

Resident Evil Zero Normal Mode Item FAQ

by Clark Gibson

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Resident Evil Zero US Version
Weapons, Item & Files FAQ
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Who Can Use This

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Don't email me asking if you can use it on your personal site. I don't have time to keep up with who has what these days.

I would appreciate if someone would notify me if this FAQ were seen on sites other than the ones listed above.

Note: This FAQ was written with Normal Mode.

Revisions

Version 1 - November 22, 2002 - Completed the train items, weapons, and files.

Version 2 - November 23, 2002 - Completed facility items, weapons, and files.

Version 3 - November 24, 2002 - Completed laboratory items, weapons, and files.

Version 4 - November 25, 2002 - Completed Factory and Treatment Plant items.

Will make an Easy Mode Item FAQ too.

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FAQ Beginning

[Files]

[Train Files]

Name: Player's Manual 1

Author: Unknown

Location: In the File Screen at the start of the game.

Text:

(Note that button names may differ depending on the controller type selected.)

View Status Screen

Press Y Button during play.

You cannot view the screen in the following circumstances:

During event movies

When taking damage

When weapon is readied

The available functions are available on the screen:

Equip Weapon

Use Item

View Map

View File

Leave Item, etc

View Map

Select the MAP item on the Status Screen.

(You can also push the Z Button during play.)

If you do not have a map for the area, you can only see locations already visited.

Reading the Map

Blue room: Your current location

Green room: Visited locations

No color: Locations not yet visited

Red door: Locked door

Yellow door: Unlocked door.

While viewing the MAP, you can view the Item List by pressing the A Button.

The following information is available on the Item List:

Left items

Locations of left items

Pushing Objects

Some "objects" can be moved in certain directions. Use the Control Stick to push these "objects".

(You can also use the Control Pad.)

Climbing/Dismounting from raised platforms

Press the A Button to climb onto waist-high surfaces.

(You can also climb onto moveable objects.)

Equipping Weapons

Choose your Weapon from the items on the Status Screen and select the "Equip" command.

(You can only use a weapon if it is equipped.)

Attack Stance

Press the R Button.

(You turn toward the nearest enemy with the currently equipped weapon.)

Attacking

While in Attack Stance, press the A Button.

(You attack with the currently equipped weapon.)

Quick Turn

Press the B Button while pressing Down on the Control Stick or on the Control Pad.

Check Item Details

Choose the item at the Status Screen, and select the "Examine" command.

Name: Player's Manual 2

Author: Unknown

Location: Obtained after Billy joins in the Dining Car second floor.

Text:

Player's Manual 2

Character Switching

(Note that button names may differ depending on the controller type selected.)

Character Switching

A system that enables you to control the two lead characters, Rebecca and Billy, and use their different abilities to progress through the game.

The character you currently control is called the Main Character.

The character you do not control is called the Partner Character.

Controlling the Partner Character

The Partner Character generally moves independently.
(You can use the C Stick to control the Partner Character.)

Selecting "Partner" on the Status Screen allows you to assign instructions to the character.

Solo: Both characters move independently.
Team: Partner moves with the Main Character.
Attack: Partner attacks automatically.
Idle: Partner will not attack.

You can also press the START/PAUSE button to switch between Independent and Cooperative Action.

Switching Characters

Press the X Button at the Status Screen to switch between the characters.

To overcome obstacles, you will need to evaluate the circumstances and switch characters as needed.

Exchanging Items

When your Partner Character is nearby, you can exchange items on the Status Screen.

Choose the item from the Main Characters item box, and select the "Exchange" command.

Character Attributes

Rebecca

Rebecca, a member of S.T.A.R.S., has the following attributes:

Can combine Herb-related items.
Is weak defensively.
Can use a mixing set to combine chemicals.

Character Attributes

Billy

Billy, a former Marine, has the following attributes:

Cannot combine Herb-related items.
Is strong in combat.
Can push large objects.

If the Partner Character is Attacked

Both the Main Character and Partner Characters will die if they take too much damage.

You should always keep an eye on their condition.

A Partner being attacked in a different room will call for help over the radio.

If your partner does call, go to help as quickly as possible.

Cooperating with Your Partner

Some puzzles cannot be solved by only one character.

When you are stuck, try to see if using your partner will help.

Name: Court Order for Transportation.

Author: Commander Samuel Regan

Location: Picked up in the opening movie.

Text:

Court Order for Transportation

1598A-7635

Prisoner name: Billy Coen

ID Number: D-1036

Former Second Lieutenant, Marine Corps

Age: 26

Height: 5ft. 9in.

Weight: 163 lbs.

Transfer Destination: Regarthon Base

Convicted of first Degree Murder.

Court marshaled and sentenced to death by the 0703 rd Military Tribunal.

Sentence to be carried out upon arrival.

Samuel Regan, Commander,

Dunell Marine Base

Name: Hookshot Operator's Manual

Author: Unknown

Location: Received when Hookshot is obtained on the rear car.

Text:

Hookshot Operator's Manual

-Warning-

This device should only be used when inspecting difficult-to-access car roofs,
or when connecting special trains.

Return to it's proper location after use.

Instructions

1 Where to Use

There is a ladder outside the small window by the first floor section of the
third carriage.

Fire the device so that it hooks onto the high ladder.

2 Using the Winch to Climb

After securing the hook, use the winch to lift yourself up.

This grappling hook can only lift one person at a time. Be aware that the unit may be damaged if lifting more than 80 kg.

Name: Investigation Orders

Author: Unknown

Location: Bed of Passenger Room 201.

Text:

(Stained with blood, some sections are illegible.)

8 miles north of Raccoon City, in the Arklay Mountains, lies our company's Management Training facility.

It was shut down years ago.

Now, we are conducting a preliminary study into the re-opening of the facilities.

First Investigation Unit is already on-site and opening the investigation. I want your team to provide support.

The following orders are William Bark and Lisa Ives' original unit.

(the rest is torn and unreadable.)

Name: Notice to Supervisors

Author: Umbrella Corp. Maintenance Dept.

Location: On a nearby table on the other side of the locked Dining Car automatic door.

Text:

When closing the dining car, supervisors are asked to switch off the automatic doors after ensuring all staff have vacated the car.

The main automatic door power switch is located on the roof of the fifth car.

Inspections will take place when the train is garaged.

After inspections are complete, use the ladder at the rear of the second floor of the dining car.

Umbrella Corp. Maintenance Department

Name: Passenger's Diary

Author: Unknown

Location: On a chair in Passenger Room 202.

Text:

July 14

Orders came from the boss today.

