# Resident Evil: The Darkside Chronicles Gauntlet Version 1.0



## Foreword

After the fall of Umbrella, many of its researchers and viruses were scattered to the winds. In 2002, the United States government caught wind of an Umbrella researcher selling samples of a strain of the T-Virus known as Veronica to the leader of a drug cartel known as the Sacred Snakes. Former RPD Rookie and now Raccoon City Survivor Leon S. Kennedy has been sent to this region to investigate the matter. He is joined by US SOCOM Major, Jack Krauser, who, while skeptical of Leon's accounts, will soon not only believe them but demand more information than Leon was expected to tell. Welcome to not only the world of survival horror but to a world of trauma-stained memories. Welcome to The Darkside Chronicles.

Because many of the accounts of this tale are through memories, this world can be considered a Gauntlet. As such, all non-body mod Perks, Powers, and Perks have been forgotten. You will, however, receive **+0 Darkside Points or DP and +0 JP, MP, and OP**.

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## Rules and Scenarios

The rules for this Gauntlet are as follows: You will take on the role of one or more individuals in the events depicted during Darkside Chronicles. Each scenario will award a Jumper with some Darkside Points to start with and will have a series of rewards available upon completion. Please be aware that because at least two of these scenarios are recollections of past events, your actions are effectively predetermined and will play out how Leon described them to Krauser.

A Jumper needs only to complete one scenario to complete this Gauntlet. However, should a Jumper complete all scenarios, they will receive one to two special rewards based on whether they took a specific drawback. In addition, each scenario will have its own dedicated perks and items and specific drawbacks relating directly to the events that transpired within, except for "The Tofu Survivor" scenario.

- **Operation Javier (+100 DP) –** In 2002, Leon S. Kennedy and Jack Krauser were sent into the Amparo region of South America to investigate the illicit sale of Umbrella BOWs to drug lord Javier Hidalgo. The two agents encounter a new outbreak while entering the village nearest to Javier's complex.

- **Memories Of A Lost City (+100 DP) –** Shortly after encountering and fending off a unique amphibious BOW, Krauser demands answers from Leon. Recounting his tale, you find yourself in the shoes of either Leon S. Kennedy or Claire Redfield, trying to survive in a city lost to a viral outbreak.

- **Game of Oblivion (+100 DP) –** Upon the revelation that the T-Veronica strain is the principal virus in the area, Krauser prompts another recollection from Leon, this time a second-hand account of the outbreaks on Umbrella's Rockfort Island and Antarctic bases.

- **The Tofu Survivor (+100 DP) –** This shouldn't be happening! The Tofu have risen up and begun to assault the living and the dead! Quick, Jumper! Battle your way from the front gates of the Raccoon City Police Department and over the West shopping district before you're overwhelmed!

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## General Drawbacks

The points gained in the section may be used for all purchases made in this jump.

- **On Rails (+100 DP) –** The Darkside Chronicles was and always will center around the idea of being a Light Gun game. As such, you wouldn't mind sharing the fun, wouldn't you? Until you complete this Gauntlet, you will move, stop, and look like you were on a track in a high-octane action horror film.

- **Who Are You Fooling (+100 DP) –** Many zombies (or Tofu) are present in this gauntlet, many of whom appear dead. Now, I know what you're thinking. Wouldn't it be easier to shoot the downed zombies ahead of time and save yourself the trouble? You would be

right, but even if you land those vaunted headshots, you can't kill zombies until they rise and move to attack you.

- **Where Did They Come From!? (+200 DP) –** Throughout the events of the Darkside Chronicles, enemies have an interesting way of just appearing from thin air. As one might expect, you'll be dealing with this same issue. Enemies will appear without you realizing it, and while you have time to defend yourself, you will always react to such appearances with shock.

- **Procure on Site (+200 DP) –** Jumper, you have some fine taste in items. It's a shame they were lost upon your entry into the Gauntlet. Oh! Not forever, just temporarily. See, outside of your clothing, knife, and pistol, those weapons and other items you purchased here can be found within the various scenarios you've taken. Should you have taken multiple scenarios and scenario-specific items, they will be available to you after the moment or scene in which they first appear.

- **Hard Mode (+400 DP) –** Like many games, this too had a series of difficulty options, and while I won't bore you with all of them, I will let you know of one. If you take Hard Mode, you will find that all enemies, from basic zombies to bosses, have increased health and can inflict much greater harm. Get ready for Jumper because you will be in for one long night.

