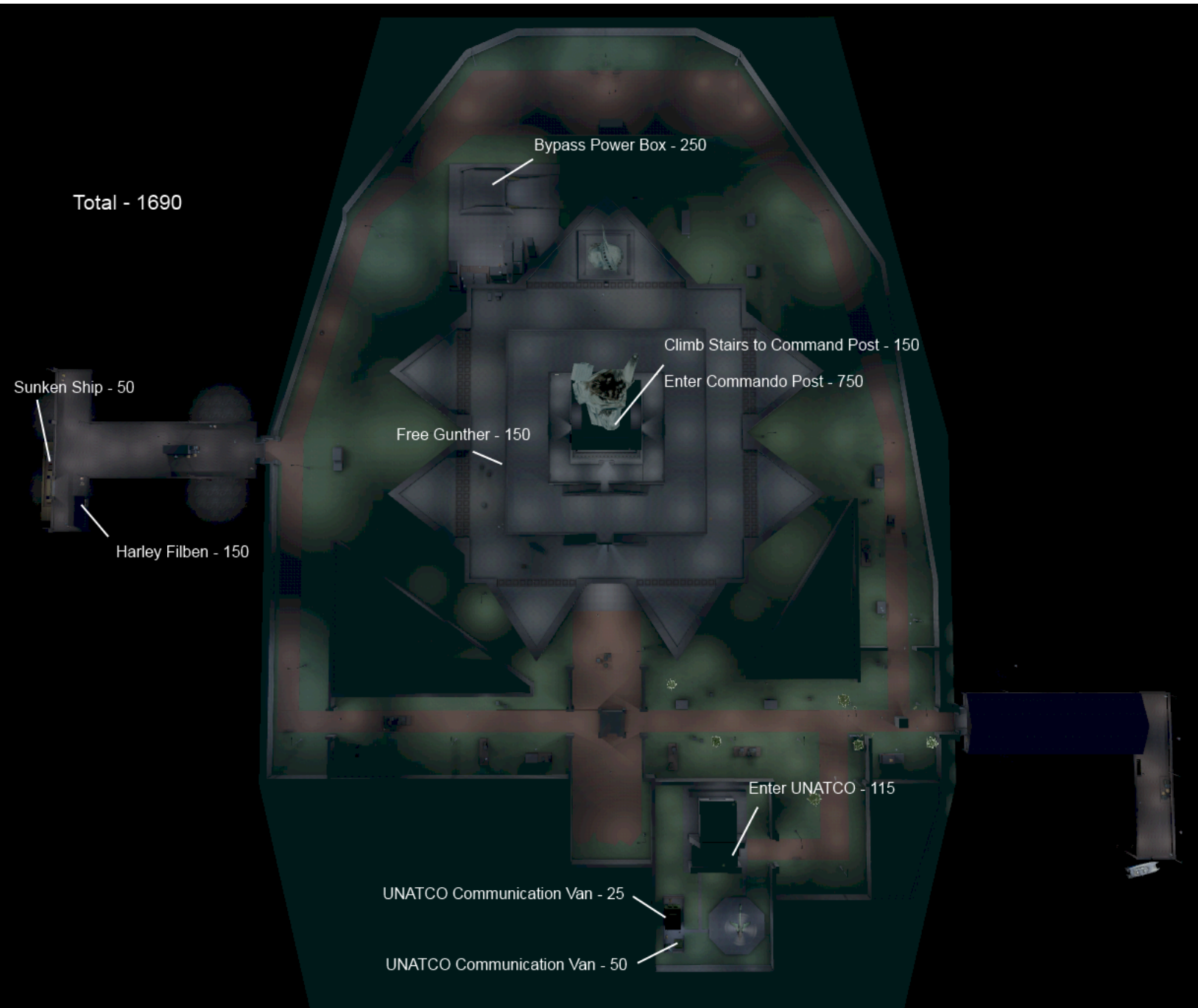
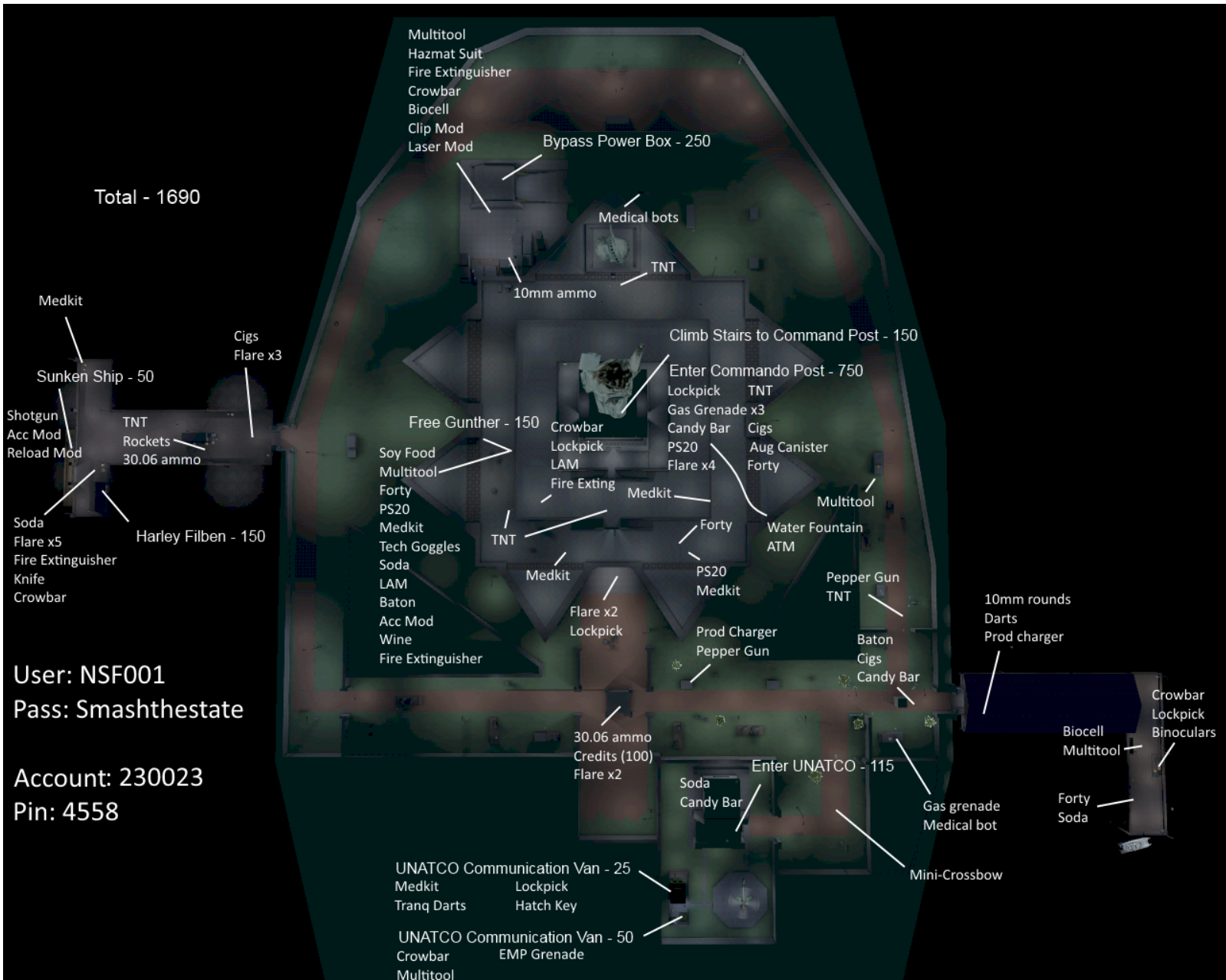