Looks like we're in charge of investigating the remains of the Arklay Mountains laboratory.

We're moving in two groups, with us in the initial group, assigned to start checking what's left of the abandoned experiment.

July 16

Unfortunately, the test production of B.O.W. (Type-Y139) had to be suspended because of this investigation.

It's the same with Type-Y139. There's still so much we don't know about responses to the crustacean t-virus. There's a lot of interesting research left.

Depending on the species and nurturing conditions only minute doses of "t" bring about remarkable changes in solidity, size, multiplication of internal toxins and brain development. If these effects can be controlled, a powerful weapon could be produced.

But the sudden development of the shell results in a corresponding fragility. Certain areas become exceedingly weak.

Problematically, one of these areas is the head carapace.

This lab we are going to - were they pursuing the same research? It would certainly help to find data and samples that would help us in our research.

July 19 (in the game it's June, has to be a typo.)

The day is finally approaching. I am growing more anxious.

The Raccoon City newspapers and TV stations are full of reports about bizarre murders in the suburbs.

It can't be the virus. Can it? If it is..

No. I can't think of that now. I have to concentrate on this investigation and make sure it goes smoothly.

Name: Brake Operation Manual

Author: Unknown

Location: Given when characters have entered the Engine Car.

Text:

Using the Brake control. The following three steps are necessary to operate the brakes.

Step 1: Activating the controls.

Brake controls are located in the following locations:

First car Driver's Compartment.

Rear deck of the fifth car.

To activate the system, you must insert the magnetic card into the device in the fifth car. This will supply power to both sets of controls.

Step 2: Enter Rear Deck Code.

Enter the code for the rear deck unit to release the lock.

After this the Driver's Compartment code can be input.

Step 3: Enter Driver's Compartment Code.

Enter the code for the Driver's Compartment to remove the lock.

Upon completion of these three steps the manual brakes will be available for use.

Name: Note from Conductor

Author: Train Conductor

Location: On the floor of the Conductor's Office.

Text:

The key card for the Driver's Compartment is in my bag as always.

But I need the other guy's key too to open the damn thing.

But it looks like I've lost it somewhere.

If it was a normal key, someone would be sure to turn it in, but this key is different..

I'll look for it too, but if you happen to find it, please hand it in.

Thanks in advance.

Name: Regulations for Trainees

Author: Dr. James Marcus

Location: Left third row of desks from the podium in the Conference Room on the second floor.

Text:

Training facility Mission

This Training facility will raise a new generation of model employees to serve the future of Umbrella Corp.

Applying the strictest and more rigorous training standards, this facility will, without regard for gender, race or creed, produce only the best candidates to be the global future leaders of Umbrella Corporation.

We look forward to the development of your leadership qualities.

Training facility Guidelines

Discipline, Obedience, Unity.

These three words are the basic principles which govern Umbrella Corporation employees, and are to be considered the Law of this facility.

Keep these words in mind at all times. Devote yourselves to your training, and bring honor to yourselves and the corporation.

James Marcus, Director,
Umbrella Corporation
Management Training facility

[Facility Files]

Name: Notice to All Staff

Author: Unknown

Location: On the small table in the west room on the second floor of the Main Hall.

Text:

(This document is very old. Much of the writing is illegible.)

Regular meetings of the Vaccine Research and Infectious Agents teams will be held.

Both meetings are Security Level 5, and will be held in the following locations:

1F W Operations Control Room
2F SE Meeting Room

The entry code shall be

"8:15"

Thank you.

Name: Marcus' Diary 1

Author: Dr. James Marcus

Location: In a secret compartment under the small chessboard in the Chessboard Room in the northwest hall coming from the Conference Room on the second floor.

Text:

December 4 th

We finally did it..the new virus!

We have called it the "Progenitor".

I want to carry it back and start detailed investigations immediately.

March 23 rd

Spencer says he's going to start a company.

Well, I don't care, as long as I can continue my research on "Progenitor".

He can do whatever he likes.

August 19 th

Spencer keeps asking me to be the director of his new training facility.

Maybe it's because of the business, but he's becoming intolerably pushy.

But, maybe I can turn this to my advantage. I need a special facility to properly explore all this virus' secrets.

A place where no one will get in the way.

November 30 th

Damn that Spencer. He came to complain to me again today. He thinks of "Progenitor" as nothing more than a money-spinning tool. Fool!

But if his influence continues to grow, it can be bad for my research.

If I'm to properly develop "Progenitor", I must strengthen my own position too.

September 19 th

At last.

I've discovered a way to build a new virus type with "Progenitor" as a base.

Mixing it with leech DNA was the breakthrough I needed.

I call this new virus "t" for "tyrant".

October 23 rd

It's no good! I can't hope for real progress experimenting on mere rodents.

Only humans can be a proper mammalian subject for the experiments. Otherwise, I'll never make any real progress.

November 15 th

Someone seems to suspect something about my experiments.

But, perhaps it's just my imagination.

Well, if anyone does get too close, they may find themselves unexpectedly "assisting" in my research!

January 13 th

At last, they are ready. My wonderful leeches!

Those of low intelligence, they will never have the privilege of tasting this sense of joy and satisfaction!

Now, finally, I can move against Spencer. Soon I will control everything.

January 31 st

The devices I set to protect my work have been disturbed.

It appears someone came looking for "t" and the leeches. Fool

No doubt the work of Spencer's group.

February 11 th

Today, I again found evidence of tampering around the entrance to the labs.

If that is what they're after, I must find a suitable way to deal with them. Perhaps I should have William and Albert smoke out the pests.

Those two are the only ones I trust. Apart from my beloved leeches, of course.

But Spencer. It wouldn't end there, would it?

I will announce "t" at the next directors meeting, and collect my just rewards.

Name: Assistant Director's Diary

Author: Assistant Director of the Facility

Location: On the table in the room with the pushable desk in the room locked with the Fire Key at the end of the southwest hallway leading from the Conference Room on the second floor.

Text:

September 2 nd

A useless bunch of trainees, as always.

Where does headquarters find these idiots?

We did get a couple of decent ones though, so can't complain I guess.

William and Albert. They might have a future.

September 25 th

Scholar Will. Practical Al. They really are opposites.

And they're always competitive in everything they do.

There's something ruthless and cruel about them both.

October 7 th

Got a sudden call from the Director.

It was to tell me to encourage a rivalry between those two!

It's the first time since this Training facility was built that Director Marcus has ever shown interest in anything other than his research.

Well, whatever. Orders are orders.

I'm going to have them tearing at each other's throats.

Name: About the Power Regulator

Author: Unknown

Location: Just inside the electrically locked door in the hall coming from the basement entrance behind the painting on the staircase in the Main Hall.

