

1: Resident Evil: Code: Veronica (Video Game) - IMDb

Resident Evil - Code: Veronica is a survival horror video game developed and published by Capcom and released for the Dreamcast in It is the fourth major installment in the Resident Evil series and the first to debut outside a Sony PlayStation platform.

Man with candle Big painting After solving this puzzle, the wall with the large painting will turn around, revealing a new painting and a vase. Now go into your inventory screen and rotate the vase until you can see inside it. Check to see what is inside Now head back upstairs to the save room. Once inside the save room, get the Gold Lugers and get plenty of firepower. Save your game and do whatever you need to do. Now go to the golden door at the end of the hallway. Place the Golden Lugers in the door to unlock it. Grab the handgun bullets if you need to, then examine the memo next to the computer. You will need to remember this code: Now first enter the first direction: It will land on a number: Now enter the second direction: This will bring up 9. Enter the third direction: This will bring up 7. Now enter the last direction: This will bring up 1. This acts as the code for the computer. The code is "". Go over to the computer and enter this as your password. Entering the password correctly causes the music box to move, revealing a hidden doorway. As you try to go, a Bandersnatch jumps through the window. Kill him first, then go into the hidden passageway. Pick up the blue herb then go through the door at the end of the hall. Continue through until you reach the stairs. Go up these stairs. Kill the two Bandersnatches with your MPs right when you see them. After they are dead, go up the stairs, grab the red herb next to the stairs, then go through the double doors. You are now in the Private Residence. Right when you enter this room, kill the Bandersnatch. Grab the Bow Gun Arrows on the mantle, get the handgun bullets near the door, then go back to the main room and go up the stairs. At the top of the stairs, there is a small table. Take the First Aid Spray off of it, and get the handgun bullets from the ground. Now go through the door at the end of the landing. Inside here, examine the music box and turn it off. The lid will close and the bed will rise. Take the Silver Key off the bed, then climb up on top of the bed and climb the ladder Here, grab the green herb and the handgun bullets. Now run all the way back to the Palace. Back at the Palace, leave the Save Room, and go across the landing, past the main stairs, and use the Silver Key to unlock the door across from you. You are now in the Casino. Head back to the Save Room and put back anything you need to. Now head back downstairs. Once past this door, you should be in a hallway. Use the Silver Key to unlock the double doors right across from where you entered, equip either your MPs or your grenade launcher, then go inside. In here, there are some Bandersnatches. Now run to the center of the room and grab the Eagle Plate off the ground. There are also some handgun bullets on a chair towards the back of the room. Pick these up if you need them. Now go all the way back to the Prison. Run by the Passage outside of the Palace and go to the Iron Bridge. Now go all the way back to the Cell, where that guy was passed out because he needed his medicine. Make sure you have the lighter and the hemostatic pills. A cut-scene will begin with both Rodrigo and Claire. Claire will give him the lighter and Rodrigo will give Claire a lockpick. Now go back to the area with the Guillotine cage. Once there, head into the Lab area in the door past the roll up shutter gate, and take out anything that you might have left in the security box. If the extinguisher is in there, take it with you, and place it in an item box ASAP. Now exit and go into the guillotine cage, and use the Eagle Plate on the door. Two zombies will emerge. Kill them, then go through the door. Continue forward to find a chain-linked door. There are some handgun bullets here, and if you climb over the crates, you will find an Item Box. Now push the crate over to make the door accessible. Go inside this door. You are now in the communications room again. Use the typewriter to save your game. Now go and get everything out of the second security box, then put all of your extra stuff back in the Item Box. Now go back through the gate where you came from. Go back down the path, turn right, grab the green herb, then enter this wooden door. Go to the back, turn right, and use the back door. You are now in the torture room. Kill all of the zombies, and grab the handgun bullets in the back on the room, on the table. Also in the back of the room is another duralumin case. Pick it up, and examine the lock on it. Use the lockpick to open it up to reveal the M93R parts. Just combine these with the handgun to create the custom handgun. Go back to the medical room. There will now be some more zombies.