Liberty Island (01_NYC_UNATCOIsland)





Can Find:

Category	Item	Amount
Consumable	Bioelectric cell	2
	Candy bar	3
	Cigarettes	3
	Forty	4
	Medkit	5
	Soda	4
	Soy food	1
	Wine	1
Equippable	Binoculars	1
	Hazmat suit	1
	Tech goggles	1
Misc	Augmentation Canister	1
	Credit Chip	1x100
	Fire extinguisher	4
	Flare	14
	Hatch Key	1
	Medical Bot	2
	TNT	4
Tools	Lockpick	5
	Multitool	5
Weapon mods	Accuracy	1

	<u>Clip</u>	1
	<u>Laser</u>	1
	<u>Reload</u>	1
Ammo	10mm ammo	2
	30.06 ammo	2
	Darts	1
	Prod charger	2
	Rockets	1
	Tranquilizer darts	1
<u>Low-Tech</u>	<u>Baton</u>	2
	<u>Combat knife</u>	1
	<u>Crowbar</u>	5
	<u>Pepper gun</u>	2
<u>Pistols</u>	<u>Mini-crossbow</u>	1
	<u>PS20</u>	2
<u>Rifle</u>	<u>Sawed-off shotgun</u>	1
<u>Demolition</u>	<u>EMP grenade</u>	1
	<u>Gas grenade</u>	4
	<u>LAM</u>	2

Can Buy:

Kaplan

Item	Amount	Cost
<u>Scope</u>	1	700
10mm ammo	1	200
Tranquilizer Darts	1	60

Drifter Woman

Item	Amount	Cost
10mm ammo	1	175
30.06 ammo	1	300
Darts	1	50

Can Receive:

Paul:

Misc	Map of Liberty Island	1
AND		
Rifle	<u>Sniper rifle</u>	1
OR		
Heavy	<u>GEP gun</u>	1
OR		
<u>Pistols</u>	<u>Mini-crossbow</u>	1

Harley Filben:

Misc	Picture of NSF Commander	1
	Key to Liberty Statue	1

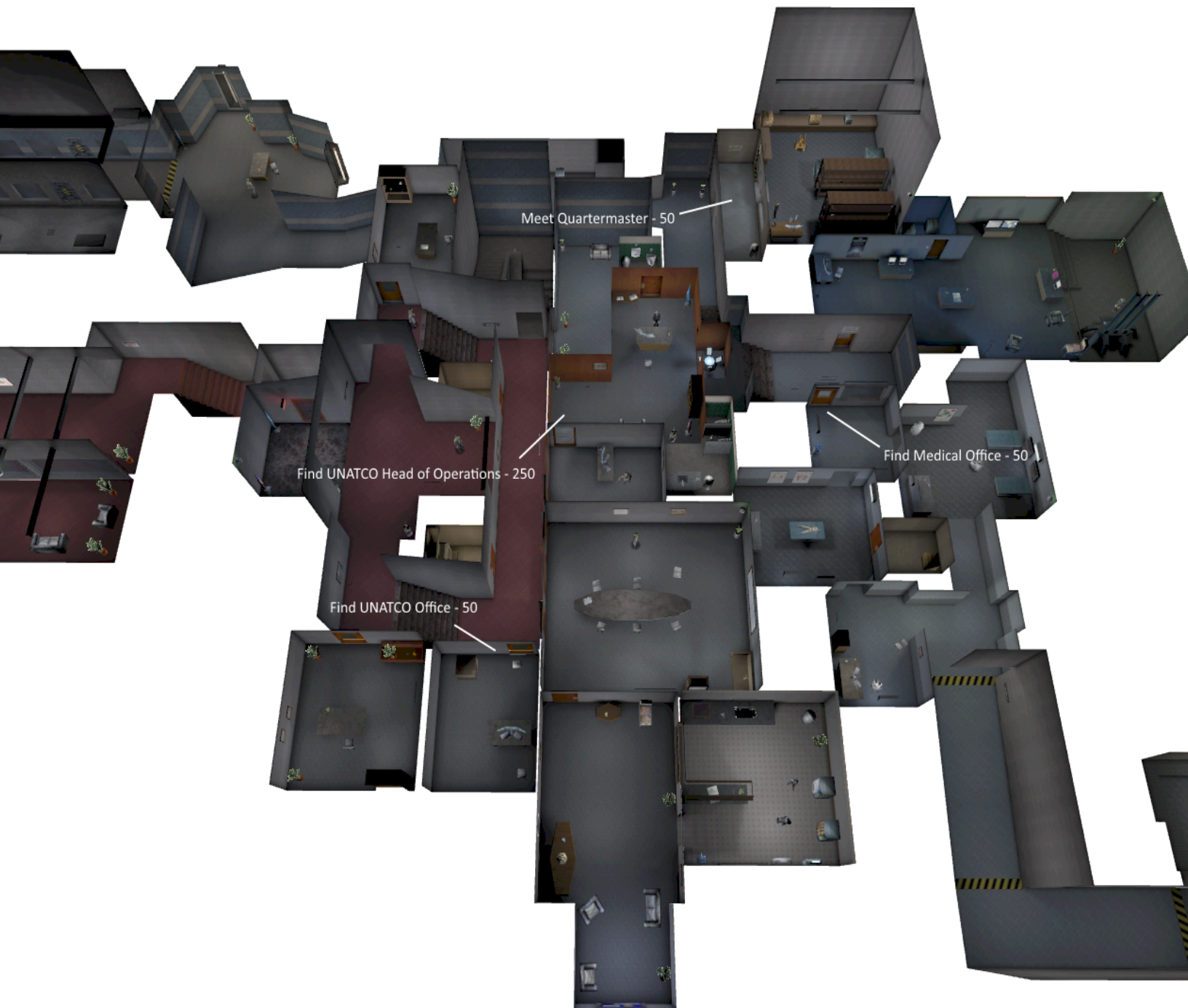
Start with:

	Pistol	1
	Riot prod	1
	Medkit	1
	Credit Chip	1x500

From NPCs

Category	Item	Amount
	Tech goggles	1
	Combat knife	33
	Crowbar	5
<u>Pistols</u>	Mini-crossbow	9
	Pistol	24
<u>Rifles</u>	Assault rifle	1
	Sniper rifle	1