Text:

Due to the recent lightning strike, the power regulator continues to be inoperative.

I wouldn't really matter about the power, except for the fact that the boiler room equipment is on the same grid.

The equipment is so run down, I'll probably have to have it fixed up all the time.

If you wish to exit rapidly set the indicator to 70.

Check first though that everything is connected to the chain.

Name: A Verse of Poetry

Author: Unknown

Location: Table in southeast office on the second floor in the Main Hall.

Text:

The Moon bows to the Earth

The Earth swears loyalty to the Sun

And the great Law of the Sun Governs all things.

This itself is the keystone.

The pointer to glory

All our hands Cannot open the door to the heaven.

Name: Management Trainee's Diary

Author:

Location: On the desk in the room at the end of the hall behind the locked gate in the Animal Puzzle Room.

Text:

What is it that Director Marcus is researching all the time? And what's with his weird interest in leeches?

Interest? It seems more like love at times.

Rumor has it that there's something dangerous about those leeches.

It is true that when Dennis just touched one he got ill with a fever.

Again today.

There were those horrible moans. Beyond that door.

"Let sleeping dogs." No way I'll go near them.

Even if the Director tells me, I no want to end up like Dennis.

That poor bastard.

Scratching and scratching. Makes me itch jost watching him.

Must maybe go
IF can but hwo

Dennis gone. I go

Hungry.

Help

Mom.

Name: Microfilm Image

Author: Unknown

Location: From the projector in the Projector Room at the end of the west hallway on the first floor coming from the Main Hall.

Text:

An image resulting from overlaying microfilms A and B

Numbers appear on the seats of the conference room.

Name: Inmates List

Author: Unknown

Location: On the table in the room at the end of the hall coming from the

basement entrance behind the painting on the staircase in the Main Hall.

Text:

Mathews, K. Deceased. Disposal Complete.
Midge, D. Deceased Disposal Complete.
Keith, W. Preserved as specimen.
Savage, C. Transported to research facilities.
Royce, M. Transported to research facilities.
Davids, A. Preserved as specimen.
Clarke, A. Transported to research facilities.
Ellens, J. Transported to research facilities.
Terrence, O. Deceased. Disposal Complete.
Kait, A. Transported to Arklay laboratory.
Gerry, O. Deceased. Disposal Complete.
Scott, S. Transported to research facilities.
Mitchel, F. Transported to research facilities.
Kerry, T. Transported to Arklay laboratory.
Roberts, A. Transported to research facilities.

(Transported individuals to be deleted from the records.)

[Laboratory Files]

Name: Marcus' Diary 2

Author: Dr. James Marcus

Location: On the table in the room on the second basement floor with the small elevator connecting the two floors with the hole in the ceiling.

Text:

(This page has been torn out.)

Trouble is unlikely, but I closed my babies up in a special capsule. But it won't be safe if I hold on to it myself. I'll hide it in that place.

"To hide a leaf, put it in a forest."

To open the capsule, the special stripping agent is necessary. No way Spencer's lackeys could figure out how to make it.

Name: Old Photograph

Author: Unknown

Location: In the cabinet near the skeleton in the room locked by the Blue Leech Charm on the second basement floor.

Text:

(There's something written on the back of the photograph.)

To James

To commemorate your Graduation, 1939

Name: Investigator's Report

Author: Unknown

Location: On the floor near the operating table in the room with the door locked by the Green Leech Charm on the first basement floor.

Text:

Dr. Marcus, Co-founder, with President Spencer, of the Umbrella Corporation. Disappeared 20 years ago. The results of his research have been kept under wraps for all that time.

The reason became clear here at the Training facility run by Dr. Marcus. Well not here exactly, but underground. When we ventured below, we understood.

There we found the evidence of Dr. Marcus' research into the T-virus prototype called "Progenitor." The evidence of years of hideous experimentation that used company employees as guinea pigs.

We cannot know how many were forced to become subjects, but based on the evidence, no less than twenty individuals were involved; some of them take deliberately to keep the corporation's secret safe.

Where the Doctor is now I don't know. But considering the recent rapid growth of Umbrella Corporation, I can't imagine that this research is continuing.

No, his experiment lives and continues to grow in the dark.

Those things, the "fruit" of his research, they fill this facility.

(The rest of the notebook pages are missing.)

Name: Leech Growth Records

Author: Dr. James Marcus

Location: On the table in the room with the chamber of poison gas on the first basement floor.

Text:

February 3 rd, 1978

Administrated "t" into 4 leeches. Their will to survive leads them first to parasitism and predation. Then they breed and multiply. Such a single-minded biology makes them attractive candidates for bio-weapons research. Afterwards, no major changes observed.

February 10 th, 1978

7 days since administration of "t". Rapid growth to double former size, signs of transformation emerging. Spawning successful. They double their numbers in one hour, but their ravenous appetites lead them to cannibalism. Hastened to increase food supply, but lost 2.

March 7 th, 1978

Provided them with live feed, but lost half when the live food fought back. However, the leeches are learning from experience, and are beginning to exhibit group attack behavior. They are also ceasing cannibalism. Their evolution is exceeding expectations.

April 22 nd, 1978

The leeches no longer exhibit individual behavior, even when not feeding. They move as a collective.

They consume everything I offer with remarkable efficiency.

April 30 th, 1978

An employee has stumbled onto my experiments. Can a human be a food source? How will the leeches respond?

June 3 rd, 1978

A day worthy of commemoration. Today they began to mimic me!

Surely they recognize their father.

Wonderful children. No one will take you away.

Name: Laboratory Manager's Diary

Author: Laboratory Manager

Location: In the chair in the room above the room with the hole in the ceiling and the small elevator on the first basement floor.

Text:

Today, under Director Marcus' orders, I changed the platform entry code.

Later, I asked him what the source on the entry code was. He told me it was based on something significant in his children's growth.

But, the director's a loner; he isn't married. And he sure doesn't have any children.

What did he mean?

Name: B.O.W. Report

Author: Dr. James Marcus

Location: On the floor in the Breeding Room on the first floor basement.

Text:

Research to date has shown that when the Progenitor virus is administered to living organisms, violent cellular changes cause a breakdown in the system. Furthermore, no satisfactory method has been found to control the organisms for use as weapons.

Clearly, greater coordination at the cellular level is essential to enable further growth. I conducted a number of experiments in an effort to find a breakthrough. This is my report:

Insecta

Perhaps because these ancient animals have been genetically stable for millennia, when administered with the progenitor virus they exhibited only explosive, high-energy growth and increased aggressiveness.

