Hints & tips

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CAPCOM

RESIDENT EVIL™
CODE:Veronica X

NINTENDO GAMECUBE™

INSTRUCTION BOOKLET

THIS GAME SUPPORTS GAME PLAY USING ONE PLAYER AND CONTROLLER.

1 Player

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

Memory Card Uses **06** Blocks

RESIDENT EVIL CODE: Veronica X

CONTENTS

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned on, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.

L Button
R Button
Control Stick
C Stick

PROLOGUE

The mid-western town of Raccoon City was completely decimated by the T-virus outbreak, an incident instigated by the international corporation known as "Umbrella." Claire Redfield, who travelled to Raccoon City in search of her lost brother Chris, managed to escape from the city along with rookie police officer Leon S. Kennedy. But their ordeal is only a prelude of things to come. Now, 3 months later…

S.T.A.R.S.

Claire Redfield

Claire's inquisitive nature makes her more than just an ordinary college student who loves riding motorcycles. She went to Raccoon City in search of her brother Chris, who was missing under mysterious circumstances. But almost immediately she became involved in a series of eerie incidents engineered by the Umbrella Corporation. Teaming up with rookie cop Leon S. Kennedy, Claire managed to escape the city. Three months later, she now heads to Europe, following up on clues about Chris. However, she is soon caught by the Umbrella Corporation and transferred to the corporation's prison on an isolated island.
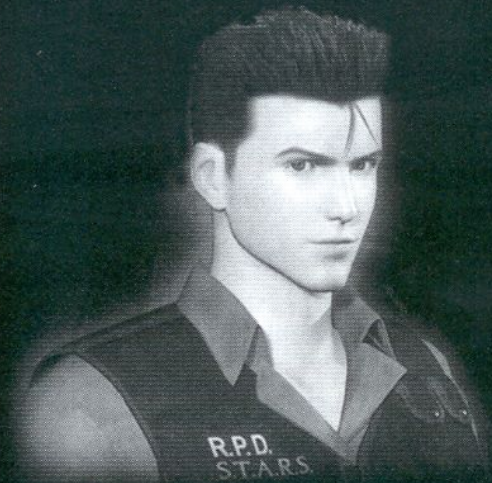
Chris Redfield

A member of special tactics force S.T.A.R.S., Chris is a tough agent with a will of iron and body of steel. He is an expert at handling firearms. A former Air Force pilot, he's also a top-notch airman. After solving the "mansion incident", he transferred to Europe with his team members Jill and Barry to seek the truth.
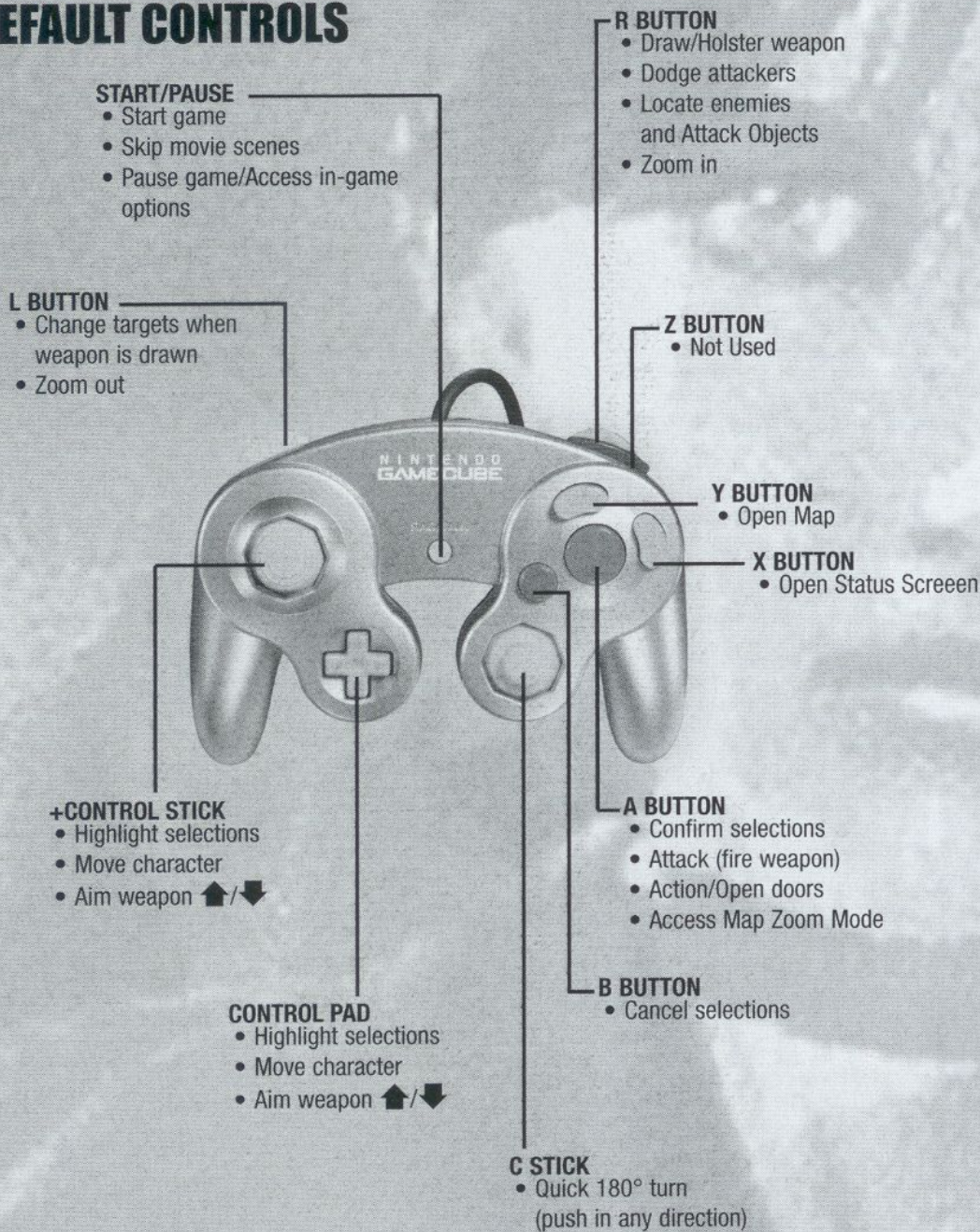
Steve Burnside

