohazard to the Saturn version, I directed Code: Veronica for the Dreamcast Version. Then suddenly I was told we were going to release the Veronica X version for the PlayStation 2.

Because we didn't have enough time, we gave up adding more features, and instead added the new Wesker's scenario and improved gameplay. We added the new scenarios, which meant adding new BGM. Of course Mr. Miura, who is in charge of sound, got the news as suddenly. He must have been more surprised than I was because that guy is always busy!

Even though it was tough from the beginning, the completed scenes are high quality, with video and music perfectly matched. We got to fill in the gaps in the story that was missing. I can proudly say that Veronica X is the complete version. Also, the soundtrack became the complete version with the additional music, which wasn't included in the last one. Now, please enjoy the music and remember the hardship we went through."

"SHINJI MIKAMI Director

For the Code: Veronica X, I totally relied on Director Mr. Kato and Composer Mr. Miura for the content. As a result, the music really enhanced the story dramatically and emotionally. I thought that the music was perfectly matched to human drama. I just made sure that the soundtrack came out different than anything else out there."

8. Frequently Asked Questions

For questions, please e-mail me at FireEmblemPride[at]gmail[dot]com.

QUESTION: What was changed from the original soundtrack?

ANSWER: They ADDED and changed some tunes to reflect some new scenes. For example, the original ending theme couldn't accommodate for the extended credits for the Complete Version, so they created the medley instead.

QUESTION: Is the Soundtrack worth it?

ANSWER: Yes, given that many find CODE: Veronica's soundtrack to be the best in the series.

QUESTION: How much does it cost?

ANSWER: Around \$15, but prices may vary since the soundtrack has been discontinued.

QUESTION: Where can I buy the soundtrack online?

ANSWER: In 2007, Ebay is your best bet, or you may pick up the re-release of CODE: Veronica Complete for the Japanese PS2 (PS2 The Best) to get a few soundtracks.

QUESTION: Are there soundtracks for other Biohazard games?

ANSWER: Yes, all the games released except for Outbreak File #2 and the Gun Survivor series has official soundtracks (oh, I shouldn't forget Gaiden either). Technically Deadly Silence on the DS doesn't either, but the soundtrack is quite close to the original PSone version anyway.

QUESTION: What future FAQs are you making?

ANSWER: None at the moment. I've spent 2006 and now 2007 improving the guides I have out now and haven't updated for years, rather than taking on new projects I can't finish. I should finish up my Deadly Silence guide sooner or later, however.

QUESTION: Are there any FAQs I can manage from now on?

ANSWER: No, not at the moment, sorry.

9. Conclusion

This FAQ is up to date and complete.

Thanks to:

- Capcom, especially Shinji Mikami, Hiroki Kato and Mr. Miura for creating the game that got me into this series with no turning back.

- CJayC at GameFAQs

- Family, friends and you, the reader

cvxfreak

FireEmblemPride[at]gmail[dot]com.

Copyright 2007 by cvxfreak except for the portions as follows: track names, and the creator pages section.

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