- **Cutscene Fidelity (+400 DP) –** The thing about Resident Evil is that even though its various heroes can collect multiple weapons throughout their fight for survival, cutscenes only show them using the handguns they began with. The same can be seen with the Darkside Chronicles, as the characters can be seen only using pistols… and so now are you. Until you complete this Gauntlet, you may only use the pistol and knife items to defend yourself and overcome the horrors of these Darkside Chronicles. Now, there are some instances where this isn't the case. But these situations are rare and only arise in the greatest battles.

- **The Flipside of Darkness (SPECIAL / +1,000 DP) –** Are you looking for an easier time here? Fine, be that way. Taking this drawback will convert this Gauntlet into Jump and receive the standard +1000 point starting budget. However, there are consequences to this choice.
    - All completion rewards that would have been given to a Jumper are now locked.
    - A Jumper who takes this does not replace one of the two playable characters in a scenario. Rather, they can fight alongside the characters and potentially change the fates of several characters along the way.

- If a Jumper chooses multiple scenarios, they will begin at the earliest chosen scenario in the timeline, and events will conspire to put them in a position to be involved with the following scenario.
- If you combine “The Tofu Survivor” scenario with other scenarios, the Tofu scenario's events will manifest as a nightmare that occurs during a period of rest or recovery within one of the additional scenarios.

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## Operation: Javier Drawbacks

The points gained in this section can only be used for perks and items directly related to the events of Operation: Javier.

- **Roots of Veronica (+200 JP) –** When Javier Hidalgo caught wind of American agents in the region, he released the T-Veronica strain into the area and the Mixcoatl village. On the surface, this appeared like a standard outbreak in the setting. However, T-Veronica has a greater affinity to plant life than even the T-Virus. As such, you will now find more infected and hostile plant-based BOWs appearing during your time in this scenario.

- **Clipped Wing (+200 JP) –** At the end of the battle against the mutated Hilde Hidalgo, she fires several large bone spikes toward Leon and Krauser. One of these spikes missed entirely, and another was aimed at Krauser’s chest. A lucky shot diverted the spike away from Krauser’s chest and into the bicep of his left arm. It seems that you, too, have sustained a similar injury. While it was treated, the damage to your arm will negatively affect your combat capabilities, worsening your aim and making reload times slower.

- **Battle In The Jungle (+200 JP) –** While the Darkside Chronicles clearly depicted what occurred during Operation: Javier, another timeline depicted these events differently. Briefly mentioned by Krauser during his initial knife fight with Leon, the Operation: Javier scenario will now change to fit this new information. You will be assigned to a unit whose mission is very similar to the original version. However, you will face more significant threats and abandonment from your superiors. How many of your fellow soldiers can you save?

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## Memories of A Lost City Drawbacks

The points gained in this section can only be used for perks and items directly related to the events of Memories of a Lost City.

- **Catching The Scent (+200 MP) –** The Umbrella Corporation has considered you a valuable target for elimination. Not enough to send the infamous Nemesis T-Type after, but enough that a tyrant was deemed necessary. From now until the point at which it is canonically destroyed, the Tyrant known as Mr. X will stalk you throughout the RPD, Sewers, and NEST. I hope you can get those headshots in Jumper. You will need them.

- **Evolving Evil (+200 MP) –** The lickers were terrifying threats that appeared in and around the RPD during the Raccoon City Outbreak. What made matters worse is that Lickers could evolve into a stronger form, sporting greenish skin and more pronounced claws. Unfortunately, it seems that, like the Lickers, other enemies in the Memories of A Lost City have begun to evolve. Over time, you will encounter increasing numbers of Crimson Heads, stronger Hunter variants, and other lifeforms similarly affected by the T-Virus.

- **On A Safari (+200 MP) –** When the siege of the RPD reached a certain point, the already questionable sanity of police chief Bryan Irons finally gave way. Intent on making sure that no one left his city alive, he began to hunt the various officers present in the building. Now, his sights have fallen on you. Armed with a powerful magnum, do you have what it takes to fight off this deranged and crooked cop?

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## Game of Oblivion Drawbacks

The points gained in this section can only be used for perks and items directly related to the events of Game of Oblivion.

