

Resident Evil Code: Veronica X Enemy/Weapon Guide

by Longsword24

Updated to v2.0 on Nov 23, 2005

Resident Evil : Code Veronica X
Nintendo Gamecube
Enemies/Weapons Guide
Stephen Laird aka Longsword24
Email: lairdmeasures@aol.com
Version 2.0

Table of Contents

~~~~~

1. Introduction
2. Legal Stuff
3. Weapons
4. Common Enemies
5. Boss Monsters
6. Conclusion
7. Credits

## Introduction

~~~~~

Welcome to my guide for the monsters you will encounter on your travels through Resident Evil: Code Veronica X. It will consist of all the enemies in the game including the weapons that are most useful against them. This is my first guide for any game so be warned, don't expect a brilliant piece of work.

Legal Stuff

~~~~~

This is my guide. It was written by myself and myself alone. Do not attempt to copy, reproduce for personal gain or plagiarise in any shape or form. The only sites with permission to host this guide are:

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

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

If I hear of this being shown on any other site I will be most curious to hear of why I was not informed and action will probably be taken. If, for some bizzare reason, you wish to use it on your own site then e-mail me first and I may give permission.

## Weapons

~~~~~

Oddly enough, this is where I will talk about the weapons found throughout the game.

They will be shown in this format:

Weapon Name

Description

Rating

Type of Ammunition

Ammo Capacity

Most Useful Against

Most Useful Against which Boss (If appropriate)

Where It Is Located

Ammo Frequency

Comments

Some weapons will have more than one type of ammunition and so, will have more than one entry. Some of the above fields will not be shown with multiple ammo types.

1. Combat Knife
2. Handgun (Claire)
3. Handgun Upg. (Claire)
4. Bowgun
5. M-100Ps
6. Sub-Machine Guns (Steve)
7. Grenade Launcher
8. Assault Rifle
9. Sniper Rifle
10. Handgun (Chris)
11. Handgun Upg. (Chris)
12. Sub-Machine Guns (Chris)
13. Shotgun
14. Magnum
15. Linear Launcher

Combat Knife

~~~~~

Name : Combat Knife

Description: This weapon is a veteran survivors first choice.

Rating: Average.

The knife will do different amounts of damage depending on how well you hit the enemy with it.

Ammo Type: N/A

Ammo Capacity: N/A

Most Useful Against: Zombies and Cerberus

Which Boss to use Against: HAHAHAHAHAHAHAHAHAHAH!!!!!!!

Location: In the first room on a desk next to Rodrigo.

Ammo Frequency: N/A

Comments: If you are a Resident Evil fan then you will have seen this weapon in the other Resident Evil games. In the first three this was a weapon which was probably dumped in the item box as quickly as possible. Not anymore. The knife in CVX has been significantly improved and is now more damaging and easy to use. This is best used in combination with the Handgun. Knock the zombie down and then run up and start hacking away. The zombie will probably be dead before it can get back up.

Handgun (Claire)

~~~~~

Name: M93R

Description: An Italian handgun which uses 9mm x 19 rounds.

Rating: Below Average. This will probably be used against the common zombies of CVX when playing as Claire.

You will be pushing your luck if you use it against the stronger enemies. The rate of fire lets it down.

Ammo Type: Handgun Bullets

Ammo Capacity: 15 bullets

Most Useful Against: Zombies and Cerberus

Which Boss to Use Against: None recommended

Location: Prison courtyard where you meet Steve Burnside

Ammo Frequency: Very Common

Comments: Claires handgun is surprisingly weaker than I expected. If you are clever the knife will often take down a zombie in a shorter amount of time.