It is extremely difficult to envision using them as B.O.W.

Amphibia

Injecting a frog with the virus resulted in an increase in leaping power and abnormal tongue growth. However, no change in mental ability was observed. Furthermore, an abnormal appetite resulted in the test subject randomly attacking all moving objects. Usefulness for B.O.W. is limited.

Mammalia

The progenitor virus was merged with monkey cellular DNA, resulting in increased fertility. The resulting young exhibited improved aggressiveness and some increased mental capacity. (As a side effect, visual power was lost, but this was offset by an improvement in hearing ability.)

However, they were unsatisfactory as weapons.

It does seem that no progress can be made without making humans the base organism.

Name: About Battery Fluid

Author: Unknown

Location: On the right lower bed in the room with the bunk beds beyond the hall coming from the room locked with the Handle on the sixth floor basement.

Text:

Battery Fluid

The fluid in the batteries is a diluted solution of mixed water and sulfuric acid.

Both must be of high purity.

When fully charged, battery fluid should have a specific gravity of 1.280 +/- 0.010 at 20 degrees Celsius.

Battery Acid Purity

Take care that the dilute sulfuric acid solution is of a sufficient purity.

Name: Investigator's Report 2

Author: Unknown

Location: In the hand of a corpse on the railing on the upper level of the room locked by the Handle on the sixth floor basement.

Text:

We should have finished with this dump long ago. When all this started, did anyone expect that there would be guns blazing away like this?

We weren't told a thing about these creatures attacking us at the briefing. Guess they were a surprise to the head honchos too. The things in the woods - just starting to attack people. That had to be planned. Someone deliberately scattered that virus, no doubt about it.

But the guards, our fellow soldiers, they must be still around. Well, whatever. Don't have to worry about that anymore.

What I've got to worry about is whether to use my last bullet on myself, or on a friend.

That's the only decision I have to make.

Name: Treatment Plant Manager's Diary

Author: Treatment Plant Manager

Location: On the floor in the upper level of the room with the gondola station on the seventh floor basement.

5/10

Damn it! Why is normal industrial waste being delivered here? This is an Umbrella Corporation facility. We can't deal with this volume of material. Plus they're sending us contaminated materials that we can't process. What are we supposed to do with it?

7/24

Well, it looks like they're closing it down. Not surprising, using it like they did. Had to be done, but. It was pretty sudden. It's not like they cared until now. Anyway, as long as I get out of here, I don't care what they do.

Name: Gate Operation Manual

Author: Unknown

Location: Received at the start of the final battle.

Text:

To open the heliport in case of emergency, follow the procedures below:

Removing the lock:

There are four locking mechanisms in the room which must be activated in this order:

- 1 Southwest side
- 2 Northwest side
- 3 Southeast side
- 4 West side

Turn each of the mechanisms' handles to unlock the gate.

[Universal Items]

Name: Battery Fluid:

Description: This diluted sulfuric acid solution is suitable for use as battery fluid.

Location: (Mix the Sulfuric Acid with the Industrial Water.)

Name: Blue Chemical

Description: It doesn't appear to be useful by itself.

Location: (From Blue Chemical Tanks.)

Blue Tank - Near the door in the room north of the floodgate control room on the eighth floor basement.

Name: Blue Herb

Description: An herb native to this area. It can be used to cure poison.

Location:

Facility:

2 herbs - Medical Room at the end of the northwest hall coming from the Conference room on the second floor locked by the Sword Knights.

1 herb - On the floor in the room at the end of the hallway coming from the basement entrance behind the painting on the stairway in the Main Hall.

1 herb - On the floor on the other side of the boiler equipment down the west stairs in the hall just beyond the first floor dining room.

Name: First-Aid Spray

Description: Used to fully restore health.

Locations & Amount Included:

Train:

1 spray - On the rail of the sink in the Passenger Room 101.

1 spray - On the shelf in the storage room behind the kitchen on the first floor of the Dining Car.

Facility:

1 spray - On the shelf in the Medical Room at the end of the northwest hall

coming from the Conference Room on the second floor.

1 spray - On the table in the west room in the hall beyond the hall locked by the Water Key.

Laboratory:

1 spray - On the shelf across from the door locked with the Green Leech Charm on the first floor basement.

Treatment Plant:

1 spray - On the table in the room with the bunk beds beyond the hall coming from the room locked with the Handle on the sixth floor basement.

2 sprays - On the shelf in the escape elevator room beyond the incinerator on the ninth floor basement.

Name: Green Chemical

Description: It appears to have a neutralizing effect on poisons.

Locations: (From Green Chemical Tanks.)

Green Tank 1 - In the Medical Room at the end of the northwest hall coming from the Conference Room on the Facility second floor.

Green Tank 2 - In the room near the door locked with the Green Leech Charm on the first floor basement of the Laboratory.

Name: Green Herb

Description: An herb native to this area. It can be used to recover health.

Locations & Amount Included:

Train:

1 herb - On the floor of Passenger Room 201.

1 herb - On the tray near the top of the staircase on the second floor of the second car.

1 herb - On the counter of the small kitchen on the second floor of the Dining Car.

1 herb - On the shelf in the Conductor's Office.

Facility:

1 herb - On the floor to the right of the staircase in the Main Hall.

2 herbs - On the outside balcony on the second floor to the north of the Conference Room.

1 herb - On the large outside balcony south of the large room with the empty pools on the third floor.

1 herb - On the floor in the room at the end of the hallway coming from the basement entrance behind the painting on the stairway in the Main Hall.

2 herbs - On the floor on the other side of the boiler equipment down the west stairs in the hall just beyond the first floor dining room.

1 herb - On the floor in the small chamber in the west room in the hall beyond the hall locked by the Water Key.

Laboratory:

1 herb - In the hall on the second floor basement near the door locked with the Blue Leech Charm.

1 herb - Outside the small office on the upper level of the Cable Car Room on the first basement floor.

Factory:

2 herbs - On the floor right outside the Cable Car upon reaching the Factory on the first floor basement.

1 herb - On the floor in the hall behind the locked door on the first floor basement. (Must use the elevator on the fourth floor basement and choose the

second floor.)

Treatment Plant:

1 herb - On the floor on the sixth floor basement reached by the lift on the fifth floor basement.

1 herb - On the floor in the room with the forklift on the seventh floor basement.

2 herbs - On the railing on the upper level of the room locked with the Handle on the sixths floor basement.

1 herb - On the floor in the room with the bunk beds beyond the hall coming from the room locked with the Handle on the sixth floor basement.

2 herbs - On the ground next to the ladder leading down to the top of the floodgates on the ninth floor basement.