- **Enough With The Kid Stuff (+200 OP) –** You never really grew up, Jumper. You tend to react to occurrences around you more emotionally than you usually would. This will lead you to make jokes at inopportune times and rise to verbal taunts made by figures like Rockfort's supervisor, Alfred Ashford, thus creating distractions you don't need.

- **Little Spectacles (+200 OP) –** It seems that in his mania, Alfred Ashford decided that his specialized brand of training should be standardized everywhere on the island. While that doesn't sound like much, understand that this training involves shooting pop-up targets strapped with small explosive devices set to *VERY* short-timers. These targets were normally installed in Alfred's Kill House, but now they seem to be installed everywhere on Rockfort Island. I hope you are quick enough on the draw.

- **Hive Capture Forces (+200 OP) –** The Rockfort Island Outbreak occurred when the enigmatic Hive Capture Forces, led by Albert Wesker, attacked the island. While the survivors never saw them, they were still present. Unfortunately, you will now encounter squads of the HCF, who have standing orders to leave no survivors. I know you weren't expecting it, but you'll have gunfights on your hands now.

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## General Perks

- **Weapon and Knife Handling (FREE) –** Whether you were trained by professionals or learned it from a family member, you know how to handle multiple types of weapons, from pistols to even rocket launchers, with basic competency. Useful for when the hordes of the Undead are bearing down on you.

- **Bladed Defense (FREE) –** A staple of Resident Evil is the various knives that are used as backup weapons, and that's true here. On command, and should you have a knife on your person, you can summon it to quickly slash away smaller BOWs that are attempting to or have already clung onto your body. In addition, this defensive ability will allow the interruption of enemy attacks from BOWs of comparable size, but at the cost of only doing minimal damage.

- **Helpful Bullets (-100 DP) –** A Light Gun game inspired this universe, and certain conventions of that genre should be addressed. If you aim your weapon at an object that is either helpful to or important to you and shoot it, you will benefit from having picked it up with your hands. For example, shooting at a weapon will add it to your arsenal or its ammunition to an ammunition pool should you already have the same or similar weapon. If you shoot an herb or some healing item, you will be healed by a proportionate amount of damage. Most interestingly, destroying miscellaneous items around you, like lights, pots, paintings, and other such materials, will yield golden coins that can be substituted for their weight in gold. Explosives can be used in place of bullets to acquire multiple items simultaneously, and this includes acquiring explosives of similar types as well.

- **Ambient Proofing (-100 DP) –** There are several points during the Darkside Chronicles where the heroes are in an environment where exposure to the ambient temperature should have killed them in mere minutes. Whether those areas were the blast furnace room where Leon and Claire fought Mr. X or the Antarctic wastes where Claire and Steve found themselves after escaping from Rockfort Island, you can easily survive in these ambient temperatures ranging from -90 degrees Celsius or -130 degrees Fahrenheit to 300 degrees Celsius or 570 degrees Fahrenheit, without issue.

- **Stopping Power (-200 DP) –** A common issue regarding firearm discussion is the concept of stopping power. This is the knockdown power or how much energy a bullet imparts on what it hits. Many myths relate to it, but you only need to know that your firearms have this more memetic version. Bullets you now fire impart a greater degree of knockdown power, allowing you to stun zombies and BOWs more quickly than you would have before.

- **The Darkside (-400 DP) –** Throughout your time Jumping, you will likely work with people who keep their true thoughts to themselves. Wouldn't it be good to listen to them? Should you reach a high level of battlefield synergy with an individual, you can pick up on their darker thoughts without them being aware of it.

- **Critical Shot (-400 DP) –** Enemies in the Resident Evil series are known for taking greater damage when shot or struck in specific places. You may now be able to utilize this ability. When you shoot an enemy in a weak spot, you will do increased damage and occasionally do extreme damage. For example, you can shoot a zombie in the head to take them out in one shot, but in some instances, you can take their head completely off with a single pistol shot!

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## Operation Javier Perks

- **The Abyss Blinked (-200 JP) –** Men will be drawn in by the promise of power derived from viruses. Lesser men will be terrified by their power. Not you, though. There's a herculean degree of willpower and courage within you, one that will allow you to face down some of the greatest monsters born from Alexia's madness.

- **Flash of The Blade (-200 JP) –** Before Operation: Javier, you were a decorated soldier who was known to excel in the field of knife-based CQC. You are practically a wizard with knives, able to effectively use them as both a means of attack and defense. Interestingly, those you train develop similar skills and can use them quite effectively.