RESIDENT EVIL CODE VERONICA pdf

Kill the doctor zombie to get the Glass Eye. Go to the north western part of the room and use the eye on the fake body that is missing an eye. This will reveal another hidden stairway. Go down these stairs. Now run down this passageway, and do it fast because there are bats around. Get the green herb on the way, then use the door at the end. Inside here is another torture room. Kill the three zombies, and get the Arrows and the handgun bullets that are in here. Now go down the other flight of stairs. Inside this room are some statues. Pull the Rusted Sword from one of the statues. The room will then fill up with gas. Push the lever in the middle of the room counterclockwise before the room fills up with gas. Now use the Rusted Sword on the hole on the statue where you got it from. A zombie will pop out, so kill it, then grab the Piano Roll. Now go all the way back to the Palace. Once at the Palace, go back to the Casino. Use the Piano Roll on the piano. A slotmachine pops open.

2: Walkthrough for Resident Evil: Code Veronica

Resident Evil Code: Veronica Part 8 - Resident Kinevil Mary Kish returns once again to face the tyrant, on land and air, and discovers that she may have missed out on an important item. Mike.

You bet your last green herb it is. Find out why you must own this game, inside. By IGN Staff Few titles have the honor of saying that they were the "first" to invoke a particular emotion from a gamer. Others like Duck Hunt and its snickering dog made me angry, and Castle of Illusion was one of the first games that made me smile with absolute wonder. I can still remember the first time the dogs broke through the window. The first time I saw that fabled cut scene where the blood-hungry zombie gave me that "come hither" stare. The first time I ran off the balcony away from the crows that I could almost feel nipping at my eyes just as they had my ex-partners. It was this mix of mortality and digitally-induced reality that has helped Chris and Co. The series has certainly come into its own on the PlayStation, and when I first heard that it was on its way to Dreamcast, and that Sega would be handling the technical side of things, part of me was tempted to convince the world that Resident Evil was a series best kept pure to its Sony roots. I kinda felt like a geek who got a swift slap from a beautiful woman due to a bit too much ambition after reading the latest issue of Accelerator. It may have stung my pride a little bit But thanks to the power of Dreamcast, this go round is not only a whole hell of a lot more beautiful, but it almost seems a lot more spooky. Veronica is the type of title every gamer needs to experience. For those of you who are new to the series, Resident Evil single-handedly re-defined a genre introduced by titles like Alone in the Dark. A genre that, while a bit on the limited side, has made a name for itself via the ability to put its players smack in the middle of a cheesy horror film. With its unsettling imagery and excellent use of timed events, the PlayStation version made my skin crawl. Well, this game benefits from some of the most amazing visuals ever seen in a game, rivaling and in many senses surpassing even the great Shemue. Remember how spooky the original mansion was? The thing is, this game is hardly a chore at its worst moments, and at its best The fact is, the control is pointlessly over done, and simplifying it would do this game a world of good in terms of dragging you in to the adventure. I just kept thinking: The things that have always sucked about Resident Evil still bite the big one in Code Veronica. In addition to the wonky control, the item box is still evil. And yes, you still can only hold the load of a 5 year-old with one hand tied behind their back. But by the same token, everything, from the cameras to the incredible level of facial detail in some of the cinemas sets new standards for the genre, and this is easily the most impressive entry into the Resident Evil series to date. If you think you can handle this two-disk terror, turn down the lights, crank up the volume, and prepare for a an overdose of fright.

3: Resident Evil: Code: Veronica (Game) - Giant Bomb

Resident Evil: Code Veronica I believe this is the second longest book in the series and rightfully so it has a lot of ground to cover. You not only get to see Claire and Chris's point of view you also see some of Steve, Alfred, Alexia, and Wesker.

