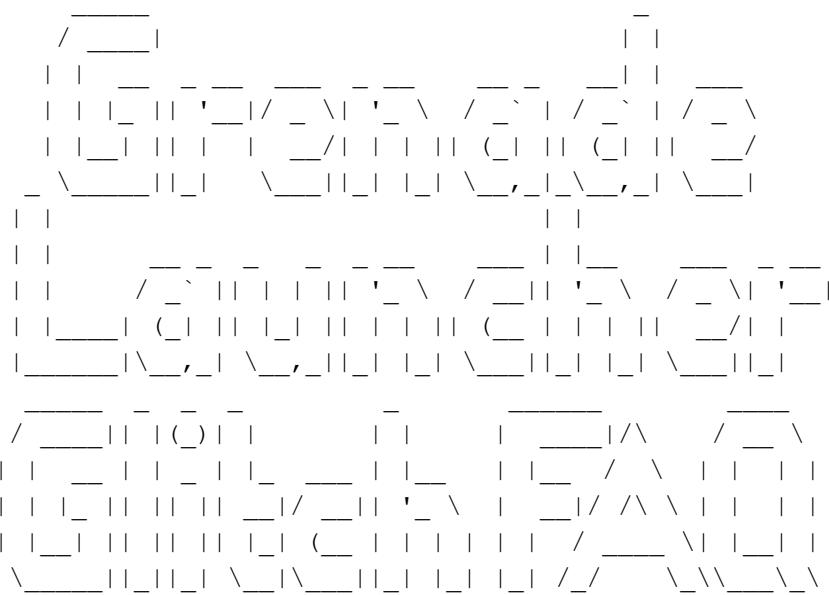
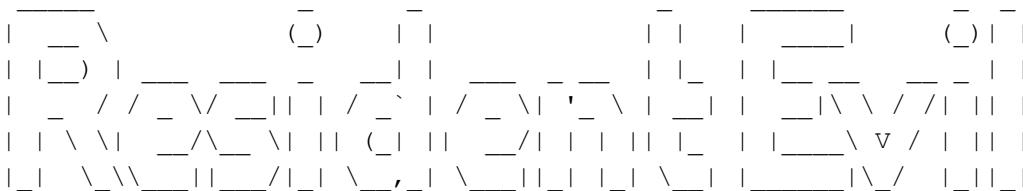


Resident Evil Grenade Launcher Glitch FAQ

by Dauragon C Mikado88

Updated to v2.4 on Jun 27, 2003



Resident Evil - Grenade Launcher Glitch FAQ Version 2.4

Nintendo GameCube

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June 29, 2002

UPDATES:

June 29, 2002

Started this FAQ. Provided the Trick, with types of ammo, and frequently asked questions. There could be updates if more problems arise not covered in the first version.

July 1, 2002

Updated some of the trick to make it easier on you to do it, and now provided where you can get the Grenade Launcher ammo. One new added

Frequently asked question.

July 5, 2002

Hope everyone had a excellent 4th of July! This will be one major update. I've been receiving lots of e-mails from people who have questions. So it's time for a update. Contact Info is updated *IMPORTANT. A link is provided to watch the video for the glitch! *IMPORTANT (Check FAQ Section) As well a updated ammo location. Frequently asked questions were updated.

July 8, 2002

Jeez. I never expected this FAQ to get updated this much. Well, Heres whats updated in this version...A Brand New Section! Yep, User Methods. Now if my FAQ is confusing, view that other people claim "Their method works 100%!" Check it out. As well as the roman numerals for sections were trashed. Now we have english numbers. Besides that, minor updates. This one is another 'biggy' update! So This is now version 2.0!

September 1, 2002

FINALLY, I updated. Lets make this brief. I added some new sections take a look at the table of contents for the new sections. Maybe some other minor details added...thanks for waiting for the update. More to come...

October 23, 2002

Extreme Minor update. The only thing, is telling you, THIS DOES NOT WORK ON THE EUROPEAN (PAL) VERSION!!!! I'm posting this so I don't get TONS of e-mails a day asking if it does.

June 23, 2003

Wow, it's been a long time since I updated...I don't know why I am even updating after this time, the FAQ is really done, I am mainly just cleaning up the FAQ, correcting grammar errors, and updating some old sections that need touching up. This may be the final update folks...

June 27, 2003

All I did was make an ASCII Title. NeoSeeker Exclusive! Yay!

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1. Reason for FAQ

The reason for me doing this FAQ is to help people out who are STILL struggling with the commonly known, Grenade Launcher glitch. I will try to explain it as fully as I can to anyone who is struggling with this nifty trick in the game. I understand there is cheats that provide the basic explanation on how to do this, but still, some people have questions, so I plan to answer and put peoples problems to rest in this FAQ.

This as well is my very first FAQ, but not my first contribution at GameFAQ's. There could be some errors, but hey, you learn from your mistakes. All right. Lets get to the trick!