1 herb - On the floor in the escape elevator room beyond the incinerator on the ninth floor basement.

Name: Herbal Mix

Description:

A compound created by combining 2 green herbs.

A compound created by combining 3 green herbs.

A compound created by combining a green herb with a blue herb

A compound created by combining 2 green herbs with a blue herb.

A compound created by combining a green herb with a red herb.

A compound created by combining a green herb, a red herb, and a blue herb.

Name: Ink Ribbon

Description: Using this on a typewriter will allow you to record your progress.

Locations & Amount Included:

Train:

3 ribbons - On the desk of Passenger Room 201.

3 ribbons - On the floor of Passenger Room 101.

Facility:

3 ribbons - On the desk to the right of the staircase in the Main Hall.

3 ribbons - On the small desk in the Conference Room on the second floor.

3 ribbons - On the computer desk in double door second floor office in the southwest hall coming from the Conference Room.

3 ribbons - On the round desk in the chessboard room in the northwest hall coming from the Conference Room on the second floor.

3 ribbons - On the table in the room at the end of the hallway coming from the basement entrance behind the painting on the stairway in the Main Hall.

3 ribbons - On the crate in the small room Billy rescues Rebecca from after she falls through the floor in the second floor basement in the room with the Six Animal puzzle.

Laboratory:

3 ribbons - On the bookcase in the small office in the Church.

3 ribbons - On the desk in the room with the small elevator connecting the two floors with the hole in the ceiling.

3 ribbons - On the table on the upper level of the Cable Car Room on the first floor basement.

Factory:

3 ribbons - On the table in the room on the first floor.

Treatment Plant:

3 ribbons - On the table inside the small office on the fifth floor basement.

3 ribbons - On the left lower bed in the room with the bunk beds beyond the hall

coming from the room locked with the Handle on the sixth floor basement.
3 ribbons - On the desk in the escape elevator room beyond the incinerator on the ninth floor basement.

Name: Red Chemical

Description: It doesn't appear to be useful by itself.

Locations: (From Red Chemical Tanks.)

Red Tank 1 - Near the control panel for in the room with the chamber of poison gas on the first basement floor of the Laboratory.

Red Tank 2 - Around the corner in the hall on the second floor basement in the Laboratory.

Red Tank 3 - On the railing on the upper level of the room locked with the Handle on the sixth floor basement.

Name: Red Herb

Description: An herb native to this area. It can be combined with other herbs to increase their potency.

Locations & Amount Included:

Train:

1 herb - On the shelf of the Conductor's Office.

Facility:

1 herb - On the floor to the right of the staircase in the Main Hall.

1 herb - On the outside balcony south of the large room with the empty pools on the third floor.

1 herb - On the floor on the other side of the boiler equipment down the west stairs in the hall just beyond the first floor dining room.

1 herb - On the floor in the small chamber in the west room in the hall beyond the hall locked by the Water Key.

Laboratory:

1 herb - In the fenced off area near the gate behind the Church.

1 herb - In the hall on the second floor basement near the door locked with the Blue Leech Charm.

Factory:

1 herb - On the floor in the hall behind the locked door on the first floor basement. (Must use the elevator on the fourth floor basement and choose the second floor.)

Treatment Plant:

1 herb - On the floor on the sixth floor basement reached by the lift on the fifth floor basement.

1 herb - On the floor in the room with the forklift on the seventh floor basement.

1 herb - On the floor in the room with the bunk beds beyond the hall coming from the room locked with the Handle on the sixth floor basement.

1 herb - On the floor in the escape elevator room beyond the incinerator on the ninth floor basement.

Name: Stripping Agent

Description: A stripping agent used to weaken the grip of certain types of materials.

Location: (Mix the Green Chemical with the Red Chemical)

Name: Sulfuric Acid

Description: A highly concentrated sulfuric acid solution. It's not strong enough to be used as a weapon, though.

Location: (Mix the Stripping Agent with the Blue Chemical, or just the Red Chemical with the Blue Chemical.)

[Ammunition]

Name Acid Grenades

Description: These grenades are filled with highly-concentrated sulfuric acid.

Locations & Amount Included:

Facility:

6 rounds - On the floor in the Battle Arena in the room at the end of the hall down the stairs coming from the Animal Statue Room.

6 rounds - On the floor at the top of the destroyed staircase in the floodgate control room on the eighth basement floor after riding the gondola.

12 rounds - On the floor in the room south of the floodgate control room on the eighth floor basement.

Name: Empty Bottles

Description: You might be able to use this as a weapon if you fill it with something.

Locations & Amount Included:

Train:

3 bottles - Inside the large refrigerator on the Dining Car's first floor kitchen.

Facility:

3 bottles - On the floor across from the row of urinals in the bathroom in the west hall coming from the Main Hall on the first floor.

3 bottles - On the floor behind the first island fixture in the kitchen locked by the Fire Key in the room to the east of the Main Hall.

3 bottles - on the desk in the first room down the hall behind the gate locked by the Animal Statue puzzle.

3 bottles - On the floor in the secret Wine Storage in the second room in the hall locked by the Water Key.

3 bottles - On the floor in the small chamber in the west room in the hall beyond the hall locked by the Water Key.

Laboratory:

3 bottles - On the shelf around the corner from the hole in the floor in the first floor basement.

3 bottles - On the floor on the upper level of the Cable Car Room on the first floor basement.

Treatment Plant

3 bottles - On the floor on the sixth floor basement reached by the lift on the fifth floor basement.

3 bottles - On the table on the sixth floor basement in the room with the billiard table up the stairs from the room with the forklift.

Name: Gas Tank

Description: It's filled with gasoline.

Locations & Amount Included:

Train:

3 uses - On the floor in the Storage Room behind the kitchen on the first floor of the Dining Car.

Facility:

6 uses - On the floor next to the last stall in the bathroom in the hall coming from the Main Hall on the first floor.

6 uses - On the floor on the other side of the shelf in the Storage Room with the ladder to the second floor balcony.

6 uses - On the floor in the electrically locked room in the hall down the stairs coming from the basement entrance behind the painting in the Main Hall.

Laboratory:

6 uses - On the shelf in the basement first floor with the hole in the floor above the room with the small elevator.

3 uses - On the floor near the door to the small office on the upper level of the Cable Car Room on the first floor basement.

Treatment Plant:

6 uses - On the floor just inside the door on the fifth floor basement.

Name: Grenades

Description: These grenades are filled with conventional explosives.

Locations & Amount Included:

Facility:

6 rounds - In the small Library Room with the pushable bookcase locked with a candle in the large office in the southeast hall coming from the Conference Room on the second floor.