Though young and often reckless, Steve is a good kid at heart. He carries hard feelings toward his family, but his reasons remain wrapped in mystery. He was captured along with his father and held in the Umbrella prison on an isolated island. During a raid by an unknown organization, he escaped in the uproar. Steve now meets up with Claire as the adventure begins.

DEFAULT CONTROLS

START/PAUSE
- Start game
- Skip movie scenes
- Pause game/Access in-game options

R BUTTON
- Draw/Holster weapon
- Dodge attackers
- Locate enemies and Attack Objects
- Zoom in

L BUTTON
- Change targets when weapon is drawn
- Zoom out

Z BUTTON
- Not Used

Y BUTTON
- Open Map

X BUTTON
- Open Status Screeen

+CONTROL STICK
- Highlight selections
- Move character
- Aim weapon ⬆/⬇

CONTROL PAD
- Highlight selections
- Move character
- Aim weapon ⬆/⬇

C STICK
- Quick 180° turn (push in any direction)

A BUTTON
- Confirm selections
- Attack (fire weapon)
- Action/Open doors
- Access Map Zoom Mode

B BUTTON
- Cancel selections

Note: You can change the default controls from the Option menu.

CHARACTER ACTIONS

ATTACK

🦇 Press the Action Button while holding down the R Button.

🦇 You need to have a weapon equipped to attack. You can aim up/down by pressing the Control Stick or +Control Pad ⬆/⬇ while readying a weapon. You can equip a weapon in the Status Screen (see page 9).

🦇 When you use certain weapons, a Scope Screen (first person view) will be displayed. In the Scope Screen, zoom in/out with the R and L Buttons and move the target with the Control Stick or +Control Pad.
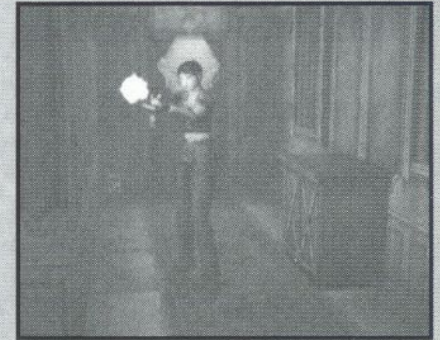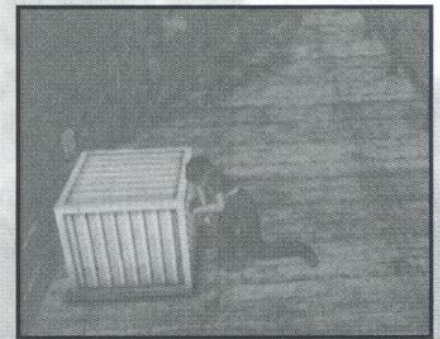
PUSH

🦇 Press and hold the Control Stick or +Control Pad ⬆.