*****THIS FAQ IS MADE FOR THE AMERICAN VERSION OF RESIDENT EVIL!!!!*****
*****THIS DOES NOT WORK ON EUROPEAN (PAL) VERSION!!! IT WAS FIXED!!!*****

2. How To Do This Trick

Read this part VERY carefully. These parts are very critical in the trick.

First of all, to do this trick, you need at least ONE grenade launcher ammo. You can't 'create' ammo or anything. Only make more of it.

Step 1 - You MUST place EVERY SINGLE item in the item box, yes, even the grenade launcher. I recommend going to a completely empty area in the Item box, so you remember where all your items are. Once EVERY item is in the item box go to Step 2.

NOTE: For some, the Grenade Launcher will be in the first slot if everything is in the item box, and the Grenade Ammo in the second slot, if so, that's fine, then you don't have to move the Grenade Launcher and the ammo into the item box.

Step 2 - Don't close the box just yet, Move the Grenade Launcher back into the FIRST SLOT by clicking it twice with the "A" button Then highlight the Grenade Launcher ammo of your choice, and double click it with the "A" button to move it into your inventory. Make sure it's in the SECOND SLOT, next to the Grenade Launcher.

Step 3 - Close the item box. with the "B" button.

Step 4 - Go into your item menu, and equip the Grenade Launcher (even if you already have it equipped, unequip it, and equip it again).

Step 5 - Open back up the item box.

Step 6 - Click the Grenade Launcher AMMO, and select to move it back into the Item box, try to move it into a free space. Then click the "A" again to actually move it into the slot of your choice.

Step 7 - Move the cursor into the item box, and highlight the Grenade

Launcher ammo with the "A" button. You'll notice there will now be a box around the Grenade Launcher in your inventory. Click the "A" button again, and the Grenade Launcher rounds will move into the Grenade Launcher

Step 8 - Your done! You will now notice the Grenade Launcher reads 240. Depending on your mode, it will seem to read a square type thing, and a 75 (On easy, it doesn't glitch up the number), if you are playing on Normal, close the item box, and open back up your inventory, you'll see the number now says 240. Congratulations!

3. User Methods

Whats wrong? Is my FAQ confusing you? Do you need more support? Well, I have good news! Some good people have been showing me some errors I may of done, and sent in their own user methods! Here, I will provide what the said, and it just might solve your problem! I will only accept 4-5 User Methods. If none work, even mine. Then you are doing some majorly wrong, or you have the European version. If you have the European Version, this will never work for you, since Capcom fixed it. Sorry =(

User Method #1:

1st, Go to any item box and take your grenade launcher and any type of additional grenade ammo and put it in your inventory (doesn't matter where u place your grenade launcher and extra grenade ammo in your inventory, as long as its in your inventory, thats all that matters). 2nd, exit the item box screen and goto your inventory screen and equip your grenade launcher. 3rd, approach an item box and open it. put back your extra grenade ammo in the first slot (which first highlights red, it doesn't matter if you put back your grenade ammo and had to take an item from your item box, as long as you put back your extra grenade ammo in the first slot that highlights red in the item box, thats all that matters). 4th, once you put back your extra grenade ammo in the first slot in the item box, switch your extra ammo that you just put back in the item box with your grenade launcher in your inventory and wha la! u have 240 shells! This saves you all the hassle of having ppl cleaning out their inventory. Try it, I gaurantee this way works 100%

- Submitted by Jason Hom. Thanks Jason.

User Method #2:

1. Grenade Launcher in top left item slot.
2. Grenade type 1 in bottom left item slot
3. Grenade type 2 in bottom right item slot
4. All slots in between filled with any item.
5. Exit item box screen.
6. Equip Grenade Launcher
7. Return to Item Box Screen.
8. Find empty space on Item Box screen, put either Grenade type in space (though it does seem to work best in default space, such is not absolute).
9. Select grenades in the item box screen again, click A, then notice

that it is above your grenade launcher, click A again and you will have 240!

10. Repeat, and have fun!

Also, even in Easy (for me) it showed a block followed by the number 75 once I had completed the trick. I haven't tried it again, but I don't think the inventory slot usage is absolute... I think it'll work in any slot, regardless of how many items you have in your inventory at the time, as long as the Grenade Launcher is in the main slot. I'll try some more once I get back to that part of the game again (silly me, I saved my completed game data over my last save, and thus have no means to get back without going through the game again).

-Submitted by Travis Hughes. Thanks Travis.

4. Helpers

I've removed all Helpers for I feel I no longer need them and can answer them myself now. If you need help on this glitch, please contact me directly. Look at the 'How to Contact Me' section for details.

5. What to Reproduce? (Types of Ammo)

There is a Variety of 3 types of Ammo in this game. I will list all 3 types of Ammo, and you can select the best type of Ammo for your situation. I will also give a recommendation of what I think you should use. I posted the first location you can get the rounds. Why do I need to post all? Once you get the ammo, just reproduce it.

Explosive Rounds (Initial) - These types of rounds are silver. You can get these rounds standard, when you first get the Grenade Launcher. I would recommend these if you were taking out NON-Zombies. Though these would be my LAST CHOICE to use.

Where Can I get this Ammo? - Like i said above, it is Initial. So it comes in the Grenade Launcher.