UNATCO 1 (01_NYC_UNATCOHQ)



Can Find:

Category	Item	Amount
Consumable	Bioelectric cell	3
	Candy bar	3
	Cigarettes	4
	Medkit	1
	Soda	8
Misc	Closet Key	1
	Flare	2
	Medlab Key	1
	Medical Bot	1
	Office Key	2
Tools	Lockpick	2
	Multitool	2
Weapon mods	Accuracy	1
	Scope	1
Ammo	30.06 ammo	1
	Darts	2
	Flare darts	1
	Pepper cartridge	1
	Tranquilizer darts	1
Low-Tech	Throwing knives	3

Can buy:

Item	Amount	Cost
Candy bar	10	2x10
Soda	10	2x10

Can Receive:

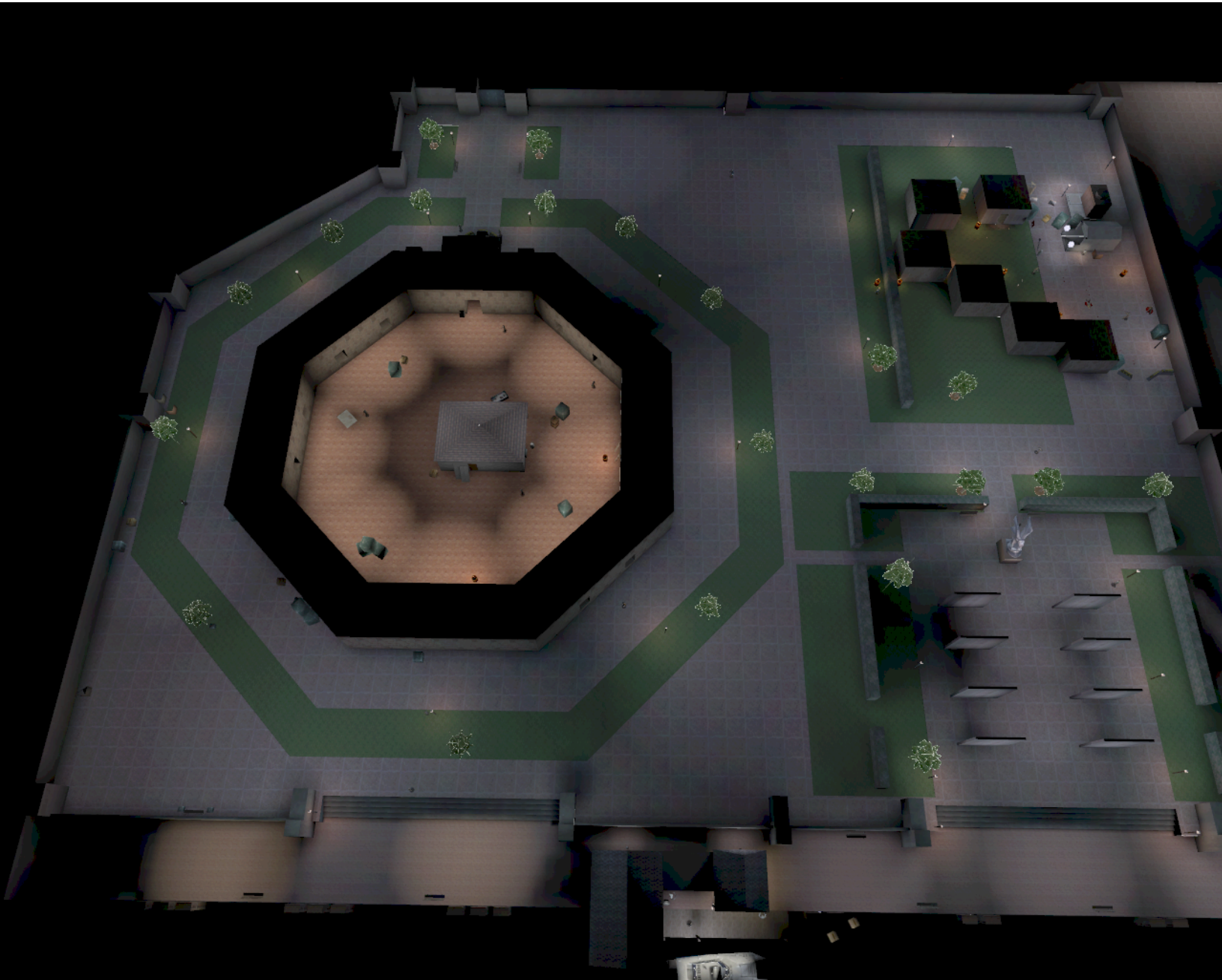
Carter:

Pistol	Stealth pistol	1
AND		
Tools	Lockpick	1
OR		
Tools	Multitool	1
OR		
Ammo	10mm ammo	1

Glitch Only:

Consumable	Medkit	2
Misc	Fire extinguisher	2
	Office Key	1
Ammo	10mm ammo	2

Battery Park (02_NYC_BatteryPark)





Can Find:

Category	Item	Amount
Consumable	Bioelectric cell	3
	Candy bar	1
	Cigarettes	1

	Forty	8
	Medkit	4
	Soda	2
	Soy food	2
	Zyme	1
Misc	Augmentation Canister	1
	Flare	3
	Kiosk Key	2
	TNT	6
Tools	Lockpick	5
	Multitool	3
Ammunition	7.62x51mm ammo	5
	10mm ammo	3
	12 Gauge buckshot shells	2
	Napalm canister	1
	Prod charger	4
	Rockets	2

Can Buy:

Item	Amount	Cost
Cigarettes	10	8x10

Can Receive:

Anna

Misc	Ambrosia Image	1
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AND

<u>Demolition</u>	<u>EMP grenade</u>	1
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OR

<u>Demolition</u>	<u>EMP grenade</u>	2
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From NPCs

Category	Item	Amount
	Castle Clinton Safe Key	1
	Combat knife	25
	<u>Pistol</u>	22
	<u>Sawed-off shotgun</u>	2
<u>Heavy</u>	<u>Flamethrower</u>	2

New York Streets (02_NYC_Street)



Can Find:

Category	Item	Amount
Consumable	Bioelectric cell	5
	Candy bar	1
	Forty	4
	Soda	2
	Augmentation Upgrade Canister	1
Tools	Lockpick	1
Ammunition	7.62x51mm ammo	1
	10mm ammo	5

	12 Gauge buckshot shells	2
	30.06 ammo	2
	Prod charger	2
	Rockets	1
Heavy	<u>Flamethrower</u>	1

Can Receive:

UNATCO Agent

Category	Item	Amount
	<u>Gas grenade</u>	3

Paul:

Category	Item	Amount
	<u>Apartment Key</u>	1
	Prod charger	1

From NPCs

Category	Item	Amount
	<u>Osgood & Son's Front Door Key</u>	1
	<u>Osgood & Son's Back Door Key</u>	1
	<u>Combat knife</u>	19
	<u>Crowbar</u>	2
Pistols	<u>Mini-crossbow</u>	3
	<u>Pistol</u>	5
Rifles	<u>Assault rifle</u>	10
	<u>Sawed-off shotgun</u>	5
	<u>Gas grenade</u>	1

Smuggler's Lair (02_NYC_Smug)



Can Find

Category	Item	Amount
	Candy bar	1
	Cigarettes	2
	Forty	1
	Medkit	1

	Soda	1
Equippable	Ballistic armor	1
	Thermoptic camo	1
	Fire extinguisher	1
	Flare	2
Tools	Lockpick	2
	Multitool	1
	Clip	1
Ammunition	7.62x51mm ammo	1
	Prod charger	2

Can buy:

Smuggler

Item	Amount	Cost
Scope	1	2700
Bioelectric cell	1	750
Tech goggles	1	3375

OR

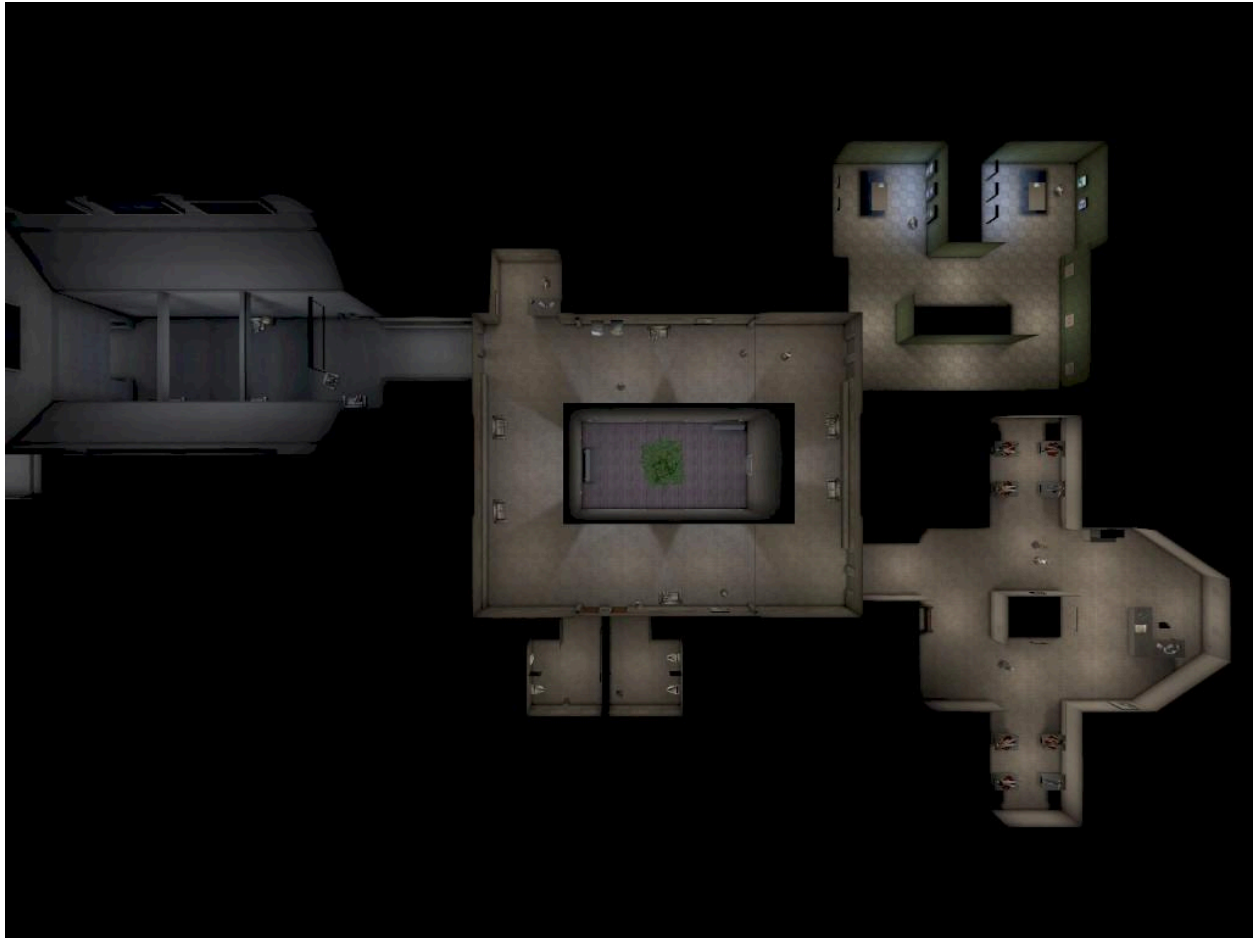
Item	Amount	Cost
Scope	1	700
Bioelectric cell	1	250
Tech goggles	1	1125

Can Receive:

Smuggler

	Sewer Key	1
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Free Clinic (02_NYC_FreeClinic)



Can Find

Category	Item	Amount
	Medkit	1
	Fire extinguisher	2
	Medical Bot	2

Can Buy

Doctor

Item	Amount	Cost
Automated Care Package	1	1200
Medkit	1	180

Item	Amount	Cost
Candy bar	10	2x10
Soda	10	2x10

From NPCs

Category	Item	Amount
	Medkit	1
	Medical Cabinet Key	2

Tonn Hotel (02_NYC_FreeClinic)



Can Find

Category	Item	Amount
Consumable	Bioelectric cell	3
	Candy bar	1
	Cigarettes	1
	Medkit	3
	Soda	4
	Soy food	4
	Zyme	2

Equippable	Ballistic armor	1
	Credit Chit	1x350 1x50
	Fire extinguisher	1
	North Room Key	1
Tools	Lockpick	2
	Multitool	5
	10mm ammo	2

From NPCs

Category	Item	Amount
	Combat knife	3
	Pistol	3

MJ12 Sewers (02_NYC_Underground)



Can Find:

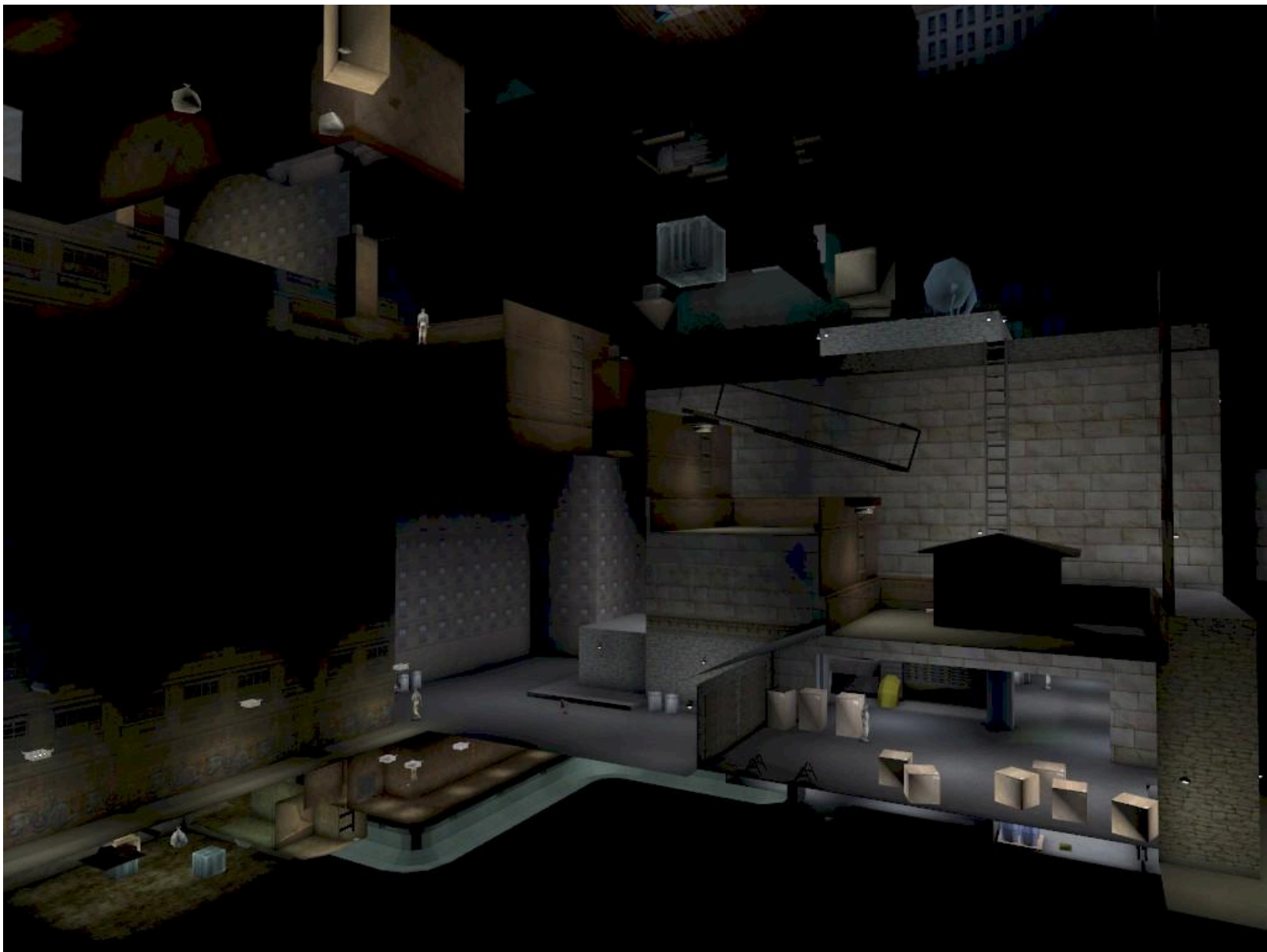
Category	Item	Amount
Consumable	Bioelectric cell	4
	Medkit	5
Tools	Lockpick	5
	Multitool	3
Weapon mods	Accuracy	1
Ammunition	7.62x51mm ammo	4
	10mm ammo	3
	12 Gauge buckshot shells	2

	Napalm canister	1
	Prod charger	1
	Rockets	1
	WP rockets	1
	Crowbar	1
	Riot prod	1
<u>Rifles</u>	<u>Assault rifle</u>	1
	<u>LAW</u>	1
<u>Demolition</u>	<u>EMP grenade</u>	1
	<u>Gas grenade</u>	1
	<u>Scramble grenade</u>	1

From NPCs

Category	Item	Amount
	Combat knife	9
<u>Rifles</u>	<u>Assault rifle</u>	9

NSF Warehouse (02_NYC_Warehouse)



Can Find:

Category	Item	Amount
Consumable	Bioelectric cell	2
	Forty	5

	Medkit	3
Equippable	Ballistic armor	1
	Augmentation Canister	1
	Warehouse Basement Key	1
Tools	Lockpick	2
	Multitool	1
<u>Ammunition</u>	7.62x51mm ammo	1
	10mm ammo	5
	12 Gauge buckshot shells	3
	30.06 ammo	3
	Prod charger	2
	Rockets	1
	<u>LAM</u>	6

Can Buy:

Item	Amount	Cost
Candy bar	10	2x10
Soda	10	2x10

From NPCs

Category	Item	Amount
	Key to Warehouse Front Door	1
	Combat knife	20
<u>Pistols</u>	Mini-crossbow	4
	Pistol	2
<u>Rifles</u>	Assault rifle	6

	<u>Sawed-off shotgun</u>	4
	<u>Sniper rifle</u>	4
	<u>LAM</u>	2

Underworld Tavern (02_NYC_Bar)



Can Find:

	Candy bar	1
	Cigarettes	3
	Liquor	5
	Medkit	1
	Soda	3
	Soy food	3
	Wine	5

Can Buy:

Item	Amount	Cost
Cigarettes	10	8x10

Shea

Item	Amount	Cost
Forty	∞	10
Soda	∞	10

Candy bar	∞	10
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From NPCs

Category	Item	Amount
	Combat knife	1
	Sawed-off shotgun	1

Liberty Island (03_NYC_UNATCOIsland)



Can Find:

Category	Item	Amount
	Soda	1
	Flare	2
	Repair Bot	1
Tools	Lockpick	1
	Multitool	1

Unobtainable

	Gas grenade	1
	LAM	2

UNATCO 2 (03_NYC_UNATCOHQ)



Can Find:

Category	Item	Amount
Consumable	Bioelectric cell	2
	Candy bar	1
	Cigarettes	1
	Medkit	2
	Soda	1
	Binoculars	1

	Credit Chit	1x100
	Closet Key	1
	Manderley's Office Key	1
	Medical Bot	1
Tools	Lockpick	2
	Recoil	1
	10mm ammo	1
	Darts	1
	Tranquilizer darts	1

Can Receive

Carter

	Multitool	2
Weapon mods	Accuracy	1
Ammunition	7.62x51mm ammo	1

Can Buy:

Item	Amount	Cost
Candy bar	10	2x10
Soda	10	2x10

Glitch Only

	Repair Bot	1
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Unobtainable

	Recoil	1
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Battery Park 2 (03_NYC_BatteryPark)



Can Find:

Category	Item	Amount
	Cigarettes	1
	Forty	8
	Medkit	1
	Soda	4
	Zyme	1
	PS20	1

From NPCs

Category	Item	Amount
	Combat knife	5
	Assault shotgun	5

Brooklyn Bridge Station (03_NYC_BrooklynBridgeStation)



Can Find:

Category	Item	Amount
	Multitool	2
	12 Gauge buckshot shells	1
	Gas grenade	1

Can Buy:

Drug Dealer

Item	Amount	Cost
Zyme	∞	250

Item	Amount	Cost
Candy bar	10	2x10
Soda	10	2x10

El Rey

Item	Amount	Cost
LAM	1	750

Can Receive:

Lenny

	LAM	1
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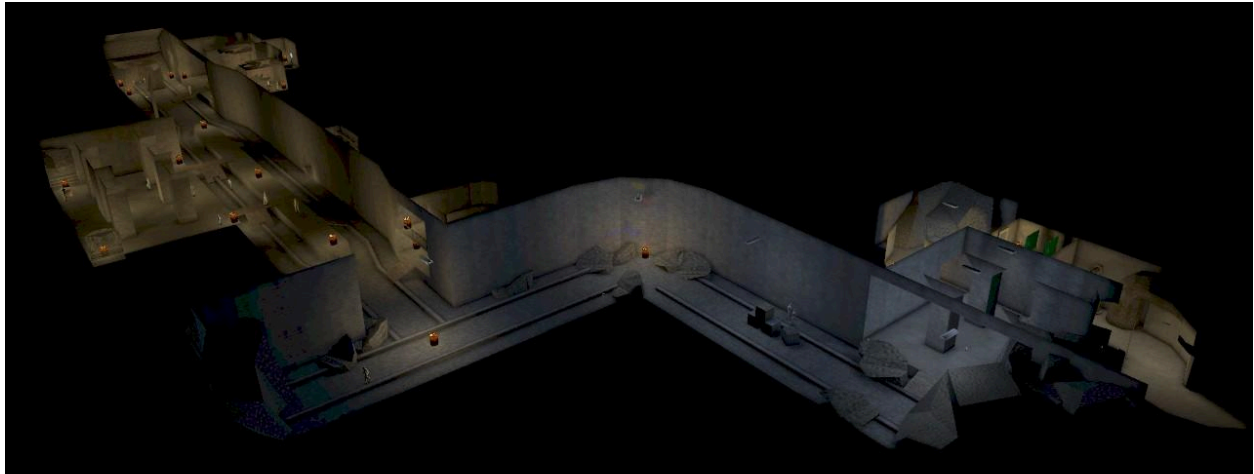
El Rey

	LAM	1
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From NPCs

Category	Item	Amount
	Candy bar	2
	Cigarettes	3
	Zyme	4
	Combat knife	5
	Crowbar	7
	Pistol	5
	Sawed-off shotgun	1
	LAM	2

Mole Tunnels (03_NYC_MolePeople)



Can Find:

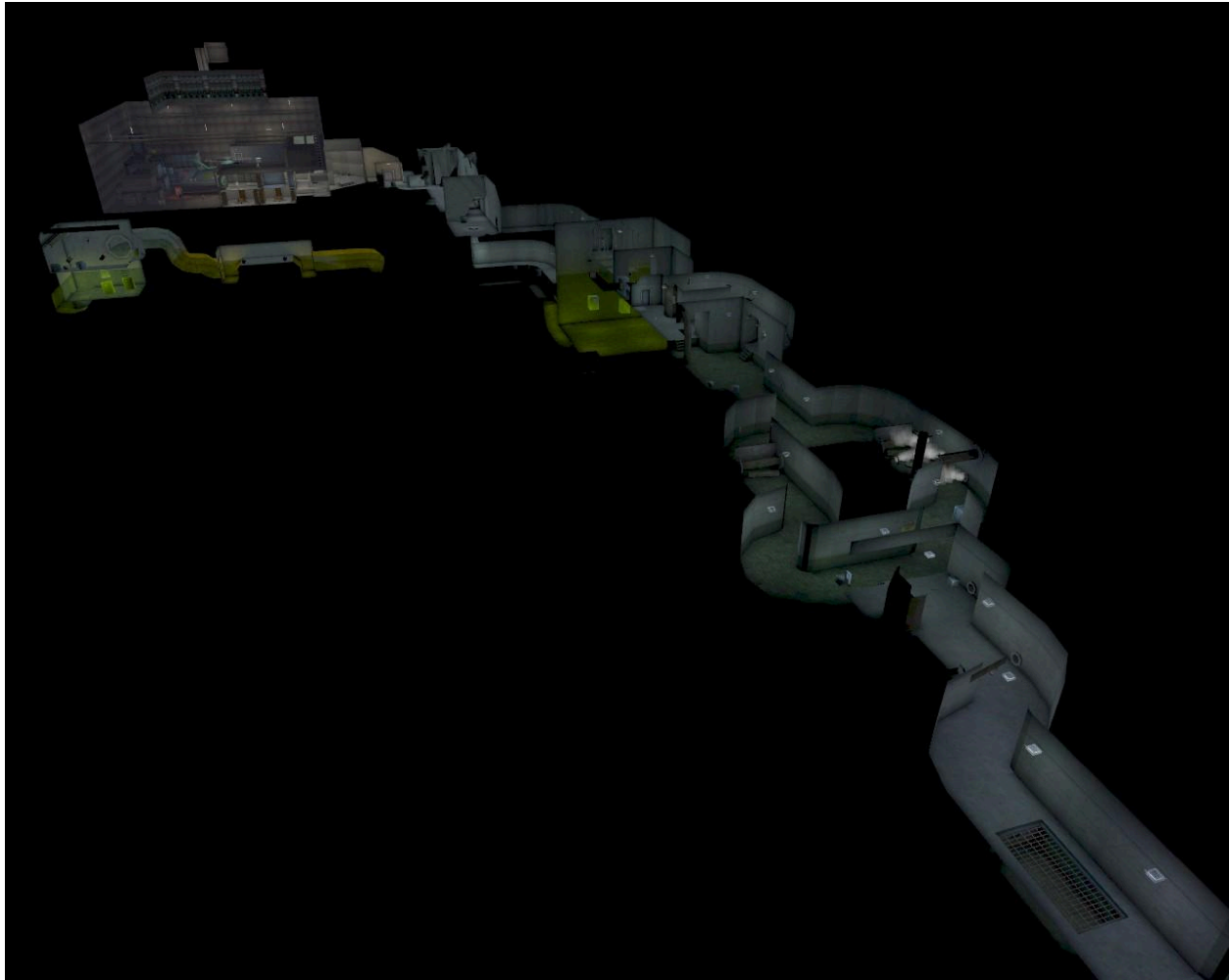
Category	Item	Amount
	Cigarettes	1
	Forty	6
	Soda	10
	Thermoptic camo	1
	Fire extinguisher	1
Tools	Lockpick	1
	Multitool	1
	Pepper cartridge	1
	Combat knife	1
	Crowbar	1
	Pistol	1
Heavy	Flamethrower	1

From NPCs

Category	Item	Amount
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	Soda	2
Tools	Lockpick	1
	Combat knife	8
	Crowbar	6
<u>Pistols</u>	Mini-crossbow	1
	Pistol	7
	Sawed-off shotgun	2
<u>Demolition</u>	EMP grenade	1

Airport (03_NYC_AirfieldHeliBase)



Can Find:

Category	Item	Amount
Consumable	Bioelectric cell	2
	Candy bar	1
	Cigarettes	1
	Medkit	2
Equippable	Ballistic armor	1
	Augmentation Upgrade Canister	1
	Fire extinguisher	2

	TNT	1
Tools	Lockpick	3
	Multitool	2
	Range	1
Ammunition	7.62x51mm ammo	2
	10mm ammo	1
	12 Gauge buckshot shells	1
	Darts	1
	Prod charger	1
	Rockets	1
	Combat knife	1
	Crowbar	1
	Pistol	1
	LAW	1
Demolition	EMP grenade	2
	LAM	1

Can Buy:

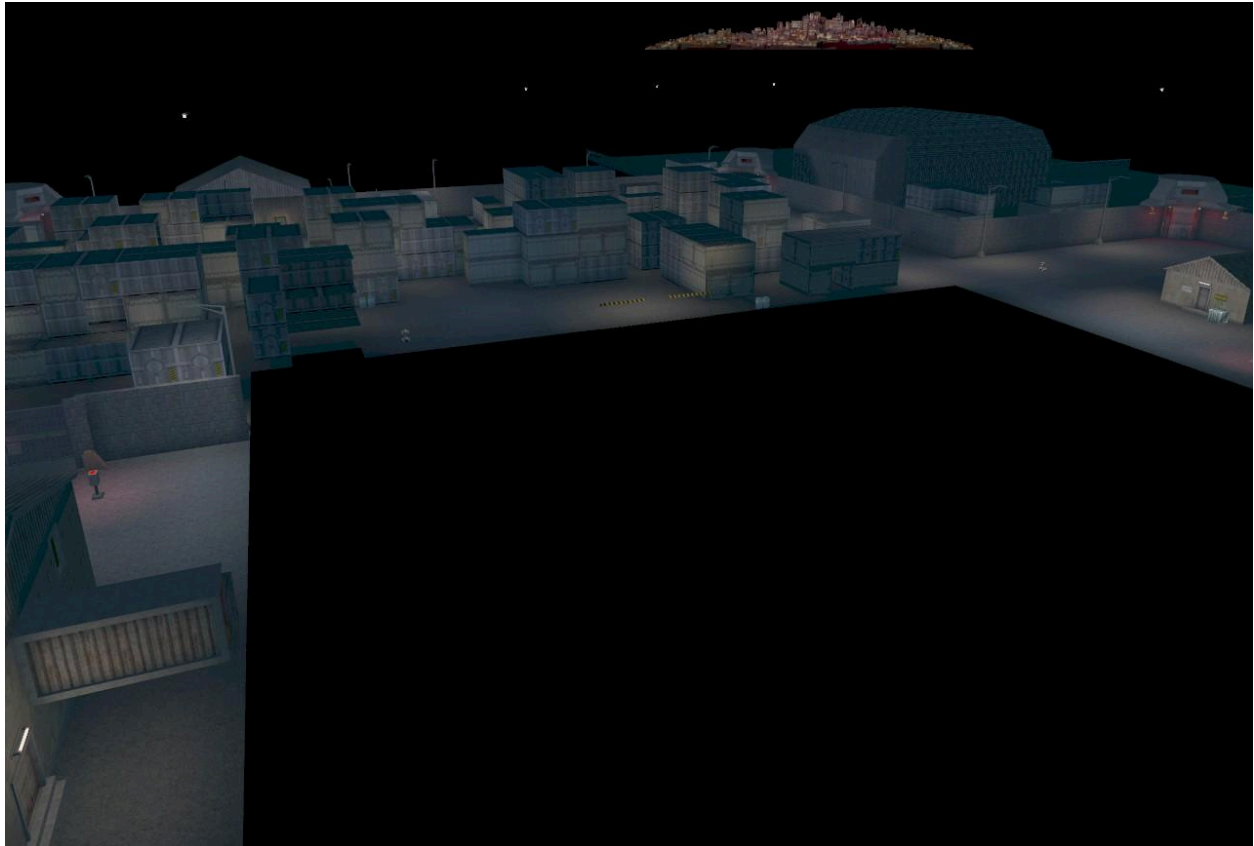
Item	Amount	Cost
Candy bar	10	2x10
Soda	10	2x10
Cigarettes	10	8x10

From NPCs

Category	Item	Amount
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	Sewer Door Key	1
	Airfield Security Room Key	1
	Combat knife	14
<u>Pistols</u>	Mini-crossbow	1
	Pistol	10
	Sawed-off shotgun	1
	Sniper rifle	1
<u>Heavy</u>	Flamethrower	1

Airfield (03_NYC_Airfield)



Can Find:

Category	Item	Amount
Consumable	Bioelectric cell	2
	Cigarettes	2
	Medkit	1
	Soda	3
	Soy food	1
	Binoculars	5
	Tech goggles	1
	Flare	4
	East Gate Key	1