🦇 Certain objects in the game can be moved by pushing. Face an object you want to push and hold the Control Stick or +Control Pad ⬆.

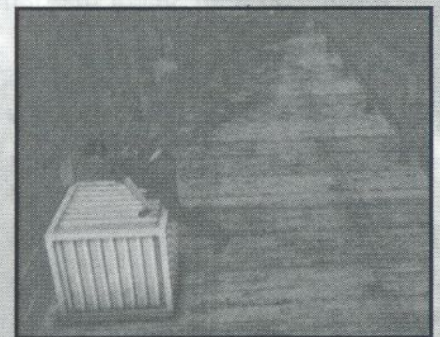🦇 If the object cannot be pushed, your character will not push it.

CLIMB ON or OFF OBJECTS

🦇 Press the Action button.

🦇 You can climb on/off certain objects. Face an object and press the Action button to climb on. Press the Action button again to climb off.

GAME DISC SYSTEM

Resident Evil Code: Veronica X is composed of 2 Discs for the NINTENDO GAMECUBE.

1. To start a new game, insert Disc 1 into your NINTENDO GAMECUBE.

2. When you finish Disc 1, you will have the opportunity to save your game in order to continue play. This save is different from normal saves during gameplay.

   - You don't need an ink ribbon to save.

   - It does not count as a true save. Your progress is only temporarily saved while you change Discs.

3. After saving, you will be instructed to change Discs. Remove Disc 1 and insert Disc 2 to continue play.

STARTING A GAME

Insert the Disc you want to play into your NINTENDO GAMECUBE. Use the Control Stick or +Control Pad to make selections, and press the A Button to confirm your selection.

🦇 DISC 1 - Use this Disc to begin a game. To start a new game, select NEW GAME in the Title Screen. To play a previously saved game, select LOAD GAME and then select the game you want to play.

🦇 DISC 2 -When you finish Disc 1, change Discs as prompted on screen. To play a game previously saved on Disc 2, insert the Disc into your NINTENDO GAMECUBE, select LOAD GAME and then select the game you want to play.
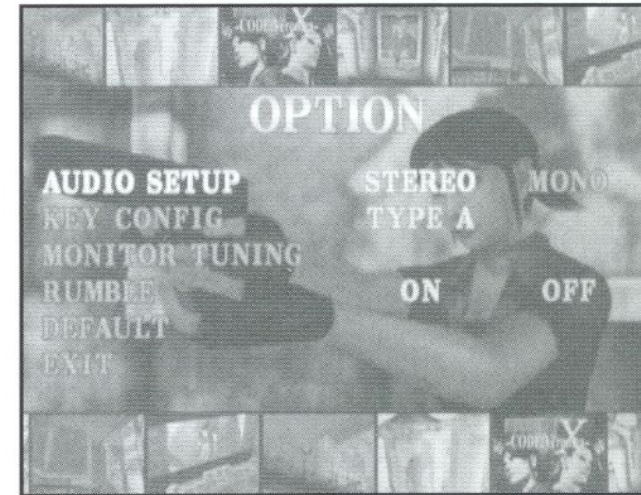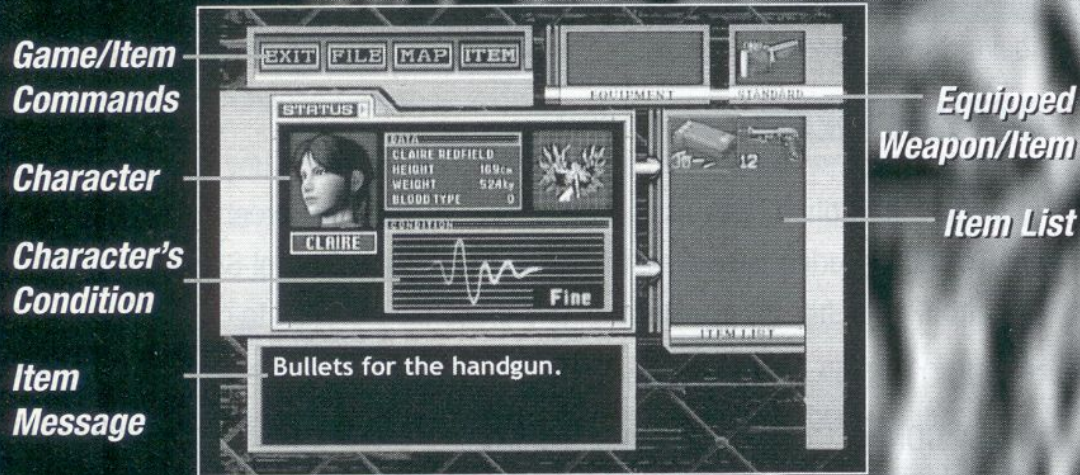