Acid Rounds - These rounds let out an acid substance upon impact. Though they do not fry zombies (they can come back as Crimson Heads) I hear it works very well on some late monsters, such as Chimera. This would be my SECOND Recommendation.

Where can I get this ammo? - I currently found this ammo eariler than I posted. After you get the Sword Key, browse around the Mansion a little bit, then report back to the main hall. Barry will give you Acid Rounds!

THE OLD VERSION:

I only found this in one location, if you found it somewhere else, feel free to report it to me. Anyway, I found this ammo after you get the Helmet Key, when you active the elevator, you get the battery to go into the mine fields. The Acid rounds is on the floor, in the same room where you got the battery.

Incendiary Rounds - Possibly the most useful, and the ones you will use the most, if you use the trick. In 1-2 shots, a zombie will be fried and will never come back as a Crimson Head, which saves you from the pain

of using the Fuel Canteens. They also take out other monsters in 1 or a few more hits. This would be my FIRST Recommendation to clone.

Where can I get this ammo? - After you receive the grenade launcher, go to the room where the doorknob breaks after 2 uses. Go to that save room (where the Fuel Canteen is), you should notice Barry now posted a message outside the room saying he left ammo in the save room, you will see Incendiary Ammo on the floor.

6. Websites

At the moment I am in need of some sort of website that provides a image walkthrough or something with a more image approach. I had a website on here that linked to New-Blood, but recently that has gone down and fused with ResidentEvilFan. Look here in the future for a new possible website. However Resident Evil Fan contains a video that shows how to do this cheat please visit <http://www.residentevilfan.com/multimedia.asp> and look for 'Grenade Launcher Cheat'. Please note I take no responsibility or knowledge on the production of that video. That video belongs to them, not me.

7. FREQUENTLY ASKED QUESTIONS

This section is up to answer some questions that I felt, people will ask. E-mail me if you want me to put up a question related to this topic. If you e-mail me for a question on the trick, I will ask you if I can post it here.

Q. Does it matter how much Ammo I have already in the Grenade Launcher?

A. No, lets say you have 3 Incendiary Rounds left, you can STILL clone them, as if you had 6, the Quantity does NOT matter.

Q. Can I do this more than once?

A. Yes you can do it as many times as your heart desires!

Q. Once I clone one type of ammo, does the game 'know' I did this, and I can't clone any other types?

A. You can clone another type of ammo, once you clone one type of ammo.

Q. Does item box matter?

A. Nope, any item box works.

Q. Who can do this trick?

A. Jill receives the Grenade Launcher only. Chris does not however. So obviously this is only for Jill's game.

Q. Does this work on all difficulties?

A. Yes, it works on all difficulties. Easy, Normal, Hard, Real Survivor, Invisible Enemy, you name it.

Q. I only heard this works in the Japanese version. Is this true?

A. No. It works also in the American Version.

Q. Is there really a movie showing this glitch?

A. YES. So please!!! Watch the Video before you bug me with your questions! I beg you!

The LINK: <http://www.residentevilfan.com/multimedia.asp>

Now, Scroll down until you see 'Grenade Launcher Cheat' then click View/Watch.

I am in no way with ResidentEvilFan. Their video is copyright to them. I take no responsibility on their site, or that movie.

Q. If you have the same amount of Ammo in the Grenade Launcher, as you do in the Magazine. The trick will not work. ~ Submitted by James Root.

A. Sources say this is false.....

Q. I have another method! This one will really work! Can I submit it?

A. Of course, E-mail me the method if you wish. Like I said above. I'm only taking 4-5 Methods.

Q. Does this work on the European (PAL) Version?

A. No, Capcom realized the glitch and fixed it by the European Release, sorry.

8. How to Contact Me

Feel free to contact me if you have a minor question. I can't help you very much if you spill out your whole procedure. The trick works! Only contact me if you've tried the trick dozens of times, and still no luck. I don't like being mobed with many questions.

If you have a question on Resident Evil in general. Post this on the Resident Evil message boards at GameFAQ's. Or check someone else's walkthrough. Don't bug me for questions like these please! If you do, I will NOT Respond.

AIM: Neo9843 - I am rarely on AIM, mainly because I don't like it much, but sometimes I will sign on.

E-mail: DarkChaosPrince@hotmail.com - You can use my e-mail for sending me a simple e-mail. I will get back to you ASAP.

9. Copyright

Yep, every FAQ has to have one of these. E-mail me if you want to place this FAQ on your website. I'm flexible with the FAQ; GameFAQ's doesn't only have to host it. Neoseeker will also host my FAQs. I understand there are codes for this, but this is MY FAQ. Putting all information into my own knowledge, to help people who are struggling with this cheat. So please, don't reproduce this in your own terms. It is illegal, and I will not take it respectively.

Places to find my FAQ:

[Http://www.GameFAQs.com](http://www.GameFAQs.com)

[Http://www.NeoSeeker.com](http://www.NeoSeeker.com)

[Http://www.GameSpot.com](http://www.GameSpot.com)

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