- **Human Pain (-200 JP) –** To successfully bond with a viral agent like T-Veronica, one must either place themselves within suspended sleep or have regular organ transplants. The latter option brought with it terrible pain but also clarity. Because of this pain, you will retain your humanity and mental faculties no matter how many viruses or other means change your physical form.

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## Memories of A Lost City Perks

- **Never Thought It Would Help (-200 MP) –** You must have had some ex-military family members. Fearing for your safety, they taught you what they knew in their free time. This has imparted you with a fair degree of self-defense training, emphasizing defensive throws that can make space between you and your attacker or techniques that allow you to break grapples and deliver a physical counterattack. For this to be effective, however, you must be of comparable size and strength to your attacker.

- **First Day On The Job (-200 MP) –** Jumper, you must have excelled at the academy to come into Raccoon City in the state you did. While you now have the training and skills of a rookie cop freshly assigned to Raccoon City, you appeared for your first shift while incredibly hungover. Typically, this would be the recipe for death here, but you're not suffering. It seems that you're, on the whole, immune to hangovers or any issues from alcohol.

- **Vaccinated Adaptation (-200 MP) –** You must have been exposed to and vaccinated against G at some point. While you will not receive any of G's regenerative capabilities here, you will receive the potential. Should you be infected with and later cured of a viral, bacterial, parasitic, or even fungal infection, your body will develop a series of beneficial mutations directly relating to the abilities of the infectious agent.

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## Game of Oblivion Perks

- **Civilian Infiltration (-200 OP) –** It's a miracle that Claire made it as far as she did in the Paris labs before Umbrella Security was notified of her presence, and it appears you know how. You know how to practice a degree of social stealth that would allow you to get into the private floors of corporate office buildings. Be warned, should you be

discovered by people who know you shouldn't be there or by those aware of who you truly are, expect security to come down on you like a horde of ants.

- **Dextrous Prisoner (-200 OP) –** Prisoners on Rockfort Island aren't exactly expected to be great with firearms, yet you seem to be an exception. You are naturally ambidextrous and have an affinity for one-handed firearms. When wielding two handguns or guns that can be wielded in one hand, you can accurately fire both without worrying about recoil or a loss of accuracy. Crossing your arms over each other when shooting this way concentrates your fire significantly and increases the damage a singular target takes.

- **Once Visited, Always Known (-200 OP) –** Unlike many others, you are well acquainted with some of the architectural plans of the abodes of Umbrella executives. Having been a guest of the Arklay Mansion, you recognize the halls of the Ashford Antarctic Manor and can navigate it without a second thought. You may take this familiarization with you, as anytime you enter a building whose plans are heavily based on another building, your mind maps out the layout almost immediately.

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## General Items

This section works as a general means of sorting your loadout for each scenario chapter or scenarios, should you choose to take multiple. Four weapons may be equipped during this Gauntlet at any time. You may alter your loadout to suit your desires at the beginning of each chapter transition. Please note that while all weapons below may be found during your time here, you may only start the beginning of your chosen scenario with them equipped if you buy them here. More importantly, you can only take these weapons to your next Jump if you buy them here.

- **Survival Kit (FREE) –** The Darkside Chronicles carries on Resident Evil's trend of stylized character outfits and specialized firearms. You may design an outfit inspired by one of the ones worn by the main characters or wear a version of their outfits adapted to your form. You will also receive three generic hand grenades and one handgun that was used during the events of this universe.
    - Regardless of your choice, all options are incapable of jamming, do not require maintenance, and come with infinite ammo. This manifests as fresh magazines that are present whenever you need them. Choose wisely, as you may desire certain rewards over others.
        - HK VP70, HK Mk.23, Browning Hi-Power Mk. III, Luger P08, or Glock 17

    - While not overly powerful, these hand grenades can easily clear hordes of zombies and smaller infected creatures without you fearing the deleterious effects of their shrapnel or explosive force. They may also easily destroy items that contain supplies helpful to your cause.

- **Sounds of Darkness (FREE) –** From a gameplay standpoint, The Darkside Chronicles presents updated versions of many iconic Resident Evil songs in the scenarios shown. With this, you can have a mental version of the official soundtrack play in your head during your time here. Upon completion of this Gauntlet, you will find a CD version waiting for you in your warehouse.