Factory:

6 rounds - On the floor in the room on the first floor.

Treatment Plant:

6 rounds - On the shelf in the escape elevator room beyond the incinerator on the ninth floor basement.

Name: Handgun Ammo

Description: Holds 9 X 19 parabellum rounds for use with handguns.

Locations & Amount Included:

Train:

30 rounds - In Rebecca's Starting Inventory.

15 rounds - On the floor of Passenger Room 202.

15 rounds - In Billy's Starting Inventory.

30 rounds - Given to Rebecca by Billy after he joins up with her.

15 rounds - On the counter of the small kitchen on the second floor of the Dining Car.

30 rounds - On the floor of Passenger Room 101.

15 rounds - On the floor of the Engine Car.

15 rounds - On the floor under the shelf in Engine Car.

15 rounds - On the table in the clock room west of the large outside balcony on the third floor.

Facility:

15 rounds - On the desk to the right of the staircase in the Main Hall.

15 rounds - On the southeast corner table in the first floor Dining Room.

30 rounds - On the table in the Projector Room on the first floor.

15 rounds - On the table in room locked with the Fire Key at the end of the southwest hall coming from the Conference Room on the second floor.

30 rounds - On the dresser in the chessboard room in the northwest hall locked by the Sword Knights in the Conference Room on the second floor.

5 rounds - On the floor in the corner of the hall to the west of the Animal Statue Room.

15 rounds - On the shelf in the control room up the stairs in the room at the end of the hall down the stairs coming from the Animal Statue Room.
15 rounds - On the shelf in the control room up the stairs in the room at the end of the hall down the stairs coming from the Animal Statue Room.
15 rounds - On the table in the west room in the hall beyond the hall locked by the Water Key.
30 rounds - On a crate in the upper level of the Telescope Room on the third floor.
15 rounds - On the table in the electrically locked room in the hall down the stairs coming from the basement entrance behind the painting in the Main Hall.
15 rounds - On the table in the electrically locked room in the hall down the stairs coming from the basement entrance behind the painting in the Main Hall.
15 rounds - On the table in the electrically locked room in the hall down the stairs coming from the basement entrance behind the painting in the Main Hall.

Laboratory:

15 rounds - In the desk drawer in the room with the large water tank in the room locked by the Blue Leech Charm on the second basement floor.
15 rounds - On the operating table in the room locked by the Green Leech Charm on the first floor basement.
15 rounds - On the operating table in the room locked by the Green Leech Charm on the first floor basement.

Factory:

30 rounds - On the table in the room on the first floor.
15 rounds - On a barrel in the hall behind the locked door on the first floor basement. (Must use the elevator on the fourth floor basement and choose the second floor.)

Treatment Plant:

30 rounds - On the table in the small office on the fifth floor basement.
30 rounds - On the floor on the lower level of the room inside the door locked with the Handle on the sixth floor basement.
30 rounds - On the floor in the room with the bunk beds beyond the hall coming from the room locked with the Handle on the sixth floor basement.
15 rounds - On the steps at the bottom of the destroyed staircase in the room that has the door that leads to the incinerator on the ninth floor basement.
30 rounds - On the floor in the escape elevator room beyond the incinerator on the ninth floor basement.

Name: Machinegun Ammo (Must have unlocked Sub Machinegun in Main Game.)

Description: A magazine containing sub-machinegun ammunition.

Locations & Amount Included:

Train:

100% - In Rebecca's Starting Inventory. (Needs the E Rank in Leech Hunter)
100% - On the top bunk of Passenger Room 202.
20% - Near the dead soldier near the door to the Driver's Compartment on the Engine Car.

Facility:

34% - On the chair to the right of the staircase in the Main Hall.
17% - On the shelf right next to the top of the staircase in the control room at the end of the hall down the stairs coming from the Animal Statue Room.
17% - On the bed in the electrically locked room in the hall down the stairs coming from the basement entrance behind the painting in the Main Hall.

Factory:

34% - On the table in the room on the first floor.

Treatment Plant:

34% - On the desk in the escape elevator room beyond the incinerator on the ninth floor basement.

Name: Magnum Ammo

Description: These Magnum rounds boast several times the stopping power of ordinary bullets.

Locations & Amount Included:

Facility:

1 round - In the cabinet in the control room up the stairs in the room at the end of the hall down the stairs from the Animal Statue Room.

8 rounds - On a barrel in the secret Wine Storage in the second room in the hall locked by the Water Key.

Factory:

8 rounds - On the floor in the hall behind the locked door on the first floor basement. (Must use the elevator on the fourth floor basement and choose the second floor.)

Treatment Plant:

8 rounds - On the floor just near the door in the hall leading to the incinerator on the ninth floor basement.

8 rounds - On the floor on the east side of the final boss room.

Name: Napalm Grenades

Description: These grenades are filled with a highly-flammable liquid.

Location:

Facility:

6 rounds - On the shelf in the Chessboard Room in the southwest hall coming from the Conference Room on the second floor.

Laboratory:

6 rounds - On the floor in the small office in the Church.

Treatment Plant:

6 rounds - On the floor in the room with the bunk beds beyond the hall coming from the room locked with the Handle on the sixth floor basement.

Name: Shotgun Ammo

Description: 12 gauge shotgun shells.

Locations & Amount Included:

Train:

7 shells - On the floor of Train Room 101.

7 shells - On the shelf in the Storage Room behind the first floor kitchen on the Dining Car.

Facility:

7 shells - On the floor of the Conference Room near the small desk in the northeast corner.

7 shells - On the floor in room locked with the Fire Key in the southwest hall coming from the Conference Room on the second floor.

14 shells - On the floor in southeast room on the second floor in the Main Hall.

14 shells - On the floor in the Chessboard Room in the northwest hall coming from the Conference Room on the second floor.

7 shells - On the floor in the fireplace of the Art Room in the northeast hall coming from the Main Hall on the second floor.

7 shells - On the shelf in the control room up the stairs in the room at the end

of the hall down the stairs coming from the Animal Statue Room.

7 shells - On the shelf in the east room in the hall beyond the hall locked by the Water Key.

7 shells - On the floor in the electrically locked room in the hall down the stairs coming from the basement entrance behind the painting in the Main Hall.

Laboratory:

7 shells - On the floor in the small office in the Church.

7 shells - On the shelf in the room with the chamber of poison gas on the first basement floor.

7 shells - On the floor in the small office on the upper level of the Cable Car Room on the first floor basement.

Treatment Plant:

7 shells - In the cabinet in the water pool puzzle room on the seventh floor basement.

