

# **RESIDENT EVIL: RE:VERSE**

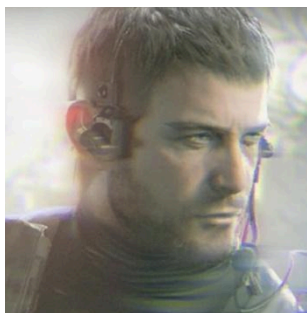
*@clunkk's builds before servers shut for good:*

## **General advice**

- Don't forget to dodge!
- You can also use dodge to close wide-open areas in some of the maps. Try to stay in closed in spaces, so you don't get sniped. (especially if you're facing Ada)
- Aim for the head! 'Headshot damage booster' is a vital skill for early-grind.
- Pickup green herbs/ammo. Ammo is especially important as a first priority when you spawn (you will run out, fast).
- Keep moving! Don't camp. Every moment you're sitting and waiting, your opponents are out there duking it out
- my best advice is don't give up!! shits just random sometimes, and very unbalanced. you will get the win and confidence will grow as you do
- Be CANCER: steal kills - this is the aim of the game. There is nothing better than everyone duking it out in the distance and creeping up to take them all out while distracted



## Chris Redfield



### Play-style:

There are definitely stronger builds online than mine, but Chris is already so OP that I didn't need to tweak much to secure the win.

Chris' 'Indomitable spirit' can give you the upper-hand in most situations, giving him a brief window of invulnerability. During this window, get as close as possible to them to smack them with the 'AMG-78 powered exoskeleton' punch skill. Your opponent will be knocked down/stunned, and if they're still not dead at this point, Chris can unload his Dragoon into their face.

### Weapons:

1. USM-AI
2. Dragoon

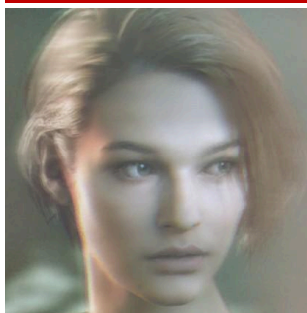
### Skills:

1. Pride of the original eleven
2. Indomitable spirit
3. AMG-78 powered exoskeleton

### Human coins:

1. Human HP booster
2. Headshot damage booster
3. Defensive dodger
4. AMG-78 powered exoskeleton damage booster

## Jill Valentine



### Play-style:

The main tactic here was to create synergy between Jill's passive skill 'Last escape' and frequent dodging. You could also use the coin 'Dodge recovery booster' to activate Jill's passive more often.

Jill is the best character for running away. She has the advantage of land-mines that can be placed while fleeing, which can turn the tables quite quickly in enclosed areas. Try to stay out of wide-open spaces, and set up land-mines to protect your position. You can also stack land-mines, so that they are up to 3x more powerful on trigger.

### Weapons:

1. Samurai edge
2. CQBR

### Skills:

1. Land mine
2. HOT DOGGER
3. Last escape

### Human coins:

1. Land mine capacity booster
2. Headshot damage booster
3. Land mine damage booster
4. Defensive dodger

## Leon Kennedy



### Play-style:

Dual wield should be your call-to-action for most situations, it has a powerful DPS, fires quickly and has max range – allowing you to target opponents from the other side of the map. On close range, the W-870 coupled with the coin ‘W-870 damage booster’ is lethal in tight corners.

Whether you are using the dual-wielded handguns or shotgun, your aim should be to hit the head of your opponent. Lastly, don’t forget to use your ‘Roundhouse kick’! Purely because its badass and classic Leon.

### Weapons:

1. Matilda
2. W-870

### Skills:

1. Dual wield
2. Roundhouse kick
3. Rookie spirit

### Human coins:

1. Defensive dodger
2. Headshot damage booster
3. Dual wield critical booster
4. W-870 damage booster

## Claire Redfield



### Play-style:

I got lucky and won with Claire after a few rounds, so I didn’t experiment much. However, I did find a good synergy with her dodging and passive, much like Jill. Claire’s passive reloads her weapon the ‘quickdraw army’ handgun – so I recommend investing in the coins ‘Quickdraw army critical booster’ and ‘Quickdraw army damage booster’. Make sure you pick up ammo as much as possible as the standard weapon tends to lack many bullets to sustain you for long.

Other than that, use the ‘Modified alternator’ to create an AOE when you are cornered, then haul ass out of there by rolling your way to freedom. The submachine gun is also effective without investing any coins, and failing your quickdraw, unload your mag onto them.