Sep 28, X Code Veronica X. This is what I discovered in my local game store several years ago for my PS2, at this time I had never heard of it before so my expectations were not too high. To my delight, this game turned out to be a masterpiece. By phantomdark Review Date: Read Full Review 1 of 1 users found the following review helpful Rating: May 16, PS2 When i played for first time this game i was enough impressed, graphics and sound really of first level since presentation to game itself, it was movie quality production. When i bought game i fast entered in possessio Read Full Review 0 of 0 users found the following review helpful Rating: Veronica X is an excellent port of a Dreamcast game that came out a year before, and a must-have for any RE fan. Feb 06, PS2 Highs: Tank-control goodness, excellent weapons, good music, great story, excellent character development, a lot of fun to play. Bad voice acting, hardest game in the Resident Evil series by a longshot of course Jan 18, DC High Points: Camera angles are finally fixed, excellent use of VMU for viewing health status, excellent selection of weapons, good story, just soooo fun. Constantly wasting ammo can be unforgiving, very ea Good game, whorth the play By lucasptj Review Date: Veronica is the first Resident Evil game in the main series to use 3D backgrounds instead of the traditional pre-rendered ones. By chocolate Review Date: Story The 2nd game to star Claire Redfield who infiltrates a Action, Story, Graphics, all is in right place. The game is beautifully long, honest enemy AI Needs to be played by true fans! By FreakshowGamer Review Date: The story had a couple extra and extended scenes, and some minor new changes. Code Veronica X i By Nemesismodel Review Date: This game is everything you would want in a Resident Evil game as well That being more zombies than you By Dark-Messenger Review Date: Apr 23, DC Pros: Wasteful use of ammo will be unforgiving Using the analog stick will get you killed fast Weapons can get lost in the Read Full Review 1 of 1 users found the following review helpful results.

4: Resident Evil Code: Veronica - GameSpot

Resident Evil CODE:Veronica (BIOHAZARD CODE: Veronica in Japan) is the fourth game in Capcom's Resident Evil survival horror series originally released for the Sega Dreamcast in The game takes place on December 27, , three months after the events of Resident Evil 2 and Resident Evil 3: Nemesis.

Veronica X - Walkthrough PS2! Capcom Walkthrough last updated: Keys and Cards 8. This game follows Claire Redfield on her search for her brother, Chris, who was in the original Resident Evil game. This is the fourth RE game that is part of the official storyline, and was originally on the Dreamcast when it first came out. This is the "complete" version. Kennedy managed to escape from the city. But their ordeal was only a prelude of things to come. Now, 3 months later To push an object, all you have to do is go right up to it and press Up. Also, to climb, go up to the object and press the action button. Ink Ribbons -- You must have at least one of these in order to save your game. You get three each time you find them. Exit, File, Map, Item. Go to Exit and press either X or Square in order to get out of that screen, or just press Circle. The Map tab is there for you to look at a map, or you can just use Triangle when not at this screen. You will automatically be at the Item tab when you go to this screen. Claire main character is given an item from the start Lighter , which is found in the Standard box in the top right corner. Any item that goes in that space will not take up a regular inventory space. You start out with eight inventory spaces, but can get ten later on. For things you can equip, that option will come before Check. You can also zoom in closer and rotate it. Use -- This means to use the item in some way, other than equipping it. As for health, there are five different states you can be in: Fine green -- You have taken no damage. Caution orange -- If certain things hit you at this point, you could be killed, so it might be a good idea to heal yourself. Poison purple -- This means you were poisoned by something, and your health will continue to go down until you die unless you use a blue herb to heal yourself. Must combine it with either a green herb, or both a green and blue herb. First Aid Spray -- Will heal you fully no matter what your status is. Dogs Cerberus --A strategy I use for dodging these is to just swerve a lot while running, which saves ammo. Bandersnatches --Usually just takes two rounds of any grenades, so go with that. They attack by shocking you. I suggest using either some type of grenade rounds on them, or the shotgun. Sweepers --These are just like Hunters, except can poison you. Spiders --These things are bitches Grenade rounds seem to work best. All ya gotta do here is dodge it. Tryant ground fight --This first fight with the Tyrant is a mini-boss fight. So just make sure to stay as far away from the fire and Tyrant as you can. This is a good place to use up your three BOW gas rounds. Tyrant plane fight --This is an all out boss fight. Do the most damage you can to him. They always come back, so just do your best to dodge them. Try to watch out for the poison he sprays purple stuff. And be careful not to get too close to the edge of the platform, for he will knock you off. Luckily if you die while fighting this boss, you can start over right at the beginning of the fight, basically. Gulp Worm --First mini-boss as Chris. I just suggest using the assault rifle on this thing. It can also knock you over by running into you. Just turn around as fast as you can quick-turn and run like hell. Every time he hits you, heal. Alexia Form 1 --Use the Magnum here. Takes five shots usually. The blood she shoots out turns to fire. Alexia Form 2 --Shoot like hell. The magnum and explosive arrows are your best bets here. Alexia Form 3 --Grab the Linear Launcher, and just start shooting. It only takes the one hit. Jeans, brown belt, brown boots, short sleeve, cut off black shirt, pinkish collar, red vest that on the back reads: Official Instruction Booklet Description: 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. One of the main characters in this game, and my personal favorite, Claire is still searching for her lost brother, Chris Redfield, after heading into Raccoon City. That is when Resident Evil 2 takes place. After that ordeal, she came to Europe to try and find Chris, but ended up being captured by Umbrella. She ends up on the prison island of Rockfort, and that is where you start controlling her. After everything that she went through in RE2, helping Sherry, and now this You also see her kindness when she helps out Rodrigo even though he was the