Handgun Upg. (Claire)

~~~~~

Name: Custom Handgun

Description: M93R Burst. It's an M93R equipped with stock. It can be adjusted to fire 3 bullets in succession.

Rating: Average. After upgrading the handgun the firing rate is improved significantly and so, much more useful.

Ammo Type: Handgun Bullets

Ammo Capacity: 30 Bullets

Most Useful Against: Zombie and Tentacle.

Which Boss to Use Against: If you are careful, it can actually take down the

Veronica Spider.

Location: Prison. In the Doctor's bunkhouse there is a burning room with a Duralumin Case. The part's are inside, though you will need the lockpick to open it.

Ammo Frequency: Very Common

Comments: Much better. Claires piddly little gun now shoots at a much faster rate giving out the damage much faster.

Bowgun

~~~~~

Name: Cross Bow Handgun

Description: A powerful bowgun mainly used for hunting.

Rating: Below Average. This weapon had great potential but was sadly ruined. It was with the normal ammo anyway.

Ammo Type: Bow Gun Arrows

Ammo Capacity: It has no limit as it shoots only one arrow at a time.

Most Useful Against: Zombies and, at a push, Bandersnatchers

Which Boss to Use Against: Bad idea so don't try it.

Location: Military Training Facility. When you first enter, head up the stairs to Claires left. It is in the next room.

Ammo Frequency: Common

Comments: Ugh! What did they do to this weapon? The bowgun in RE 2 was slightly useful at least.

If this weapon still fired three bolts per shot it would be much better. Sadly, this is not the case. The only good thing to say is that it has a remotely fast firing rate.

Bowgun (Explosive Ammunition)

~~~~~

Rating: Above Average. Much better. This ammunition is actually very useful against certain enemies.

Most Useful Against: To be honest, you might not end up using this type of ammo on common enemies. Bandersnatchers will go down after three of these arrows, so they could be used against them.

Which Boss to Use Against: These are very useful against the Veronica Tyrant II at the end of Rockfort Island with Claire.

Frequency: Uncommon. To gain the ammo you must find Explosive Powder and then combine them with Bow Gun Bolts

Comments: This makes the Bowgun a very useful weapon. The ammo packs an explosive punch which is much more powerful than those pathetic bolts that are usually found.

M-100Ps

~~~~~

Name: M-100P

Description: A semi-automatic pistol which has a large-sized special magazine.

Rating: Good. These are a pair of semi-automatic pistols. They are quite powerful with a decent rate of fire.

Ammo Type: N/A

Ammo Capacity: 100%

Most Useful Against: Bandersnatchers

Which Boss to Use Against: None recommended.
Save the ammo for the Bandersnatchers.

Location: Prison Bunkhouse.

A zombie will break through the window and will drop these weapons.

Ammo Frequency: Never

Comments: These are the weapons to use against the slightly stronger enemies of Claire's half of the game. They pack a powerful punch that is useful for taking down the Bandersnatchers without being injured.

Sub-Machine Guns (Steve)

~~~~~

Name: Sub-Machine Gun

Description: Ingram. A 38-caliber submachine gun. It uses DOT380 ammo.

Rating: Very Good. Sadly, you will only be able to use these as Steve at this time.

Therefore, you will not be using them for very long.

Ammo Type: N/A

Ammo Capacity: 100%

Most Useful Against: You can only use them against zombies.

Which Boss to use Against: Not possible.

Location: Military Training Facility.

When proceeding through the facility you will come to a courtyard where the delightful Alfred Ashford will attempt to blow Claire's head off with his

sniper rifle.

Shortly after you will come to a room with the first Bandersnatcher.  
The Sub-Machine Guns are in here.

Ammo Frequency: Never

Comments: These are the weapons which Claire will trade with Steve for the Golden Lugers.

Shortly after, control will be given to Steve and you can have some fun.  
Stupid Steve on the other hand will also proceed to waste 60% of the ammo in the cutscenes.

Grenade Launcher

~~~~~

Name: Grenade Launcher

Description: M79 Grenade Launcher. It uses 40mm rounds.

Rating: Good. This is the most versatile weapon in the game.
It is useful against many different types of enemies.

