

ID Card
DDK Code Disc E
F. C. Device
Handgun Sights
DDK Input Disc E
Screwdriver
B1 Key Chip
Small Size Key
Key Card R
Shotgun Stocks
Antenna Key
C. O. Pass Card
Startup Batt. W
B3 Crane Card 2
B3 Crane Card 1
B3 Crane Card 3
C. O. Area Key
DDK Input Disc W
B2 Key Chip 1
DDK Input Disc S
Key Card Lv. C
DDK Code Disc W
B2 Key Chip 2
Startup Batt. W
Port Card Key
DDK Input Disc D
DDK Code Disc S
DDK Code Disc D
Key Card Lv. B
Researcher Memo
Shotgun Parts
Key Card Lv. A
Initializer
Stabilizer
Planning Disc
CG Parts
Core Parts 1
Core Parts 2
Protect P. 2-B
Protect P. 1-B
Protect P. 1-A
Protect P. 2-A
Pulse Receiver
Energy Tank
Nucleum
Secret Disc

Name: BG Area Key

Location: Material Storage - On the shelf

Description: An old-style cylinder key

Purpose: Opens the Backup Generator Area/Ground Level (Gail takes it)

Name: DDK Input Disc H

Location: Management Office - On the counter

Description: Collect the "Code" disc with the same mark and set both parts into the door

Purpose: Can only open a specific door when both "H" discs are obtained

Name: Panel Key 2

Location: Management Office - Beside the corpse

Description It appears to be a panel that can unlock an electronic lock

Purpose: Used with Panel Key 1 to open the box in the Chief's Room

Name: DDK Code Disc H

Location: Locker Room - On the lockers

Description: Collect the "Input" disc with the same mark and set both parts into the door

Purpose: Can only open a specific door when both "H" discs are obtained

Name: Entrance Key

Location: Management Office - In the safe

Description: The words "Main Entrance" are carved into it.

Purpose: Opens the Main Entrance door

Name: DDK Code Disc N

Location: Front Area of Entrance - On the corpse

Description: Collect the "Input" disc with the same mark and set both parts into the door

Purpose: Can only open a specific door when both "N" discs are obtained

Name: Panel Key 1

Location: Chief's Room - The survivor gives it to you right before he dies

Description: It appears to be a panel that can unlock an electronic lock

Purpose: Used with Panel Key 2 to open the box in the Chief's Room

Name: DDK Input Disc N

Location: Chief's Room - On the counter

Description: Collect the "Code" disc with the same mark and set both parts into the door

Purpose: Can only open a specific door when both "N" discs are obtained

Name: Key Card L

Location: Chief's Room - In the box

Description: The letter "L" is carved into the card

Purpose: Used with Key Card R to open the door to the Experiment Simulation Room

Name: Handgun Slides

Location: Lounge - In the box

Description: You can remodel your handgun into a Glock 35 by using this

Purpose: Used with the Handgun weapon to make it stronger

Name: BG Room B1 Key

Location: Lecture Room - On one of the computers

Description: The words "Backup Generator Room B1" are carved into it

Purpose: Opens the gate to the Backup Generator Room B1

Name: Startup Batt. R

Location: Backup Generator Room B1 - In the charger

Description: It is fully charged

Purpose: Put it in the generator startup battery box in the same room

Name: DDK Code Disc L

Location: Large Size Elevator Control Room - Tom gives it to you

(In Rick's Strategy)

Description: Collect the "Input" disc with the same mark and set both parts into the door

Purpose: Can only open a specific door when both "L" discs are obtained

Name: DDK Input Disc L

Location: Large Size Elevator Control Room - On the counter

Description: Collect the "Code" disc with the same mark and set both parts into the door

Purpose: Can only open a specific door when both "L" discs are obtained

Name: B1 Crane Card

Location: Elevator Power Room - On the ground

Description: The card seems to be used when transporting chemical materials

Purpose: Allows you to operate the crane in Carrying Out Room B1

Name: ID Card

Location: Medical Room - On the desk

Description: The card data may be overwritten when facility personnel changes occur

Purpose: Allows access to certain areas

Name: DDK Code Disc E

Location: Strategy Room - On the table

Description: Collect the "Input" disc with the same mark and set both parts into the door

Purpose: Can only open a specific door when both "E" discs are obtained

Name: F. C. Device

Location: Strategy Room - On the table

Description: When an ID Card is created, this device is used to input the identification data

Purpose: Collects fingerprint data to upload to the terminal during rewriting of the ID Card

Name: Handgun Sights

Location: Library Room - On the floor in one of the aisles

Description: A critical hit will inflict tremendous damage

Purpose: Is used to customize the Pistol, making it more powerful

Name: DDK Input Disc E

Location: Research Meeting Room - On the table

Description: Collect the "Code" disc with the same mark and set both parts into the door

Purpose: Can only open a specific door when both "E" discs are obtained

Name: Screwdriver

Location: Computer Room - In the toolbox on the chair

Description: A specially shaped screwdriver that is used for computer maintenance

Purpose: Is used to unscrew the plate covering the circuit panel in the same room

Name: B1 Key Chip

Location: Gas Experiment Room - The dying man gives it to you

Description: The numbers "3695" are hand-written onto it.