one who captured her in the first place, and her love for her brother is shown. Chris Redfield ID number: All green attire, black boots, black vest that on the back reads: A member of special tactics force S. He is an expert at handling firearms. After solving the "mansion incident," he transferred to Europe with his team members Jill and Barry to seek the truth. He is also one of the main characters of the game from that point on. He figures out the whereabouts of his sister, and heads to Antarctica to rescue her. After a subjective amount of time, he finds her and together they try to escape. And apparently, he can rock climb pretty well, and sail a boat. Steve Burnside ID Number: Camo pants, brown boots, brown belt, black wristbands, black collar, greenish undershirt, dark shirt over it that on the back reads: Rockfort Prisoner Criminal. Despite being young and often reckless, Steve is a good kid at heart. He has mixed feelings about his family, and his motivation remains wrapped in a 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 chaos. Steve now meets with Claire as the adventure begins. At seventeen years old, he meets up with Claire multiple times during the whole game. Claire first sees him soon after getting out the jail cell. He runs off, only to meet back up with you soon after. He does this a lot. He helps find an escape and together they help out each other. He often comes across as arrogant. His father worked for Umbrella and stole information, selling it off to the highest bidder. And then he has to kill his father, because he turned into a zombie. Albert Wesker ID number: All black clothes, black gloves, black boots, and black sunglasses. He tells Chris about where Claire is, and about another character in the game, Alexia Ashford.

5: Resident Evil -- CODE: Veronica X - Walkthrough (PS2)

This is easily the most impressive entry into the Resident Evil series to date. The game is a true testament to the hardware, and a survival horror freak's wish come true.