Ammo Type: Grenade Rounds

Ammo Capacity: Special. I do not believe there is a limited amount of ammo the gun can hold. It only holds one grenade shell at a time but it has the second fastest reload time in the game.

Most Useful Against: Bandersnatchers, Hunters and Sweepers.

Which Boss to use against: Veronica Tyrant I and "Gulp" are the only bosses I would recommend.

Location: Military Training Facility Basement.
It is on the other side of a locked gate which requires the Emblem Keycard to open.

Ammo Frequency: Uncommon.

Comments: This is the most common form of Grenade Launcher ammo.
They are powerful enough to knock down the more dangerous enemies of CVX.

Grenade Launcher (Incendinary Shells)

~~~~~

Rating: Good. The incendinary shells shoot out flames to cause additional damage.

Ammo Type: Incendinary Shells

Most Useful Against: Bandersnatchers, Hunters and Sweepers

Which Boss to Use Against: Veronica Tyrant I is the only recommended.

Ammo Frequency: Uncommon

Comments: Yes, like the previous RE games the multiple types of ammo for the Grenade Launcher are back.

The flame rounds have featured in every previous RE game.

This makes the Grenade Launcher incredibly versatile and also unlikely to completely run out of ammunition.

#### Grenade Launcher (Acid Shells)

~~~~~

Rating: Very Good. This is the most powerful form of the common Grenade Launcher ammo.

Ammo Type: Acid Shells

Most Useful Against: Hunters, Sweepers

Which Boss to use Against: Veronica Tyrant II, Nosferatu and Alexia II

Ammo Frequency: Rare

Comments: Yet another returning type of ammo, the acid shells could grow to be your most favourite weapon.

They will annihilate most of the enemies with one shell.

Sadly however, it is also the rarest form of ammo for the Grenade Launcher. (Well, nearly anyway)

Grenade Launcher (B.O.W. Gas Rounds)

~~~~~

Rating: Excellent. This makes the Grenade Launcher a gift from heaven.

Ammo Type: B.O.W Gas Rounds

Most Useful Against: Don't waste them. There is not a common enemy worth wasting these on.

Which Boss to use Against: Veronica Tyrant II. The three grenades alone will probably weaken him enough to knock him out of the plane.

Ammo Frequency: ONCE. You will only find three of these grenades near the start of the game.

Comments: These are a new form of Grenade Launcher ammunition.

They are among the most powerful weapons in the game.

#### Assault Rifle

~~~~~

Name: Assault Rifle

Description: The AK47 Assault Rifle. It uses 7.62 mm bullets.

Rating: Very Good. It deals a large amount of damage in a short amount of time.

Ammo Type: N/A

Ammo Capacity: 100%

Most Useful Against: Hunters if you have nothing else.

Which Boss to use Against: The Adult Albinoid and if their is enough ammo left then it is useful against Alexia II.

Location: Antarctic Base. Basement 2nd Floor. It is in the north-western room in a green drawer.

Ammo Frequency: ONCE. Yes, you will get one chance to put an additional 50% more ammunition back into the weapon.

When you find the ammo you can reload it when ever you want.

Comments: The Assault Rifle is like the RE 3 version but now better than before. It is one of the most powerful weapons in the game, able to give out a continuous rate of fire which stops the enemies in their tracks.

Sniper Rifle

~~~~~

Name: Sniper Rifle

Description: MR7. This is an American bolt action rifle. You can snipe a distant enemy with its scope.

Rating: Excellent. This weapon will kill any common enemy in one shot. (I think.)

Ammo Type: N/A

Ammo Capacity: 7 Bullets. DO NOT WASTE THEM.

Most Useful Against: Anything but don't waste them.

Which Boss to use Against: Nosferatu. If there is a way of leaving it for Chris then it will only be able to be used against Alexia or the Spider.

Location: Antarctic Base. Basement 2nd Floor. When Claire turns off the poison gas then you will have the oppurtunity to take it or, possibly, leave it for Chris, I am not sure. You can't miss it either way.

Ammo Frequency: Never.

Comments: This is another new addition to the Resident Evil series. It also brings the new feature of first person mode (unless you have played Survivor). This is a very cool feature as it allows you to pop the zombies head from down the corridor.



Handgun (Chris)

~~~~~

Name: Handgun

Description: A large sized handgun. It uses 9 x 19mm rounds.