Purpose: With the second key chip, they unlock Dr. Kirk's Secret Lab

Name: Small Size Key

Location: Gas Experiment Room - From the man after he dies

Description: The words "Emergency Case" are carved into it

Purpose: Unlocks the 2 small locked boxes in the Medical Room

Name: Key Card R

Location: Library Room - In Data Storage 3695

Description: The letter "R" is carved into the card

Purpose: Used with Key Card L to open the door to the Experiment Simulation Room

Name: Shotgun Stocks

Location: Experiment Simulation Room - Under the shelf

Description: By attaching it, the time lag for reloading is eliminated

Purpose: Is used to customize the Shotgun making it faster

Name: Antenna Key
Location: Communication Room - In the box
Description: A startup key in the shape of a card
Purpose: Used to activate the Antenna

Name: C. O. Pass Card
Location: Materials Room
Description: Without this pass card, you will not be able to access all of the floors
Purpose: Enables access to the B3 floor from the C. O. Area

Name: Startup Batt. W
Location: Backup Generator Room B3 - In the Generator Startup
Description: Supplies the startup power for the Backup Generator and the Main Generator
Purpose: Is used to replace the dead battery that Rick finds

Name: B3 Crane Card 2
Location: Control Room B3 - On the Counter
Description: Apparently, it cannot be used for the crane on the B1 floor
Purpose: Used to operate the Crane on floor B3

Name: B3 Crane Card 1
Location: Control Room B3 - On the Computer beside Rick
Description: Apparently, it cannot be used for the crane on the B1 floor
Purpose: Used to operate the Crane on floor B3

Name: B3 Crane Card 3
Location: Transport Passageway - On the Trailer
Description: Apparently, it cannot be used for the crane on the B1 floor
Purpose: Used to operate the Crane on floor B3

Name: C. O. Area Key
Location: Transport Passageway - On the Trailer
Description: The words "Carrying Out Area" are carved into it
Purpose: Unlocks the door to the Passageway to the Carrying Out Room on floor B3

Name: DDK Input Disc W
Location: General Weapons Storage - Beside Alan's Corpse
Description: Collect the "Code" disc with the same mark and set both parts into the door
Purpose: Can only open a specific door when both "W" discs are obtained

Name: B2 Key Chip 1

Location: Security Pass Room - Beside the Corpse

Description: There is no writing carved into the usual place. Data needs rewriting

Purpose: It first needs to be rewritten in the Key Chip rewriter then used in the "Passageway" on floor B2 to open the second of two doors

Name: DDK Input Disc S

Location: Security Pass Room - On the computers

Description: Collect the "Code" disc with the same mark and set both parts into the door

Purpose: Can only open a specific door when both "S" discs are obtained

Name: Key Card Lv. C

Location: Experiment Room Hall(way) - Near the Stabilizer Design Room door on the left side shelf where the Velociraptor comes out of the floor

Description: The level of this card is "C"

Purpose: Allows access to rooms with Security Level "C"

Name: DDK Code Disc W

Location: Stabilizer Design Room - On one of the tables

Description: Collect the "Input" disc with the same mark and set both parts into the door

Purpose: Can only open a specific door when both "W" discs are obtained

Name: B2 Key Chip 2

Location: Disembarkation Immigration Office - On one of the computers

Description: The numbers "0392" are carved into it. Data needs rewriting

Purpose: It first needs to be rewritten in the Key Chip rewriter then used in the "Passageway" on floor B2 to open the first of two doors

Name: Startup Batt. W

Location: Carrying Out Room B3 - In the Generator Startup after the T-Rex smashes the Generator

Description: Supplies the startup power for the Backup Generator and the Main Generator

Purpose: For the Generator Startup in Backup Generator Room B3 when you have to switch power sources after the T-Rex destroys the Generator

Name: Port Card Key

Location: Large Size Elevator - Beside one of the 3 corpses

Description: Part of a strict security system

Purpose: Allows access to the Port which is on floor B3

Name: DDK Input Disc D

Location: Large Size Elevator - Beside one of the 3 corpses
Description: Collect the "Code" disc with the same mark and set both parts into the door
Purpose: Can only open a specific door when both "D" discs are obtained