Gameplay[edit] Claire Redfield firing at zombies. The environments are rendered in real-time, unlike previous games which used pre-rendered backgrounds. Resident Evil " Code: Veronica features traditional survival horror gameplay found in most early Resident Evil games. Veronica uses real-time 3D environments. Because of this, the camera is more dynamic than in previous games. The story is told through cinematic CGI sequences and in-game cutscenes. Veronica places the player in control of Claire Redfield while the other half is spent with her brother, Chris. From here, they can be examined to find clues to solve puzzles, and some can also be equipped. Also available in the status screen is a map and file menu. The player can only hold a limited number of items at a given time; other items must be stored in storage boxes located throughout the game. Herbs, which restore character health, can be combined with other types of herbs to become more effective. Too much damage will result in a game over. At this point, the game must be continued from the last save point. Some weapons are better suited for battling certain enemies, some of which have weaknesses to elements like fire or acid. This mode gives the player character infinite ammo and places them in random locations with different enemies. Sometime after her imprisonment, Claire finds herself released by one of the prison staff and discovers that an outbreak of the T-Virus has occurred. In the resulting chaos, she finds herself teaming up with Steve Burnside , another inmate seeking to escape. Both Claire and Steve find him to be mentally unstable as a result of him switching between two personalities - that of himself, and of his twin sister Alexia. Eventually, the pair manages to find a seaplane and use it to escape, only for Alfred to pursue them and switch their plane to autopilot, directing it towards another Umbrella facility in Antarctica. Upon their arrival, the pair finds the facility had suffered an outbreak, and fight their way through the zombies and monsters within to seek a means of escape, battling with Alfred and fatally wounding him. Before he dies, Alfred frees his sister Alexia, who had been in cryogenic sleep within the facility after injecting herself with the T-Veronica virus - an experimental virus the Ashford family had developed 15 years ago. Awakened, Alexia manages to recapture Claire and Steve as they attempt to escape. Upon learning she had left, Chris focuses on determining where and begins searching the island. In the process of doing so, he comes across Albert Wesker , an independent agent since the Spencer mansion incident , who is seeking to retrieve a sample of the T-Veronica virus. Once there, Chris frees his sister and helps her to search for Steve, only for them to find that he had been experimented with and injected with the T-Veronica virus. After mutating, Steve attempts to kill Claire but fails. Before he dies, he confesses his love for her. Meanwhile, Chris and Wesker confront Alexia. Development[edit] Claire was designed to be more tough than in Resident Evil 2, as is evident by these moments from the John Woo -inspired opening cinematic. With the success of Resident Evil 2 in , Capcom began more Resident Evil projects across multiple consoles. Veronica originated from an unsuccessful attempt to port Resident Evil 2 to the Sega Saturn. After producer Shinji Mikami and his team learned they would be unable to port the game without making a large sacrifice to quality, Mikami was asked by his leadership to create something else for Sega fans, and so development began on an original game. This title was originally intended to be a spin-off with the Dreamcast title to be the true sequel. According to IGN , Sony bartered for limited exclusivity on the "Resident Evil 3" title, and thus the side-story was branded as Resident Evil 3 and the true sequel was labeled a spin-off and later titled Code: While previous games are set in the United States and have a corresponding American feel to them, Code: Veronica is set in the Southern Ocean and Antarctica and carries a European gothic horror inspired design. This is made clear in the environments which feature gothic architecture and art in addition to central European carvings and German-style weaponry. In addition, the gothic feel is emphasized through the story. The horror in Code: Veronica is driven by this story which follows a crazed man and the fate of his noble bloodline. The story is told partly through a lullaby, and this method of storytelling is intended to bring out European operatic undertones. This contrasts to previous games in the series which were driven by the panic elements from

American horror films, such as monsters and zombies. Those interested in guns worked solely on gun designs while those interested in environments were sent to photograph houses and castles for research. Veronica than in Resident Evil 2, the reason being her experiences in Resident Evil 2 built her toughness and confidence to handle any situation. This characterization is emphasized by her ability to dual wield sub-machine guns, and also by the opening cinematic which features her in a John Woo -inspired action scene. Veronica was nearing completion. Capcom Production Studio 4 still handled art direction and character design. Veronica was confirmed to be in development as early as August. Capcom of Japan stated that they were hoping to sell the game to roughly one third of all Dreamcast users, which they estimated would total to around one million copies. Journalists were skeptical if this was only the initial shipment, or evidence that Capcom overestimated sales of the Dreamcast, given their initial sales estimate was one million. Veronica released around the same time as Resident Evil 3 and, more importantly, the Dreamcast launch in North America in late. However, delays pushed the project back to early. Value Plus, included a demo for Code: Veronica was released in February. The "Claire Version," limited to 1, copies, consisted of the Code: Veronica game, a pink system, pink controller, and a VMU. The other bundle, known as the "S. Version," has the items except the system is a dark transparent blue and features a "S. This bundle was limited to copies. Expecting high demand, Capcom set up a contest for fans to enter to win an opportunity to purchase the systems. Veronica X[edit] Because the Dreamcast had a much smaller user base than PlayStation platforms, Capcom knew the series could not survive on the platform. This led to bringing an extended cut, titled Code: Veronica X in the West and Code: The rest of the game remains mostly unchanged, although Capcom claimed they made some graphical enhancements.

6: Resident Evil Code: Veronica X Cheats, Codes, and Secrets for PlayStation 2 - GameFAQs

It has been three months since the total destruction of Raccoon City, and Claire Redfield is still searching for her missing brother, Chris. Claire's search takes her to an Umbrella owned facility in Paris where she is discovered and met with fierce resistance.