Rating: Below Average: The handgun is basically the same as Claire's although it may be slightly more powerful.

Ammo Type: Handgun Bullets

Ammo Capacity: 15 bullets.

Most Useful Against: Zombies or Moths. The only other enemies in Chris's game are too dangerous to use the handgun against.

Which Boss to use Against: Foolish idea.

Location: Chris starts off with it.

Ammo Frequency: Common.

Comments: The Handgun should seriously only be used against the Zombies or the Moths.

Hunters will not even feel the bullets.

Upgraded Handgun (Chris)

~~~~~

Name: Enhanced Handgun

Description: Modified Glock 17. It's a modified Glock 17.

Rating: Average. The handgun will now always take down a zombie in four to five bullets.

Ammo Type: Handgun Bullets

Ammo Capacity: 15 bullets

Most Useful Against: Zombies, Cerberus and the Moths

Which Boss to Use Against: Still a foolish idea.

Location: The enhancement is found in the Military Trainig Facility B1F. Trust me, you can't miss it.

Ammo Frequency: Common

Comments: Where Claire's handgun was made into a rapid firing weapon, I believe Chris's handgun is upgraded into a more powerful weapon.

## Sub-Machine Guns (Chris)

~~~~~

Name: Sub-Machine Gun

Description: Ingram. A 38-caliber submachine gun. It uses DOT380 ammo.

Rating: Very Good. These will make Chris's half of the game MUCH easier.

Ammo Type: N/A

Ammo Capacity: 100%

Most Useful Against: Hunters or Sweepers.

Which Boss to use Against: Alexia II if you still have the ammo. This will probably not be the case however.

Location: Military Training Facility B3F.

First, you must have given the Haemostatic Medicine to Rodrigo as Claire.

After fighting "Gulp" then Rodrigo will be spat back out and will give you the lighter.

The lighter is then used to light a torch in the previous room which will grant you these beautiful weapons.

Ammo Frequency: Never

Comments: These are your best friends against the Hunters if you ask me. Their constant, powerful rate of fire is invaluable.

Shotgun

~~~~~

Name: Shotgun

Description: SPAS 12. A combat shotgun developed for military use. It uses 12 gauge shells.

Rating: Very Good. This is a powerful weapon which, although slow, is very reliable.

Ammo Type: Shotgun Shells

Ammo Capacity: 7 shells.

Most Useful Against: Hunters, Sweepers or the Spiders. It can also take down a group of Zombies if you point it at their heads.

Which Boss to use Against: The Giant Spider if you feel like the Custom Handgun is too risky.

Location: Military Training Facility. In the basement you will pass by the Shotgun hanging on some hooks, much like when you found the Shotgun in the first

Resident Evil.

Shortly after, you will be able to take the weapon full time.

Ammo Frequency: Uncommon.

Comments: The Shotgun, yet another returning weapon, is my personal favourite weapon in the game.

Any enemy that you shoot with it will be knocked off their feet or killed instantly.

Magnum  
~~~~~

Name: Magnum

Description: Colt Python. An American Gun. It uses .357 magnum rounds.

Rating: Excellent. Easily the most powerful of the normal weapons in the game.

Ammo Type: Magnum Rounds

Ammo Capacity: 6 Magnum Rounds

Most Useful Against: If you are stupid enough to waste Magnum Rounds then go and play a different game.

Which Boss to use Against: Alexia in both her first stages.

