

Resident Evil 3: Nemesis Gunpowder Mixing Chart

by Billy Lee

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This walkthrough was originally written for Resident Evil 3: Nemesis on the PSX, but the walkthrough is still applicable to the PC version of the game.

Resident Evil 3 Gundowder Mixing Chart

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Version 1

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Version History:

Version 1: Initial Release

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If you have any questions/comments regarding this guide, feel free to email me at leeroy3825@hotmail.com

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1. Mixing With the Reloading Tool

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1-A. Mixing 101

First a quick rundown on how the format of the charts work:

- On the top of the chart for each is the type of ammo you will be making, if there are multiple types you can make(i.e. Normal Hand Gun Bullets and Enhanced Handgun Bullets). If there is only one type of ammo possible(like with the Magnum), then there won't be anything written there.
- Under that there is a row of number sets(i.e. 1-3, 4-6, etc). They are the number of times you mix gunpowder with the reload tool to get the results listed below them.
- The letters on the left side of each row are the type of gunpowder used.
- The numbers in the same row show how many bullets/shells/rounds you will get when you mix the gunpowder.

Simple, right?

There are a few other things you should know about gunpowder mixing to get the results you want:

- You can pick up a maximum of 21 Gunpowder A and 15 Gunpowder B throughout the game.

- When you add it up, there is no way you can mix Gunpowder AAA or BBB more than 7 times. So how do you get results for higher than that? Simple.

There is a little trick to combining gunpowder:

You can mix together Gunpowder A to when you get to the next set of mixing values(i.e. after you mix 3 times), and then mix another type of Gunpowder.

As long as the same type of ammo is made, it will carry over with the other mixings!

Simply put, you can mix Gunpowder A together 10 times on it's own and after that you can mix together Gunpowder AAA to get 83 bullets each time!

The same is true with Shotgun Shells and Grenade Launcher Rounds.

- In order to make Enhanced Ammo, you first need to mix gunpowder into normal Bullets/Shells 7 times. After that you can make all the Enhanced Ammo you want. There are no Enhanced Magnum Rounds or Grenade Launcher Rounds.

Sorry, no Freeze Round Type II's(that would be nice though).

Gunpowder mixing that does not work:

- AA + C BB + C CC + A
- AC + A BC + A CC + B
- AC + B BC + B
- AC + C BC + C

1-B. Handgun Ammo

Normal Ammo				
	1-3	4-6	7-10	11+
A	15	17	20	23
AA	35	39	46	53

AAA	55	61	72	83
BBA	60	66	78	90
_____	_____	_____	_____	_____

Enhanced Ammo

	1-4	5+
_____	_____	_____
A	17	20
AA	39	46
AAA	61	72
BBA	66	78
_____	_____	_____

1-C. Shotgun Ammo

Normal Ammo

	1-3	4-6	7-11	12+
_____	_____	_____	_____	_____
B	7	8	9	11
BB	18	20	23	27
BBB	30	33	39	45
AAB	20	22	26	30
_____	_____	_____	_____	_____

Enhanced Ammo

	1-4	5+
_____	_____	_____
B	8	9
BB	20	23
BBB	33	39
AAB	22	26
_____	_____	_____

1-D. Grenade Ammo

	1-3	4-6	7-11	12+	Type of Ammo
_____	_____	_____	_____	_____	_____
C	10	11	13	15	Grenade
AC	10	11	13	15	Flame
BC	10	11	13	15	Acid
CC	10	11	13	15	Freeze
_____	_____	_____	_____	_____	_____

1-E. Magnum Ammo

	1-3	4+
_____	_____	_____
CCC	24	26
_____	_____	_____

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2. Mixing With the Grenade Rounds

Unlike when you use the reload tool, the amount of ammo you get does not increase with the number of times you mix.

_Flame Rounds_____

A	6	
AA	12	
AAA	18	
____	_____	

_Acid Rounds_____

B	6	
BB	12	
BBB	18	
____	_____	

_Freeze Founds_____

C	6	
CC	12	
CCC	18	
____	_____	

3. Acknowledgements

Most recent version always available at www.gamefaqs.com

Mike - My best friend. Awwwww.....

Capcom - This great game.

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