You see a lot of game developers and animators still using 8-bit art in modern games, while plenty of fans are excited to buy and re-buy titles from the bit era. Then you have Minecraft, one of the most profitable indie PC games ever, which looks like something from the PS1 era -- it can even run on a DS! Capcom To be released: September 27, Price: Veronica was first released, there were exactly two big zombie franchises in the world of gaming: Resident Evil and House of the Dead. Being of two different genres survival horror and on-rails shooter, the two never really competed with each other. The only games Resident Evil had to compete with back then were other Resident Evil games. The ways that Code: Most of the time, you can take out a zombie when you hear them moan from somewhere off the screen. Just auto-aim and fire; the zombie will be dead before you even see them, let alone get a bite taken out of you. At this point in the series, the focus was still on scares and atmosphere. Those are the high points. There are plenty of low points, too, like the monotonous backtracking and fetch quests. As for the visuals, they definitely look cleaner and less blurry in HD, and the lighting has been drastically improved, but this is still a Dreamcast game at heart. It has not aged half as well as Resident Evil 4, for visuals and just about everything else. Veronica X at first sight. The story chronicles the parallel lives of the Redfield siblings Claire and Chris, two Resident Evil mainstay protagonists, and zombie-making Umbrella Corporation heirs Alfred and Alexia Ashford. I should also mention that the game has some sort of online leaderboard system. Veronica X feels like a missed opportunity. The fact that Capcom chose to re-release this game in HD instead of the much more gracefully aged Resident Evil remake or Resident Evil Zero is strange in and of itself. On top of that, Capcom had access to all-new, near-HD-quality Code: The Darkside Chronicles that they could have plugged in and reworked for this remake. Sure, they would have had to do some work from scratch, but that would have done so much to make this game palatable to modern audiences. If you really loved the game but lost your original copy, then you will probably enjoy playing the game again, but just get ready to have your rose-colored glasses cracked. Veronica the first time I played it, but this release was actively painful to play through at times. There are likely much better ways for zombie fans to spend their time and cash. Veronica X is a significant but ultimately not-worth-replaying relic of Resident Evil history. You are logged out.

7: Resident Evil Code: Veronica X FAQs, Walkthroughs, and Guides for PlayStation 2 - GameFAQs

SHN Rating for Resident Evil: Code Veronica X ~...~...~...~... Resident Evil The Official Timeline Part #9! used On www.enganchecubano.com "Resident Evil Recollections" The real Capcom confirmed Timeline!

8: Resident Evil Code: Veronica X HD Achievements | TrueAchievements

Description. Raccoon City was just the beginning. Claire and Chris Redfield's nightmare continues as the siblings fight to survive against zombies and other monstrosities within Umbrella's deadly facilities.

9: Resident Evil Code: Veronica Reviews - GameSpot

Code: Veronica X is thusly viewed as the 'true' rendition of the game and is the version that was ported over to the GameCube, and which underwent the HD treatment with the Resident Evil Revival Collection alongside Resident Evil 4.

A Dictionary of the Osage Language (Bulletin Smithsonian Institution. Bureau of American Ethnology, 109) Yoga for Magick (Weiser Concise Guide Series) Travels adventures in Canada and in the Indian territories, between the years 1760 and 1776. Feminism, ideology, and deconstruction : a pragmatist view Richard Rorty Beverly Hills, 90210 factfile 9th class physics solved exercises 1607-Pocahontas of Virginia The new age vision Notes for army medical officers Wm. Alexander Minnock The strongest man Paper conspiracies susan daitch CRC handbook of methods for oxygen radical research Shuttle service business plan How music came to the world From the Banat to North Dakota; A History of the German-Hungarian Pioneers in Western North Dakota Florida island hopping Athens of America Human anatomy and physiology mcgraw hill Discrete mathematics and its applications chapter 2 even solutions I. Observations on Egypt. Richard davidson the emotional life of your brain In defense of music CH. 13: The Powell Way 199 The psychology of voting behavior Uncle Sams church Duel at Gold Buttes Synchronous machines Piper in Peace and War 14. Edgar Young Mullins The Admiralty regrets The submission attitude Andros Draws the Line (Andros, 1) Red skies over Wyoming The trend of modern poetry. Part 2. The political imaginary. Intellectual adventures in the Isles: Kearney and the Ireland peace proc Annals of the Discovery The Cruise of the Laura Virginia A defense of poetry Nativist theory of language Mission : why the church needs theology