Location: Antarctic Base. When playing as Chris you will arrive in the room where Claire found the Assault Rifle.

Refill the Empty Extinguisher and put out the fire and you can take the Magnum.

Ammo Frequency: VERY rare.

Comments: Anything which stands in the way of this thing will be obliterated. The rounds it fires are the most powerful in the game but it comes at quite a cost.

It has a slow rate of fire and hardly any ammo to be found

Linear Launcher
~~~~~

Name: Linear Launcher

Description: Anti-B.O.W Linear Launcher. An advanced weapon developed to handle B.O.Ws.

Rating: Wow. Just.....wow.

Ammo Type: N/A

Ammo Capacity: Infinite

Most Useful Against: Sadly not possible.

Which Boss to Use Against: Alexia III

Location: You won't miss it.

Ammo Frequency: N/A

Comments: This is the new method of destroying the last boss and, surprise surprise, it is a form of Rocket Launcher. This is an extremelly cool version however. I won't spoil it but suffice to say that Alexia will die insantly to one shot from it.

Common Enemies

~~~~~

This is how I will describe the monsters found in Code Veronica X.

Monster Name

Description

Frequency

Best Weapon to Use

Danger Rating

Comments

1. Zombie
2. Cerberus
3. Bat
4. Bandersnatcher
6. Tentacle
5. Moth
6. Hunter
7. Sweeper
8. Spider

Zombies

~~~~~

Name: Zombies

Description: Yep, their back. Wouldn't be a Resident Evil game without them. These were the inhabitants of Rockfort Island and the Antarctic Base. After being infected with T-Virus they turned into slow, moaning creatures that will not stop until either of you are dead. Usually it will be them of course.

Frequency: Very Common. These are the main enemies of Resident Evil: CVX.

Best Weapon to Use: Either of the handguns or the Combat Knife.

Danger Rating: Low. Just stay away and shoot and they won't last long. You are more likely to be hit using the knife of course, but it saves ammo.

Comments: The Zombies in this game are not very threatening. Their main attack is to bite you.

The zombies of the other RE games could also throw up on you but I have not seen them use this attack in CVX. I will update this guide should I see it in the future.

## Cerberus

~~~~~

Name: Cerberus

Description: These are also a returning creature from previous RE games. They are dogs that have been infected with the T-Virus. You will know when they are around because, like most dogs, they will bark and run around.

Frequency: Uncommon

Best Weapon to Use: Handgun or the Combat Knife.

Danger Rating: Low to Medium. They are quite fast but one shot or stab will knock them down.

When they are on the ground you may as well stab them.

Comments: The Cerberus can be a nuisance if they manage to hit you. Their main attacks are to jump at you and bite you. Luckily, they are a rare monster that you will not see very often. Cerberus can also grab your arm for a length of time.

Bats

~~~

Name: Bat

Description: A bat infected with the T-Virus

Frequency: Very Rare

Best Weapon to Use: Just equip the lighter and they won't bother you.

Danger Rating: Pathetically weak. They are a pointless waste of software.

Comments: They appear to have taken the place of crows. The only difference is that you could die from crow attacks. If you die against the bats then you are not worthy of playing the game.

## Bandersnatcher

~~~~~

Name: Bandersnatcher

Description: A big, remotely humanoid yellow blob. They are a new addition to

the RE series
and are pretty cool if you ask me.
They can grow (excuse the pun) to be quite annoying if there is more than one in
the same
room.

Frequency: Common. You will see 100% of them on Rockfort Island and 99% of these
are
seen in Claire's scenario. Luckily, this means that most of them will be seen in
the first
half of the game.

Best Weapon to Use: M-100Ps, Bowgun (Explosive) or the Grenade Launcher.

Danger Rating: Medium to High. Even if you are shooting them from a distance
then you can still be hit by them. Trust me.

Comments. They are not terribly agile but they have the ability to reach
anywhere.
And I do mean, ANYWHERE. Their arms are extendable which means that they
can also climb up heights.