- **MAC 11 (-50 DP) –** A .380 submachine gun is commonly found worldwide. A staple in the series, its fast rate of fire will chew through enemies, though don't expect much in the way of stopping power.

- **Spas 12 (-50 DP) –** A shotgun known the world over. Its powerful ammunition will cause most zombies and BOWs to stagger upon impact. Should you be at point-blank range, you could deal some catastrophic damage.

- **Bow Gun (-100 DP) –** A compact bow gun created by Umbrella to enter the hunting market. It is capable of firing three bolts at once, but it doesn't do much damage or have much-stopping power. However, it can fire incredibly fast and, most importantly, quietly.

- **M79 Grenade Launcher (-100 DP) –** A single-shot grenade launcher formerly used by the US Armed Forces. While slow to fire, its destructive power is of great help in this world.

- **Colt Python (-200 DP) –** A powerful revolver chambered in .357 magnum. Its ammunition allows it to punch through the toughest of BOWs easily. Curiously, you will find ammunition for it always stored in easy-to-use speed loaders.

- **Upgrade Channel (-200 DP) –** Is that a television screen? It seems to be. By paying gold, this upgrade screen allows you to upgrade any firearm in four fields: power, stopping power, rate of fire, reload speed, and capacity.

- **FIM-92A Stinger (-400 DP) –** Also known as a MANPAD, this is a surface-to-air missile launcher used by the US military. Boasting devastating power, this weapon can destroy most BOWs with a single shot!

- **First Aid Spray (-400 DP) –** A curious can of unidentifiable contents. It appears in the corner of your vision but never obtrusively. Should you die, this spray can will vanish in a haze of television static, fully restoring you to life and healing your injuries. Post-Gauntlet, this medical spray can will reappear once every Jump, or once every ten years.

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## Operation: Javier Items

- **Advanced PDA (-200 JP) –** An advanced PDA used by US SOCOM. It can accurately map surrounding locales and send and receive important information and orders from your highest authority.

- **Fighting Knife (-200 JP) –** A large fighting knife specially made to cause maximum injury with each slash. Practically unbreakable and never losing its edge, you will find it incredibly balanced, allowing you to easily throw it with deadly accuracy.

- **Veronica's Home (-200 JP) –** The T-Veronica strain lends itself well to plant matter, and what better place to cultivate than here? This large greenhouse contains a massive rose that can be used to incubate and hold viral agents that you inject it with. The soil it is planted in will then spread the viruses within it to other plants inside the greenhouse, allowing you to harvest fresh samples from these plants without worrying about contamination.

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## Memories of A Lost City Items

- **Portable Police Radios (-200 MP) –** A set of small handheld radios issued by the RPD. By themselves, they are not special. However, they have incredible range and do not suffer from distance-based interference or interference from operating underground.

- **FAT BOB (-200 MP) –** Glinting with beautiful red glares, you now own a gorgeous Candy Red Harley-Davidson Dyna Fat Bob. With a powerful Evo V-Twin engine and smooth transition, this is the smoothest-riding motorcycle you will ever find. Just be sure to bring your riding leathers.

- **Trick Rocket (-200 MP) –** Disguised as either a Lipstick or Chapstick pen, this device initially looks innocuous. However, with a twist of a centerpiece, the pen will arm a small

but powerful rocket with a deceptive range. It can easily kill smaller BOWs and stun Tyrants. Upon use, you will receive a new Trick Rocket after three days.

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## Game of Oblivion Items

- **Guard's Computer (-200 DP) –** Placed within the Rockfort Prison Guard Quarters, this computer was used primarily for games and relief. When Claire and Steve used it, they were able to quickly send a message to Leon, who passed the message along to Chris. When you send a message for help with this computer, it will find its way to the person who is most able to help at that time.

- **Custom Hunting Rifle (-200 DP) –** Sporting an electronic scope and a laser sight, this customized, seven-shot, .308 hunting rifle was used primarily by Alfred Ashford and later Alexia. While powerful in its own right, you will find that shots aimed at an enemy's heart do catastrophic amounts of damage. With enough well-aimed shots, you can quickly bring down Tyrants with this rifle.

- **Special Alloy Block (-200 DP) –** Rockfort Island uses a series of specialized metal detectors to ensure that contraband is not taken in and out of the various Prison complexes. When the HCF attacked, they brought a specialized alloy that wouldn't trigger these detectors. It can be easily shaped into different forms and used as a substitute for emblem-based keys or similar items.