Name: DDK Code Disc S
Location: Passageway to the Port - On the ground
Description: Collect the "Input" disc with the same mark and set both parts into the door
Purpose: Can only open a specific door when both "S" discs are obtained

Name: DDK Code Disc D
Location: Stabilizer Experiment Room - On the big Table
Description: Collect the "Input" disc with the same mark and set both parts into the door
Purpose: Can only open a specific door when both "D" discs are obtained

Name: Key Card Lv. B
Location: Third Energy Control Room - On one of the computers on the lower level
Description: The level of this card is "B"
Purpose: Allows access to rooms with Security Level "B"

Name: Researcher Memo
Location: Power Freq. Room - Beside the now Dead Female Researcher
Description: The code for the locked storage in the Stabilizer Experiment Room is written on a piece of paper
Purpose: Allows access to the locked storage that holds the Shotgun Parts

Name: Shotgun Parts
Location: Stabilizer experiment Room - In the locked storage
Description: Parts such as the fore grip and barrel upgrade the weapon to a SPAS12
Purpose: You can remodel the Shotgun to make a new type of Shotgun

Name: Key Card Lv. A
Location: Dr. Kirk's Personal Lab - Gail makes Dr. Kirk give it to you
Description: It can be used to enter all areas of the facility
Purpose: Allows you access anywhere from the time when you get it and onwards

Name: Initializer
Location: Special Weapons Storage - On the second floor in storage
Description: These parts create the energy that is required to start the generator
Purpose: Is used with the Stabilizer to start the 3rd Energy Generator

Name: Stabilizer

Location: Special Weapons Storage - On the second floor in storage

Description: The parts necessary to stabilize control of the generator

Purpose: Is used with the Initializer to start the 3rd Energy Generator

Name: Planning Disc

Location: Dr. Kirk's Personal Lab - Rick gives it to you but you only get it if you choose his Strategy

Description: With this, you can build the Initializer and the Stabilizer.

Purpose: It's used to access storages and devices that hold parts or are used in some way or form for the parts of the Initializer and Stabilizer

Name: CG Parts

Location: Parts Storage - Around the corner in the storage part of the room

Description: By remodeling the cylinder, Grenade Bullets can be fired continuously

Purpose: You can remodel the Grenade Gun with this part to fire without reloading

Name: Core Parts 1

Location: Parts Storage - In one of the locked storages

Description: To be combined with Protective Parts 1-A and Protective Parts 1-B

Purpose: Is combined with other parts to construct the Stabilizer

Name: Core Parts 2

Location: Parts Storage - In one of the locked storages

Description: To be combined with Protective Parts 2-A and Protective Parts 2-B

Purpose: Is combined with other parts to construct the Initializer

Name: Protect P. 2-B

Location: Stabilizer Experiment Room - In a storage in the second room

Description: A critical part to the Initializer. It protects the core parts from shock

Purpose: Is combined with other parts to construct the Initializer

Name: Protect P. 1-B

Location: Stabilizer Design Room - In one of the locked storages(Code = 0367)

Description: A critical part to the Stabilizer. It protects the core parts from shock

Purpose: Is combined with other parts to construct the Stabilizer

Name: Protect P. 1-A

Location: Stabilizer Design Room - In one of the locked storages(Code = 0204)

Description: A critical part to the Stabilizer. It protects the core parts from shock

Purpose: Is combined with other parts to construct the Stabilizer

Name: Protect P. 2-A

Location: Stabilizer Design Room - In one of the locked storages(Code = 0204)

Description: A critical part to the Initializer. It protects the core parts from shock

Purpose: Is combined with other parts to construct the Initializer

Name: Pulse Receiver

Location: Dr. Kirk's Library Room - Gail gives it to you

Description: You can use it to find the location of Dr. Kirk

Purpose: Helps you find Dr. Kirk if that's what you choose to do

Name: Energy Tank

Location: Hovercraft Storage - Rick gives it to you to put the Nucleum in

Description: The tank capacity meter reads "Empty"

Purpose: You put the fuel in this then give it back to Rick

Name: Nucleum

Location: Port - In any of the fuel barrels

Description: A highly stable, man-made nuclear energy. the fuel meter reads "Full"

Purpose: Give it back to Rick to fuel the Hovercraft

Name: Secret Disc

Location: - Gail gives it to you

Description: The disc contains information about using the Third Energy as a weapon

Purpose: Your mission is to retrieve this for the government

Dino Crisis Item List By Cybiolink8000

Cybiolink8000@hotmail.com