Tentacle

~~~~~

Name: Tentacle

Description: I think you can guess.

Frequency: Rare. They stick out of the walls at various locations in the  
Antarctic Base.

Best Weapon to Use: Any of the Handguns.

Danger Rating: Very Low. Just keep shooting the Handgun until they retract  
into the wall.

Comments: Not much to say really. They show up a few times and seem to  
be part of a HUGE unseen monster. If you watch the FMV of Claire and  
Steve attempting to escape at the end of her scenario the you will  
know what I mean.

Moth

~~~~

Name: Moth

Description: An over-sized moth.

Frequency: Rare. If I remember correctly there is only one room where you
will find them.

Best Weapon to Use: Handgun but I would just run past them.

Danger Rating: Low. The only annoying thing about them is the ability to
poison you.

Comments: Stay clear of the poison spray and also try to avoid the moths themselves as they can land on you and lay parasites.

Hunters

~~~~~

Name: Hunters

Description: Green, fast, \*\*\*\*\* terrifying and the most dangerous enemy in every conceivable way.

Frequency: Rare. They show up in Chris's scenario only. Also of particular note, Wesker will leave several machines designed to locate Chris's position. If they find you they will send a Hunter after you. Let me tell you, you DO NOT WANT THIS TO HAPPEN.

Best Weapon to Use: Shotgun, Sub-Machine Guns or the Grenade Launcher. Anything lower is suicide.

Danger Rating: High. Kill them as fast as possible.

Comments: Be afraid. Be VERY afraid. If you have played the original Resident Evil you will know what I am talking about. Yes, the Alpha "Head" Hunters are back although they have been toned down a touch. They will no longer take four Shotgun blasts but you must not let them get a hit on you. They cause high damage in a short amount of time and I have not nicknamed them "Headhunter" for no reason.

## Sweeper

~~~~~

Name: Sweeper

Description: Very similar to the Hunter except they look yellow and purple.

Frequency: Very Rare. There really are not very many of these seen in the game.

Best Weapon to Use: Shotgun or the Grenade Launcher.

Danger Rating: High. The Sweepers are like the Hunters only now they will inflict
poison damage.

Comments: These are a new addition to the Resident Evil series. I never thought the Hunters could get any worse. I may or may not have been proven wrong. Although the Sweepers can now inflict poison I am yet to see them rip your head off in one swift manuever.

Spider

~~~~~

Name: Spider

Description: A spider which has grown to about 20 times the size it should be.

Frequency: Rare.

Best Weapon to Use: Shotgun or the Bowgun (Explosive Arrows) if you have any left.

Danger Rating: Medium to High. They are quite slow so I would just run if possible.

Comments: The spiders also make an appearance in RE:CVX although they have changed a bit. They are no longer big and hairy but they will still spit poison at you. The spiders can also grab you and chew on your head.

#### Boss Monsters

~~~~~

I will describe the Boss monsters in this format.

Name

Description

Difficulty

Attacks

Recommended Weapon

Comments

1. Veronica Tyrant I + II
2. Nosferatu
3. Giant Worm
4. Adult Albinoid
5. Veronica Spider
6. Burnside Tyrant
7. Alexia I
8. Alexia II
9. Alexia III

Veronica Tyrant I

~~~~~

Name: Veronica Tyrant

Description: It is a large grey humanoid with massive blocks of flesh for hands.

Difficulty: Easy.

Just fire three grenades at him and he will fall to his knees. When he gets back up, fire another three grenades. Repeat this process until he falls flat on his face.

Attacks: At this stage he will only knock you back. If you do not kill him in time he will chuck you onto the fire.



Recommended Weapon: Grenade Launcher (Grenade Shells)

Comments: This version of the Tyrant has the body of the T-002 and the face of the legendary, Mr. X. I have assumed that this is one of the forms of Tyrant which only occurs when one in a huge number of people are mutated (as with the T-002 of RE 1) and that this is simply the Veronica version of the Tyrant mutation.

Veronica Tyrant II

~~~~~

Name Veronica Tyrant

Description: The Tyrant has now mutated slightly and has some more claws on his right hand.