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## Companions

All companions acquired in this section will receive half of the DP, JP, MP, and OP that you receive from the drawbacks you have taken.

- **Partner in Survival (-100 DP) –** Would you like to go through this Gauntlet with a close friend? With this option, you may select one companion to join you during this Gauntlet.

- **Canon Partner (FREE/-200 DP) –** During the Darkside Chronicles, the player's partner character can be seen interacting with the world around them. This character will change depending on which scenario you are currently in. Now, there are some caveats to this Companion Option.

    - For **FREE**, this option will cycle through the various secondary assist characters present during each. They will NOT join you in your journey Post-Gauntlet. In addition, they will also only use their pistols during your time together.
    - For **-200 DP**, you may choose a specific character from a scenario you choose to join you. While they may not necessarily appear in every scenario should you decide to take multiple scenarios, they will be aware of your actions throughout them. Not only will they follow you after this Gauntlet, but they will also use the various weapons that can be found through the different scenarios.
    - Each character selected in the -200 DP version will have the following perks.
        - Leon S. Kennedy
            - Weapon and Knife Handling, Bladed Defense, Helpful Bullets, Ambient Proofing, The Abyss Blinked, First Day on The Job
        - Jack Krauser
            - Weapon and Knife Handling, Bladed Defense, Helpful Bullets, Ambient Proofing, Flash of The Blade
        - Claire Redfield
            - Weapon and Knife Handling, Bladed Defense, Helpful Bullets, Ambient Proofing, Never Thought It Would Help, Civilian Infiltration
        - Steve Burnside
            - Weapon and Knife Handling, Bladed Defense, Helpful Bullets, Ambient Proofing, Dextrous Prisoner
        - Chris Redfield
            - Weapon and Knife Handling, Bladed Defense, Helpful Bullets, Ambient Proofing, Once Visited, Always Known

- **Manuela Hidalgo (-200 DP) –** At first, this young woman appears to be a seemingly ordinary survivor who knows the Amparo region exceptionally well. In truth, she is the daughter of the region's unofficial leader, Drug Lord Javier Hidalgo. Contracting a rare disease native to the area, she was infected with the T-Veronica strain. To cope with pain and prevent mutation, her organs were regularly transplanted with those belonging to girls in the region. While her mutation is rather understated, what mutation appears seems to be a serpentine alteration to the skin of her right forearm.
    - She comes with the following Perks.
        - Ambient Proofing and Human Pain

- **Hilda Hidalgo (-400 DP) –** Similarly to her daughter, the wife of Javier would also contract the same disease and be infected with T-Veronica in an attempt to treat her. Unlike her daughter, there were no individuals available to proceed with regular organ transplants. As a result, Hilda mutated into a massive amphibious BOW. In this mutated

state, Hilda's body is capable of shrugging off small arms fire, explosives, and environmental hazards with ease and displays a monstrous degree of strength with an additional ability to fire regenerating bone spikes that can pierce reinforced concrete. Because you are purchasing this option, Hilda will come with the below perk, restoring her mental faculties. Post-Gauntlet, she can easily transform between her human and mutated state quite easily.

    - She comes with the following Perks.
        - Ambient Proofing, Human Pain

- **Trenchy (-400 DP) –** How!? There must have been some mix-up with the programming process. No… Huh… Well, a T-103 series Tyrant has been assigned to protect you. Silent and powerful, this Tyrant's strength and durability are a sight to behold. More importantly, should it receive enough damage and lose its Limiter Coat, it will transform into what is known as Super-Tyrant. In this state, Trenchy displays increased physical abilities, massive claws, and a terrifying regenerative factor, allowing it to recover from injuries before your eyes.

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## Rewards

The following subsections detail the various rewards you will receive for completing each scenario in both the Normal Gauntlet Mode and the Hard Mode drawback taken. The property items will come with a series of generic followers that act as basic staff who handle the property's upkeep. Weapons will come with infinite ammo and fiat-backed self-maintenance and repair. The chemical items will have toggle-based options that preside over specific aspects of their uses or effects.