7 shells - In the upper area in the room where the window to get into the gondola is located on the seventh floor basement.

7 shells - On the floor near the door that leads to the incinerator on the ninth floor basement.

7 shells - On the shelf in the escape elevator room beyond the incinerator on the ninth floor basement.

[Train Items]

(Note I start numbering cars after the engine car. I don't count the engine car as car 1.)

Name: Blue Keycard

Description: This keycard is used unlock the electronic door to the lead car.

Location: Inside the Briefcase.

Name: Briefcase

Description:

It appears to be locked. There are two holes that look as if they fit some kind of round object.

The gold ring fits perfectly into the hole.

The silver ring fits perfectly into the hole.

The briefcase has been unlocked.

Location: Closet in Conductor's Office.

Name: Closet Key

Description: Used to open the train closet.

Location: Rebecca's Starting Inventory. (Must have unlocked it.)

Name: Conductor's Office Key (Originally "Train Key" until examined.)

Description: The tag reads "Conductor's Office."

Location: Windowsill of the small kitchen on the second floor of the Dining Car.

Name: Dining Car Key (Originally "Train Key" until examined.)

Description: The tag reads "Dining Car."

Location: The hand of a corpse around the corner from the Conductor's Office.

Name: Gold Ring

Description: A finely crafted gold ring.

Location: Right cage in the rear of first floor Storage Room behind the kitchen

in the Dining Car.

Name: Hookshot

Description: A gun-like device used to fire grappling hooks.

Location: On the wall on the deck at the rear of the train.

Name: Ice Pick

Description: An ice pick with a finely tapered point.

Location: On the service tray in hall on second floor of the second car.

Name: Jewelry Box

Description: It looks like a case for holding jewelry.

Location: On the floor of the closet in Train Room 102.

Name: Lighter (Billy only)

Description:

The lighter appears to be out of fuel. (Empty)

The lighter is full of fuel. (Full)

Location: Billy's Personal Item.

Name: Magnetic Card

Description: This keycard is used to bypass the security lock on the brakes.

Location: On the control panel inside the Driver's Compartment in the Engine Car.

Name: Mixing Set (Rebecca only)

Description: A set of tools used to mix and prepare medicines.

Location: Rebecca's Personal Item.

Name: Panel Opener

Description: Used to open the access panels in the floor.

Location: On the floor of the second floor of the first car.

Name: Silver Ring

Description: A finely crafted silver ring.

Location: Inside the Jewelry Box.

[Facility Items]

Name: Angel Wings

Description: White stone shaped like a pair of wings.

Location: Inside the Book of Good.

Name: Battery

Description: A standard-type battery. It can be used in a battery case of the same type.

Location: In the wall slot of the secret Wine Storage in the second room in the hall locked by the Water Key.

Name: Black Statue

Description: A stone statue with a single eerie-looking wing on its back.

Location: A small table in the first floor Storage Room with the ladder leading to the outside second floor balcony.

Name: Black Wing

Description: Black stone shaped like a wing. It looks like one of a pair.

Location: Inside the Book of Evil.

Name: Book of Evil

Description: An elegantly-bound book entitled "EVIL". It seems unusually heavy for a book of it's thickness.

Location: In a secret desk compartment under small chessboard in Chessboard Room in the northwest hall coming from the Conference Room on the second floor.

Name: Book of Good

Description: An elegantly-bound book entitled "GOOD". It seems unusually heavy for a book of it's thickness.

Location: Behind the movable bookcase in the small Library Room locked by the candle in the double door office in the southwest hall coming from the Conference Room on the second floor.

Name: Crank Handle

Description: A crank handle with a square-shaped protrusion at one end.

Location: Inside a small dresser in the west room on the second floor in the Main Hall.

Name: Discipline Tablet

Description: A tablet depicting a priest. The word "Discipline" is inscribed.

Location: On the pillar outside the Facility on the first floor.

Name: Duralumin Case

Description: It's locked via a combination lock. Looking closely, you notice the numbers "385" written in the corner.

Location: In the locker in the control room up the stairs in the room at the end of the hall down the stairs coming from the Animal Statue Room.

Name: Fire Key (Originally "Facility Key" until examined.)

Description: It's inscribed with a fire design.

Location: Under a cage in an empty pool in the giant room on the third floor.

Name: Handgun Parts

Description: A set of various parts consisting of a scope and a scope mount. Equipping these on a handgun will greatly increase the gun's firing precision.

Location: Inside the Duralumin Case.

Name: Iron Needle

Description: Could it be part of some sort of decoration? There's a hole in the base.

Location: On the moose trophy antler in the room locked by the Fire Key at the end of the southeast hall coming from the Conference Room on the second floor.

Name: Lighter Fluid

Description: A container of lighter fluid.

Location: On the table in kitchen locked by the Fire Key in the room to the east of the Main Hall on the first floor.

Name: Locker Key

Description: It appears to be the key to a locker.

Location: On the crate in the room with the waterfall in the hall coming down the stairs from the Animal Statue Room.

Name: Microfilm A

Description: Insert this film into a projector to view it's contents.

Location: On the small desk near the door locked by the candle in the office with double doors in the southwest hall coming from the Conference Room on the second floor.

Name: Microfilm B

Description: Insert this film into a projector to view it's contents.

Location: Over the fireplace on the second floor southeast office in the Main Hall.

Name: MO Disc

Description: The label reads "Security System ver. 1.02". It's probably used to activate some sort of security system.

Location: Inside the disc drive connected to the projector in the Projector Room on the first floor.

Name: Obedience Tablet

Description: A tablet depicting a slave. The word "Obedience" is inscribed.

Location: In the vise in the east room in the hall beyond the hall locked by the Water Key.

Name: Statue of Evil

Description: A statue in the shape of a demon.

Location: Combine the Black Statue with the Black Wing.

Name: Statue of Good

Description: A statue in the shape of an angel.

Location: Combine the White Statue with the Angel Wings.

Name: Unity Tablet

Description: A tablet depicting a knight. The word "Unity" is inscribed.

Location: In the fireplace in the first room beyond the locked gate in the Animal Statue Room.

Name: Vise Handle

Description: This tool will allow you to operate the vise.

Location: on a shelf in the first room in the hallway past the door locked with the Water Key.

Name: Water Key

Description: It's inscribed with a water design.

Location: Inside the right cage in the Battle Arena in the room at the end of the hall down the stairs coming from the Animal Statue Room.

Name: White Statue

Description: A stone statue in the shape of a woman.

Location: On a small table in the Art Room near the door locked with the Water Key in the northeast hall on the second floor coming from the Main Hall.