Difficulty: Medium to Hard.

This battle will all depend on how much ammo you have managed to save. If you still have the Anti-B.O.W rounds (which you should have) then just fire all three and that might be the end of him.

If not then unload all your remaining Explosive Arrows followed by some Acid Shells.

You will know when he is weak enough when he starts bleeding. You must then hit the catapult button which will release the crate and hurl the Tyrant from the plane.

Attacks: He will slice at you with his new claws in a horizontal fashion. The Tyrant also has a slower, much more powerful vertical slam which should be avoided at all costs.

Recommended Weapon: Grenade Launcher (B.O.W Gas Rounds), Bowgun (Explosive Bolts) and the Grenade Launcher (Acid Shells). If you have no weapons then you will have to use the crate about four times before he will go sky-diving.

Comments: The Veronica Tyrant has done a typical Tyrant Mutation and grown some claws. Mr. X did the same thing and the T-002 also gained more power with his claws.

Aside from that there is not much difference between the two encounters of the Tyrant.

Nosferatu

~~~~~

Name: Nosferatu

Description: He is the size of a normal man with his hands tied behind his back.

When you finally fight him then he will also have grown some strange limbs on his back, one of which is a huge big claw thing.

Difficulty: Medium.

You must be very careful not to stray too near the edge or you will be knocked off for an instant death. First use the Sniper Rifle and aim for his heart. I have heard that you can get an instant kill on

him but have never seen this myself. When you have fired all seven bullets then pull out any remaining Explosive Bolts and launch them at him. If he is still alive then you can either risk slicing at his heart with the Combat Knife or use the Grenade Launcher. Using the Grenade Launcher will prevent Chris having access to this weapon so I would not advise it.

Attacks: Nosferatu has two attacks. The first is to try and whack you off of the edge with his claw thing. The second is to spit some acid at you. Be warned, the acid can poison you which will cause problems later on.

Recommended Weapon: Sniper Rifle, Bowgun (Explosive Bolts), Combat Knife or if necessary the Grenade Launcher.

Comments: Nosferatu is what is left of Alexander Ashford. Alexia and Alfred infected him with T-Veronica Virus and locked him up underground for many years. Naturally, he seems to be a little disgruntled at this turn of events and seeks to end the lives of our heroes, Steve and Claire.

Giant Worm ("Gulp")

~~~~~

Name: Giant Worm

Description: I'll give you three guesses.

Difficulty: Medium.

The best way to kill it is to run around in short circles in one of the corners of the room and launch a grenade when the worm surfaces. The Assault Rifle will also take it out fairly shortly but running around in the circles will ensure that you will not be hit.

Attacks: The only way it can injure you is by knocking you to the ground when surfacing and will then bite you.

Recommended Weapon: Grenade Launcher (Grenade Shells) or the Assault Rifle.

Comments: "Gulp" is the cousin of the well known monster of RE3 called the Grave Digger. When you meet him as Claire then you should just avoid him and run. As Chris I would STRONGLY recommend killing it.

(Although I am not even sure if you can run away.)

Adult Albinoid

~~~~~

Name: Adult Albinoid

Description: It looks somewhat like a huge lizard. You learn that it is what happens when a Salamander is injected with the T-Virus.

Difficulty: Pathetically Easy.

There are two methods to reach the objective. One involves healing items and the other involves ammunition. If you have a lot of healing items then jump in the pool, grab the item and run back out as fast as you can.

If you choose to fight it then just stay out of the water and fire the Assault Rifle when it approaches.

Attacks: It will electrocute you if you get in the water.

Recommended Weapon: Assault Rifle.

Comments: This really is a complete joke of a boss. Provided you stay out of the water then it can not even injure you.

Veronica Spider

~~~~~

Name: Veronica Spider

Description: The Spider is just a huge form of the regular spiders. It is roughly 7 times the size of a normal one.