### *Operation: Javier Rewards*

- **Normal Mode Reward – Amparo Mansion –** A large mansion deep in the Jungle. Its location is a natural deterrent against raids from rival cartels or government agents. It is connected to a hydroelectric dam, which provides the mansion with an easy-to-access and consistent energy source. More importantly, the surrounding jungle, dam accessways, and grounds can be easily set with traps ranging from cutting-edge security measures to BOW deployment options.

- **Hard Mode Reward – Serpent Magnum –** Javier Hidalgo was a man of wealth and taste, and his personal sidearm reflects this nicely. A niche weapon by itself, this .44 AMP semi-automatic magnum with serpent-engraved grips is quite this prize. Curiously,

you will find that ammunition used in the magnum is laced with an unknown venom. When fired against BOWs or similar creatures, this venom rapidly eats away at them.

### *Memories Of A Lost City Rewards*

- **Normal Mode Reward – Classic NEST –** Deep below the RPD and associated sewer system lies the Raccoon City NEST facility. This facility resembles its original 1998 self and is a scientist's dream. Capable of hosting large amounts of scientific research staff, this facility has everything one needs to research biological weapons, their effects, and the means by which one could create cures and vaccines.

- **Hard Mode Reward – DEVIL –** Known as DEVIL due to an inside joke between colleagues, this vaccine was initially designed to counter the G-Virus. However, in your hands, it has taken on a new and unique property. This vaccine has taken on the adaptive qualities of G and will act as a vaccine against any viral infection it may encounter. This attribute can be selectively toggled, allowing you to choose what DEVIL can vaccinate against or ignore. You will find a sample and notes on how to produce more in your warehouse.

### *Game of Oblivion Rewards*

- **Normal Mode Reward – Rockfort Island –** Containing a Prison complex, Para-Military training facilities, two mansions, a sizable lab, and an airport, this island holds many of Umbrella's darker secrets within. While sections of the island's infrastructure require repair and updating, as its new owner, you shouldn't find this too challenging to achieve. As a general note, though, one of the mansions requires a fair amount of maintenance compared to the other. It seems that the previous had a rather morbid taste in games and left the secondary mansion to near rot and ruin as a result.

- **Hard Mode Reward – Linear Launcher –** Designed in secret by Alexander Ashford, this powerful weapon can fire blue lightning-like balls of plasma that can annihilate nearly any BOW you encounter. While this weapon has been designed to prevent overheating, there is a recharge time between each shot. Of course, should you have the technical skill, this recharge time can be reduced.

### *The Tofu Survivor Rewards*

- **Normal Mode Reward – Costume Collection –** After surviving a harrowing few minutes of being attacked by sentient Tofu, you quite literally stumble upon a large, military-style foot locker. Opening it, you discover… clothes? Yes, Jumper, you are now

the proud owner of the various alternate outfits that the playable characters in The Darkside Chronicles would have available to them. They will alter themselves to fit your current body and gender. These include;

- The Agent, Detective, and Biker Costumes that Leon could wear.
- The Western and Biker Costumes that Claire could wear.
- The Caucus and Sheriff Costumes that Chris could wear.
- The Detective and Mercenaries Costumes that Krauser could wear.
- The Western Costume that Steve could wear.

- **Hard Mode Reward – Multi-Flavor Hot Pot –** After surviving an even more harrowing few minutes of being attacked by sentient Tofu, you wonder, what can you do with all this tofu? Well, I have the answer! Upon returning to your warehouse, you will discover a brand-new hot pot and burner! Now, don't give me that look! It cooks primarily tofu, with a dial that alters the additional ingredients from regular broth, Konjac, Uiro-Mochi, Annin, and… Flan. Regardless of what you choose, when you eat tofu prepared in this hot pot, you will find the effects of all healing items are doubled for ten minutes.

***Fulfilled Chronicles Rewards***

- **Normal Mode Reward – Upgraded Pistol –** Do you remember how I discussed choosing your pistol wisely earlier? That's good because now you'll find out why. For completing this Gauntlet on Normal Difficulty, your handgun will receive a unique upgrade to improve its capabilities.
  - **HK VP70 – Matilda –** Upon returning to your warehouse, you will find a specialized stock that fits quite nicely with your VP70. When attached, you can switch between the standard semi-automatic fire and a blindingly fast three-round burst.
  - **HK Mark 23 – SOCOM –** Upon returning to your warehouse, you will discover a series of parts for your handgun. While somewhat outdated, you feel as though this laser module and silencer are quite iconic. When attached, the laser sight makes target acquisition easy, and the non-degrading silencer makes the pistol's rapport whisper quiet.
  - **Browning Hi-Power – Heavensent –** Upon returning to your warehouse, you will... Not find anything new. You seem to have misplaced your pistol entirely! Thinking about it momentarily, you practically wish for the handgun to just be there, and so it appears. You will find that should you lose your handgun or have it taken from you, you can easily summon it back to your side with a mere thought.
  - **Luger P08 – Akimbo –** Upon returning to your warehouse, you will find… another gun!? Yes, Jumper, like Steve during the original events of Code:

Veronica, you have a second pistol! It carries the same abilities as the Luger you received at the beginning of this Gauntlet and will mirror any upgrades the original pistol receives.
    - **Glock 17 – Rockfort Mod –** Upon returning to your warehouse, you will find a small gun bench with parts for your pistol waiting for you. Tinkering for a few moments and dropping the new parts in, the bench and old parts disappear, leaving you with the Modified Glock 17. While you are not sure how the new parts work, you will find that this gun is twice as powerful as it once was.

- **Hard Mode Reward – T-Veronica –** For completing all of the scenarios on Hard Mode, you will begin to feel an almost overwhelming sense of heat pervade your body. It seems that you were indeed infected by the T-Veronica strain during your time here. Don't worry, though, as this is a reward for all of your hard work, you can forgo the fifteen years of suspended sleep or organ transplants. Your body has perfectly bonded with the virus! Let's talk about your benefits.
    - You will naturally be immune to the T-Veronica strain and its related viruses.
    - Your body now exhibits superhuman physical traits, including enhanced strength and durability. This allows you to easily carry and wield large objects like giant axes, leap incredible heights, and withstand small arms fire for a period of time.
    - Your blood's composition has dramatically changed, allowing it to combust after exposure to air for a short time. Of course, this is toggle-able.
    - You may be able to transform into a mutated form at will. This form defaults to a humanoid form with slight arthropod traits. You may exhibit either the additional plant-like or serpentine traits hinted at in Alexia's and Manuela's mutations.
        - Should you have infected lifeforms of either of these two types of organisms nearby, you may fuse with them to take on a more monstrous form. Leaving said form would be as simple as pulling yourself free from the central mass.
    - Finally, you cannot pass this virus on unless you choose to allow it. Be sure to wear heat-resistant clothing when transforming, as doing so produces a significant amount of heat and flames unless you don't mind searching for a new outfit every time you do or showing your new physical power to the world.

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## Afterward

- **Into The Light –** You've hit your limit, Jumper. Go with the light and return home. You've earned your rest.

- **Darkside of The Coin –** This universe has understandably tempted you. Your Jumping days are over. Welcome to your new home.

- **Obligation To The Lost –** You can't stop now. You have a duty to live and continue fighting for those who could not make it. Prepare yourself, Jumper, and move on to the next world.

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## Changelog and Notes

- Version .9 Created
- 4/14/2025 – Version 1.0 Created
- I'd like to thank all of the commentators for the issues that they saw in the original version.
- Grammatical and Format changes have been made.
- Drawbacks, Perks, and Items have been tweaked with additional explanations.
    - Drawbacks
        - Cutscene Fidelity has been altered to allow for the use of certain weapons during certain situations, specifically the Stinger Launcher during the Super Tyrant fight and The Linear Launcher during the Alexia 3 fight.
    - General Perks
        - Buffed "Helpful Bullets" to gain gold through destroying objects in the environment.
        - Clarified "Ambient Proofing" to denote the limits of its protection. This was based on the coldest record temperature in Antarctica. The temperature height was incredibly tricky to figure out. Blast furnaces (This is what the Wiki called the area that Leon and Claire fought Mr. X in) have widely fluctuating temps, so I decided to go with the upper limit of a Blast Furnace's exterior per my research.
    - Memories of A Lost City Perks
        - Clarified some details of Claire's Perk to specify that it is used for both defensive throws and breaking grapples with the ability to follow up with a physical counterattack.
    - General Items
        - Renamed "Handgun and Outfit" to "Survival Kit" and included three fiat-backed grenades.
    - Scenario Rewards
        - Added Scenario rewards for the "Tofu Survivor" scenario.

- The Hard-Mode reward effect is set to Ten Minutes due to the fact that the scenario takes about 7-8 minutes to complete. So, I’m rounding up for ease of use.