### Weapons:

1. Quickdraw army
2. Submachine gun

### Skills:

1. Adrenaline shot
2. Modified alternator
3. Speedloader

### Human coins:

1. Defensive dodger
2. Human HP booster
3. Quickdraw army critical booster
4. Quickdraw army damage booster

## Ada Wong



### Play-style:

Ada's main weapon is her crossbow, which has silly DPS because it has infinite range, shoots super-fast and (while boosted) can take humans and even Nemesis/super-tyrant out in 1-2 hits (with headshots). Ada's 'Pipe bomb arrow' is a great AoE that can get you out of some sticky situations – it can be fun to couple with the coin 'Pipe bomb auto-loader'. I didn't use 'Somersault kick' much, but if you're cornered - *unleash* foot.

### Weapons:

1. Broom Hc
2. Crossbow

### Skills:

1. A spy's wisdom
2. Pipe bomb arrow
3. Somersault kick

### Human coins:

1. Defensive dodger
2. Pipe bomb arrow damage booster
3. Crossbow damage booster
4. Crossbow critical booster

## Hunk



### Playstyle:

Hunk's most powerful move is 'assassinate' while using the 'active cloaking' skill, because it activates the passive 'tragedy of the reaper' which extends your cloaking. Active cloaking itself increases your damage. With the investment of coins to boost damage for assassinate, you should always be trying your best to close the gap and stab your opponent – it will often result in a one-shot kill.

Otherwise, Hunk has a big gun – so use it. I invested in damage and reload boosters for the LE 5, which got me the win quite quickly.

### Weapons:

1. MUP
2. LE 5

### Skills:

1. Active cloaking
2. Assassinate
3. Tragedy of the reaper

### Human coins:

1. LE 5 reload booster
2. LE 5 damage booster
3. Assassinate damage booster
4. Assassinate cooldown reducer

## Creature tips

Generally, my creature setup is the same for each character.

### Creature coins:

1. Creature HP booster
2. Creature damage dampener
3. Creature longevity extender

### Fat molded:

- Generally, if you are fat molded, use the skill 'self-destruct' immediately (unless you are certain you can get a revenge kill). You're better off respawning sooner as your human self than playing fat. Also, you will lose -5 points regardless of how long you survive. If you self-destruct however, your opponent loses the opportunity to score +10 by killing your fat-ass.
- If you are hell-bent on getting the revenge kill, don't forget to use the skill 'enrage' to close the gap between you and your opponent.

### Lycan:

- Use the skill 'hunting leap' where possible against humans. There is a chance to land a finishing-kill, which nets you more points and kills them in one-go.
- Use the skill 'rushing strike' to dodge, as much as possible. You can also confuse your opponent by warping around, to get the upperhand.

### Hunter:

- Use the skill 'devour' where possible against humans. There is a chance to land a finishing-kill, which nets you more points and kills them in one-go.
- Use the skill 'acid spray' to close the gap between you and the opponent. If you hit them, it will stun – allowing you to get a hit in, hopefully stunning them again. Use stun-lock to finish them off.

### Jack Baker:

- Use the skill 'welcome to the family' where possible against humans. There is a chance to land a finishing-kill, which nets you more points and kills them in one-go.
- Imagine yourself a whirling dervish, this is how Jack Baker do. Generally, your 'Chainsaw scissor whirlwind' spin will take priority over your opponents standard attack – so you can get the upperhand if you time your spins with a bit of forethought.

### Nemesis:

- Use the skill 'Pursuing tentacle' as an AOE rather than trying to use it to close the gap.
- You are better off using your 'Rocket launcher' to close the gap by stunning the opponent then stomping up to finish the job with a solid fist to the head.

### Super Tyrant:

- Use the skill 'dashing strike' to speed up and close the gap between you and an opponent. You will also dodge a lot with this skill. Importantly, if you connect with a human, you will do a finishing move – which will net you more points and an insta-kill.
- 'Leaping strike' can be just as effective at closing the gap as it is at substituting a dodge. I primarily used the 'dashing strike' coupled with standard attacks to secure wins, though.

## Here are some more general tips for playing RE:VERSE

- Take a short break in between rounds (even for a minute or two). Give every match 100%. I find if I approach a match with zombie like rampage, I perform better.
- **Get drunk. If you notice that drinking is impeding your ability to play, you haven't drunk enough beer yet.**