Difficulty: Easy.

If you are feeling lucky then pull out the Custom Handgun and keep moving and shooting, it won't take too long to die. If this sounds too risky then get the Shotgun and still keep moving and firing then it will die even sooner.

Attacks: It can rake at you with it's mandibles which can sometimes damage you quite nastily. It will most commonly be injuring you by spitting poison at you however.

Recommended Weapon: Custom Handgun or the Shotgun

Comments: This looks like the "Black Tiger" of the original Resident Evil but without any hair. You will know it is close to death when the abdomen collapses and the rest of it's body crawls away.

Alexia (I)

~~~~~

Name: Alexia

Description: When Alexia finally mutates, she changes into a grey skinned humanoid which throws flames.

Difficulty: Moderate.

Simply keep your distance and keep moving and firing the Magnum. She won't take many Magnum Rounds.

Attacks: Her most common attack is to throw a red liquid which later ignites into a trail of flames. Alexia also has an attack where she grabs you and torches you with a one-hit kill. Just stay away to avoid this attack.

Recommended Weapon: Magnum. Magnum. Magnum. Also, did I already mention the Magnum?

Comments: She is without a doubt the coolest monster in the Resident Evil series and the cutscene which follows is the most AMAZING one in the entire series as well.

## Alexia (II)

~~~~~

Name: Alexia

Description: She has turned into a blob. Yes, you heard me, a blob!

Difficulty: Moderate to Hard.

She will take a lot of ammunition in this fight.

First, unload all remaining Magnum ammo and then pull out the Grenade Launcher (Acid Shells) or the Sub-Machine Guns if you still have the ammo. The Assault Rifle also works well.

Keep on the move. It is a small area in which you have to fight but you can take a lot of damage if you are careless.

Attacks: Like many of the bosses, she will now spit poison at you and also tries to knock you over with a large tentacle. Make sure you also watch out for the little creatures which crawl out of her. They are very annoying if there is any more than three attacking you at a time.

Recommended Weapon: Magnum, Grenade Launcher (Acid Shells), Sub-Machine Guns or the Assault Rifle.

Comments: In true Resident Evil style, the last boss turns into a large blob. Other examples include William Birkin and the Nemesis.

Alexia (III)

~~~~~

Name: Alexia

Description: She has gone to being quite cool again. Alexia has now turned into a large dragonfly.

Difficulty: Easy.

The fight is already over if you manage to make it this far. Simply grab the Linear Launcher and fire away.

Attacks: Alexia will spit flames on you in a desperate attempt to end your life. Don't worry, this attack is mild in comparison to what you give back to her.

Recommended Weapon: Linear Launcher.

Comments: From what I have gathered throughout the game (and I could easily be wrong), Alexia has turned into the one creature she despised the most. How fitting. It does make for quite a cool end of play however as when she finally dies, it is quite satisfying.

## Conclusion

~~~~~

Well, that signals the end of the guide. I hope it hasn't been too boring but I did say it was my first guide. This is a game which I was not so fond of when

I first played it (no more fixed cameras being the reason) but after playing it more than once it grew on me. So I decided to write a guide and this was born.

Credits

~~~~~

Thanks to Capcom for making such a brilliant game.

Thanks to all the Resident Evil (or Biohazard) fans for keeping the series alive.

Thanks to yourself for reading the guide..

#### Copyright

~~~~~

Resident Evil is solely the property of Capcom Entertainment. All contents within this guide that are taken from Resident Evil: Code Veronica X are registered trade marks of Capcom Entertainment and this guide should not be used for any marketing purposes.

Copyright Stephen Laird 2005

~~~~~

This document is copyright Longsword24 and hosted by VGM with permission.