[Laboratory Items]

Name: Blue Leech Charm

Description: A blue sculpture specially shaped in the form of a leech.

Location: Inside the leech capsule.

Name: Breeding Room Key

Description: A key engraved with the visage of a hideous monster.

Location: On a barrel inside the chamber filled with poison gas on the first floor basement.

Name: Dial

Description: It looks like an ordinary dial similar to those found on safes.

Location: Inside the left cage in the Breeding Room on the first floor basement.

Name: Green Leech Charm

Description: A green sculpture specially shaped in the form of a leech.

Location: Inside the Storage room behind the room locked with the Blue Leech Charm on the second basement floor.

Name: Input Regulator Coil

Description: Necessary to get the Cable Car moving again.

Location: In the cabinet near the skeleton in the room locked by the Blue Leech Charm on the second basement floor.

Name: Leech Capsule

Description: the capsule appears to contain a specimen of a leech. The lid won't budge. Maybe it's sealed with some kind of special material.

Location: In the large cabinet in the room with the hole in the floor above the room with the small elevator on the first basement floor.

Name: Output Regulator Coil

Description:

Location: Underneath the moving ladder platform on the second floor basement in the Cable Car Room.

Name: Sterilizing Agent

Description: A small tank containing a chemical agent that can be used to sterilize rooms contaminated by a virus.

Location: On the floor in the room locked with the Green Leech Charm on the first floor basement.

[Factory Items]

Name: Elevator Key

Description: A key necessary to get the elevator running again.

Location: On the floor near the elevator in the Umbrella Lab on the fourth floor basement.

Name: Up Key (Originally "Factory Key" until examined.)

Description: The tag reads "U".

Location: On the floor in the room on the first floor basement reached with the small elevator on the first floor.

[Treatment Plant Items]

Name: Empty Battery

Description: A hi-powered battery used to supply electricity to hi-powered machinery. It looks like it hasn't been used for a long time - all the fluid is gone.

Location: On the high shelf near the staircase in the room to the north of the room with the door to the incinerator on the ninth floor basement.

Name: Handle

Description: Used to open and close valves.

Location: In the water pool puzzle room on the seventh floor basement.

Name: Hi-Power Battery

Description: A hi-powered battery used to supply electricity to hi-powered machinery. It's been filled with battery fluid.

Location: (Combine the Battery Fluid with the Empty Battery.)

Name: Industrial Water

Description: Water that's been treated to remove impurities.

Location: On the table in the room south of the floodgate control room on the eighth floor basement.

Name: Keycard

Description: this keycard looks similar to those used by Umbrella employees.

Location: On the cliff above the forklift on the seventh floor basement.

Name: Motherboard

Description: The board is inlaid with various microchips. It needs to be inserted into a computer.

Location: In the room up the ladder from the room with the lift coming from the Gondola Station Room on the eighth level basement.

Name: Shaft Key (Gold)

Description: A uniquely shaped key. A small letter "L" has been engraved into the gold plating.

Location: On the floor after beating the first stage of the final boss.

Name: Shaft Key (Silver)

Description: A uniquely shaped key. A small letter "R" has been engraved into the silver plating.

Location: On the floor after beating the first stage of the final boss.

[Weapons]

[Weapons Rebecca Starts With]

Name: Handgun

Ammo Used: 9mm Parabellum Rounds

Description: The standard equipment for S.T.A.R.S. officers. It uses 9mm parabellum rounds.

[Weapons Billy Starts With]

Name: Handgun

Ammo Used: 9mm Parabellum Rounds

Description: Standard army-issue handgun. It uses 9mm parabellum rounds.

Name: Knife

Ammo Used: N/A

Description: A knife designed for self-defense.

[Train Weapons]

Name: Hunting Gun

Ammo Used: 12 Gauge Shotgun Shells

Description: A shotgun used for hunting. There's a design carved on the barrel. This model can only be loaded with 2 shells at a time.

Location: On the bed in Passenger Room 101.

Name: Knife

Ammo Used: N/A

Description: A knife used for self-defense.

Location: On the floor in Passenger Room 102.

Name: Molotov Cocktails

Ammo Used: Gas Tanks + Empty Bottles

Description: A rather primitive weapon capable of dealing massive damage to certain types of enemies.

Location: See locations of Gas Tank & Empty Bottles.

[Facility Weapons]

Name: Grenade Launcher

Ammo Used: Grenades, Napalm Grenades, Acid Grenades

Description: A large grenade launcher featuring a revolver style chamber. It's currently loaded with regular grenades/napalm grenades/acid grenades.

Location: On a small couch in the Art Room with the door locked with the Water Key in the northeast hall on the second floor coming from the Main Hall.

Name: Molotov Cocktails

Ammo Used: Gas Tanks + Empty Bottles

Description: A rather primitive weapon capable of dealing massive damage to certain types of enemies.

Location: See locations of Gas Tank & Empty Bottles.

Name: Shotgun

Ammo Used: 12 Gauge Shotgun Shells

Description: A conventional pump-action shotgun.

Location: On the other side of the shelf in the first floor Storage Room with the ladder to the second floor outside balcony.

[Laboratory Weapons]

Name: Magnum

Ammo Used: Magnum Rounds

Description: A large handgun capable of firing powerful Magnum rounds.

Location: In the cold, dead hand of a corpse inside the Cable Car.

[Special Weapons]

Name: Magnum Revolver

Ammo Used: Magnum Rounds (Cannot be reloaded)

Description: A Magnum Revolver containing enhanced parts like a new cylinder and frame. It's tremendous firepower makes it more of a "hand cannon" than a handgun.

Location: On the bed near the corpse in Passenger Room 202.

Name: Rocket Launcher

Ammo Used: Rockets

Description: A devastatingly powerful piece of weaponry that fires rockets.

Location: In starting inventory when starting a new game after obtaining S Rank.

Name: Sub-Machinegun

Ammo Used: Machinegun Magazines

Description: a small sub-machinegun. It uses it's own type of ammo magazine.

Location: In starting inventory when starting a new game after obtaining S/A Rank.

[Maps]

Name: Train Map

Location: On the Conductor's Office wall mounted whiteboard.

Name: Training Facility Map

Location: On the desk in the double door office in the southwest hall coming from the Conference Room on the second floor.

Name: Lab Map

Location: On the wall next to the door in the room with the hole in the floor above the room with the small elevator on the first basement floor.

Name: Factory Map

Location: On the blackboard on the wall in the room on the first floor.

Name: Treatment Plant Map

Location: On the wall on the sixth floor basement in the room with the billiard table up the stairs from the room with the forklift.

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