OPTION MENU

To display the Option Menu, select OPTION from the Title Screen, or press START/PAUSE during gameplay. On the menu, use the Control Stick or +Control Pad to highlight selections, and press the A Button to confirm.

🦇 AUDIO SET UP - Set the sound output to MONAURAL or STEREO.

🦇 KEY CONFIG - Change the game controls.

🦇 SCREEN SET UP - Center the game screen on your TV or monitor.

🦇 MONITOR TUNING -Adjust screen brightness. Your monitor must have a brightness adjustment function to use this option.

🦇 RUMBLE - Turn the Rumble Feature ON/OFF. When ON is set, the Controller will Rumble in response to game events.

🦇 DEFAULT - Reset all options to their initial status.

🦇 EXIT - Return to the Title Screen.

STATUS SCREEN

Press the X button to display the Status Screen, where you can check your character's condition and manage items. Select EXIT and press the X button to return to gameplay.

Game/Item Commands

Character

Character's Condition

Item Message

EXIT FILE MAP ITEM

STATUS

EQUIPMENT   STANDARD

DATA
CLAIRE REDFIELD
HEIGHT   169cm
WEIGHT   52kg
BLOOD TYPE   0

CONDITION

Fine

Bullets for the handgun.

Equipped Weapon/Item

Item List

ITEM LIST

ITEM

USING ITEMS

🦇 Open the Status Screen, highlight the item you want to use and press the Action button.

🦇 When Item commands are displayed, select USE to use the item.

EQUIPPING ITEMS

🦇 If the item you select is a weapon, EQUIP will be displayed in the Item commands. Select EQUIP to ready the weapon for use.

🦇 Weapons must be equipped in order for your character to attack with them.

CHECKING ITEMS

🦇 Open the Status Screen, highlight the item you want to check and press the Action button.

🦇 When Item commands are displayed, select CHECK and the item will be displayed in the main window.

🦇 When an item is displayed in the main window, you can rotate it with the Control Stick or +Control Pad and zoom in/out with the R and L Buttons.

🦇 To examine a specific part of the item more closely, move the part to face you and press the Action button. You may find some clues to solve puzzles.

COMBINING ITEMS

🦇 Open the Status Screen, highlight the item you want to combine and press the Action button.

🦇 When the Item commands are displayed, select COMBINE, highlight the other item to be combined with the first item, and press the Action button to combine the items.

🦇 Certain items need to be combined to have an effect. For example, combine a Handgun and a modification component to create a custom Handgun.

ITEM BOX

Your character can carry only a limited number of items at one time. You cannot lose an item once you find it, but you can use it up (like ammo, for example).

In order to carry only the items you need at a specific time, you can store other items in an Item Box. Item Boxes are located in various places in the game.
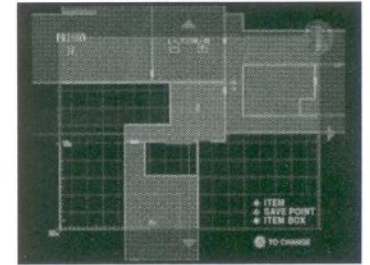
MAPS & FILES

To view a map or file you've acquired, open the Status Screen and select the MAP or FILE command. To return to gameplay, press the B Button.

MAP

The area you have explored is automatically marked. The room you are in is displayed in red. Your location is shown by a ">" mark.

🦇 Door colors indicate:
   - YELLOW - The door is not locked.
   - RED - The door is locked and you don't have a key for it.
   - GREEN - The door is locked but you have a key for it.

🦇 The map also displays:
   - ITEM - If you have found an item and haven't taken it, the location of the item is marked.
   - SAVE POINT - Shows the location of a typewriter.
   - ITEM BOX - Shows the location of an Item Box.

🦇 You can switch the floors of the building by pressing the Control Stick or +Control Pad ⬆ or ⬇ and change stages by pressing ⬅ or ➡.

🦇 To use Map Zoom Mode, press the Action button while a map is displayed. Use the R and L Buttons to zoom in/out.

FILE

Files include notes, messages and other information you find that are automatically filed in your character's notebook.

🦇 After selecting the FILE command, select the file you want to view.

🦇 Hints may be revealed as you read the information.

CHANGE CHARACTERS

Sometimes you may need a partner character's help. When you actually control a partner character, the Status Screen will change accordingly. The controls are the same as for your main character. If a partner character dies, the game ends.

DAMAGE

Your character takes damage while getting attacked. When the damage gets too severe, your character loses (Game Over). The game is also over if your partner character loses. Check your character's condition in the Status Screen (see page 9).

Be sure to USE healing Herbs or First Aid Spray before your character gets too weak.

POISON

Some enemies poison your character. While poisoned, your character takes damage gradually.

RETRY

When your game is over, you will be asked: "Retry? Yes No." Choose YES to play on from the point where you last saved your game.

RANKING

If you complete the game, the Ranking Screen appears. Your ranking is determined by various conditions. You may get something special if you get good ranking…

- **RANKING** – Your total score.
- **TOTAL TIME** – Your total play time.
- **NUMBER OF SAVES** – How many times you saved during the game.
- **NUMBER OF RETRIES** – How many times you used retry
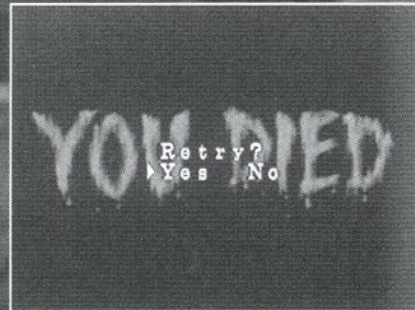
SAVING AND LOADING

SAVE

To save your game, find an ink ribbon and use it with a typewriter. Press the Action button in front of a typewriter and you will be asked if you want to save your game.

Choose YES to save your game. When you save, an ink ribbon is used up.

- To save your game, you must have a Memory Card inserted into Memory Card Slot A.
- While saving, do not turn off your NINTENDO GAMECUBE, remove the Game Disc or disconnect the Controller.
- This game requires at least 6 free blocks of memory to save a game file.

LOADING

To play a previously saved game, insert a Memory Card containing a previously saved Resident Evil™ Code: Veronica X game or games into Memory Card Slot A and insert either Disc 1 or Disc 2 into your NINTENDO GAMECUBE. Choose LOAD GAME and then select a save file to load.

Please refer to the NINTENDO GAMECUBE instruction booklet for directions on how to format and erase Memory Card files.

TROUBLE?

CAN'T DEFEAT ENEMIES?

- Learn to use your weapons efficiently. Each weapon is best suited to destroying a different type of monster or zombie. Figure out which weapon you need, then put it to use. (Be sure to equip weapons before a fight!) Hint: When a zombie dies completely, blood will spread on the floor.

- Know your enemies. Different enemies have a weakness against fire, acid, etc. Figure out each enemy's weakness and use the most effective weapon. Also learn enemies' attack patterns.

- If nothing works, run!

CAN'T HEAL YOUR CHARACTER?

Search the background for Herbs and First Aid Spray. These items are sometimes found on a dead body or in a desk or locker.

Herbs can be combined and have the following effects:

- Green = Light Healing
- Red = Enhance Green Herb Effect
- Blue = Cure Poison
- Green + Green = Medium Healing
- Green + Green + Green = Complete Healing
- Green + Red = Complete Healing
- Green + Blue = Light Healing + Cure Poison
- Green + Green + Blue = Medium Healing + Cure Poison
- Green + Blue + Red = Complete Healing + Cure Poison

CAN'T SOLVE PUZZLES?

When you come to a new area, search for files and memos that may contain clues. Also, when you get a new item, check it carefully and you may find a clue.

NOTES