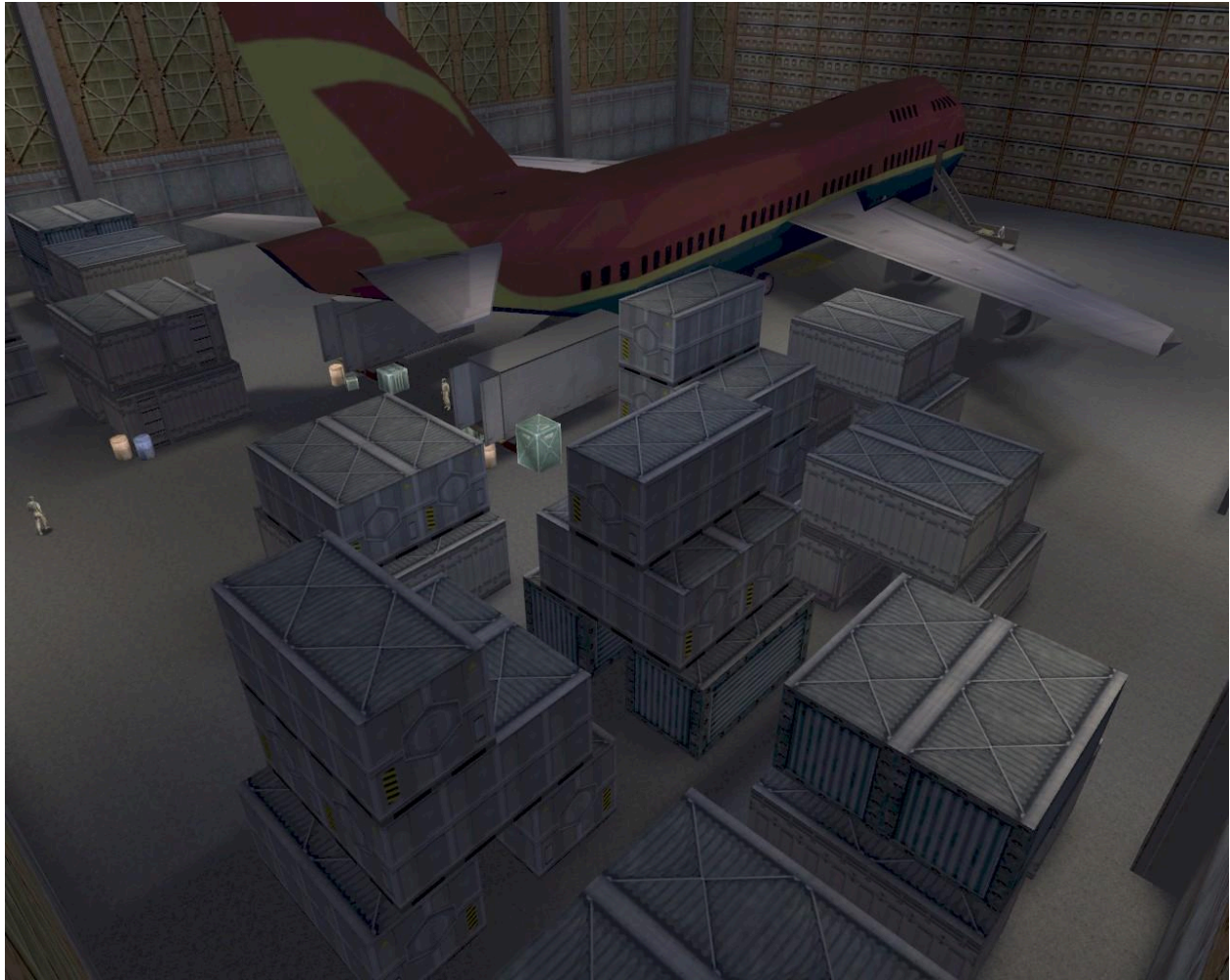
	Barracks Dorm Key	1
	TNT	3
Tools	Lockpick	2
	Multitool	5
Weapon mods	Accuracy	1
	Clip	1
	Recoil	1
	Reload	1
	Scope	1
Ammunition	7.62x51mm ammo	2
	10mm ammo	4
	12 Gauge buckshot shells	2
	12 Gauge sabot shells	1
	30.06 ammo	1
	Darts	1x3 1 pack
	Prod charger	1
	Tranquilizer darts	1
	Combat knife	1
	Crowbar	1
Pistols	Mini-crossbow	1
	Sniper rifle	1
	GEP gun	1
	LAW	1

<u>Demolition</u>	<u>EMP grenade</u>	1
	<u>Gas grenade</u>	1
	<u>LAM</u>	1

From NPCs

Category	Item	Amount
	<u>East Gate Key</u>	1
	<u>Security Tower Key</u>	8
Tools	<u>Lockpick</u>	1
	<u>Combat knife</u>	9
	<u>Pistol</u>	8
<u>Heavy</u>	<u>Flamethrower</u>	1
	<u>Gas grenade</u>	1

Hangar (03_NYC_Hangar)



Can Find:

Category	Item	Amount
Weapon mods	<u>Accuracy</u>	1
	10mm ammo	1
	Rockets	1

Can Buy:

Item	Amount	Cost
12 Gauge buckshot shells	1	300

<u>Recoil</u>	1	400
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From NPCs

Category	Item	Amount
	<u>Combat knife</u>	3
	<u>Pistol</u>	3

747 (03_NYC_747)



Can Find:

Category	Item	Amount
	Forty	4
	Soda	2
	Soy food	1
	Augmentation Canister	1
	Fire extinguisher	1
	Private Quarters Key	1
	Repair Bot	1

	Multitool	1
	10mm ammo	1
	Pistol	1
Rifles	Assault rifle	1

Liberty Island (04_NYC_UNATCOIsland)



Can Find:

Category	Item	Amount
	Crowbar	1
	10mm ammo	1
	12 Gauge sabot shells	1

Unobtainable

	Forty	1
Tools	Lockpick	1

UNATCO 3 (04_NYC_UNATCOHQ)



Can Find:

Category	Item	Amount
Consumable	Bioelectric cell	3
	Candy bar	3
	Medkit	2
	Soda	3
	Augmentation Canister	1
	Medical Bot	1
Tools	Lockpick	3

	Multitool	2
	Recoil	1
	Reload	1
Ammunition	7.62x51mm ammo	4
	12 Gauge buckshot shells	2
	30.06 ammo	1
	Darts	1
	Prod charger	3

Can Buy:

Item	Amount	Cost
Candy bar	10	2x10
Soda	10	2x10

Can Receive:

Sam Carter

	Tranquilizer darts	1
OR		
	12 Gauge buckshot shells	1
OR		
	30.06 ammo	1
OR		
	Rocket	1

Glitch Only

	10mm ammo	1
	Repair Bot	1

NYC Streets 2 (04_NYC_Street)



Can Find:

Category	Item	Amount
Consumable	Bioelectric cell	2
	Forty	4
	Medkit	1
	Soda	2
Tools	Lockpick	1
	Multitool	1
Ammunition	7.62x51mm ammo	1
	12 Gauge buckshot shells	2

	Prod charger	1
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From NPCs

Category	Item	Amount
	Combat knife	10
<u>Rifles</u>	Assault rifle	10
	Sawed-off shotgun	1

MJ12 Sewers 2 (04_NYC_Underground)



Can Find

Category	Item	Amount
Consumable	Bioelectric cell	1
	Thermoptic camo	1
	10mm ammo	3
	30.06 ammo	1
	Crowbar	1
	Gas grenade	1

Underworld Tavern (04_NYC_Bar)



Can Find:

Category	Item	Amount
	Candy bar	1
	Cigarettes	3
	Forty	9
	Liquor	5
	Soda	3
	Soy food	4
	Wine	5
	12 Gauge buckshot shells	1
	Sawed-off shotgun	1

Can Buy

Item	Amount	Cost
Cigarettes	10	8x10

Shea

Item	Amount	Cost
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Forty	∞	10
Soda	∞	10
Candy bar	∞	10

From NPCs

Category	Item	Amount
	Combat knife	1
	Sawed-off shotgun	1

Tonn Hotel (04_NYC_Hotel)



Can Find:

Category	Item	Amount
	Candy bar	1
	Cigarettes	1
	Medkit	2
	Soda	4
	Soy food	4
	Augmentation Upgrade Canister	1
	Credit Chit	1x50
	Fire extinguisher	1

Tools	Lockpick	1
	Multitool	2
Weapon mods	Accuracy	1
Ammunition	7.62x51mm ammo	2
	10mm ammo	1
	12 Gauge buckshot shells	1

From NPCs

Category	Item	Amount
	Combat knife	20
	Crowbar	1
	Pistol	11
	Stealth pistol	1
Rifles	Assault rifle	3
	Assault shotgun	3
	Sniper rifle	3

Smuggler's Lair 2 (04_NYC_Smug)



Can Find:

Category	Item	Amount
	Candy bar	1
	Cigarettes	2
	Forty	1
	Soda	1
Equippable	Ballistic armor	1
	Thermoptic camo	1
	Fire extinguisher	1
	Flare	2

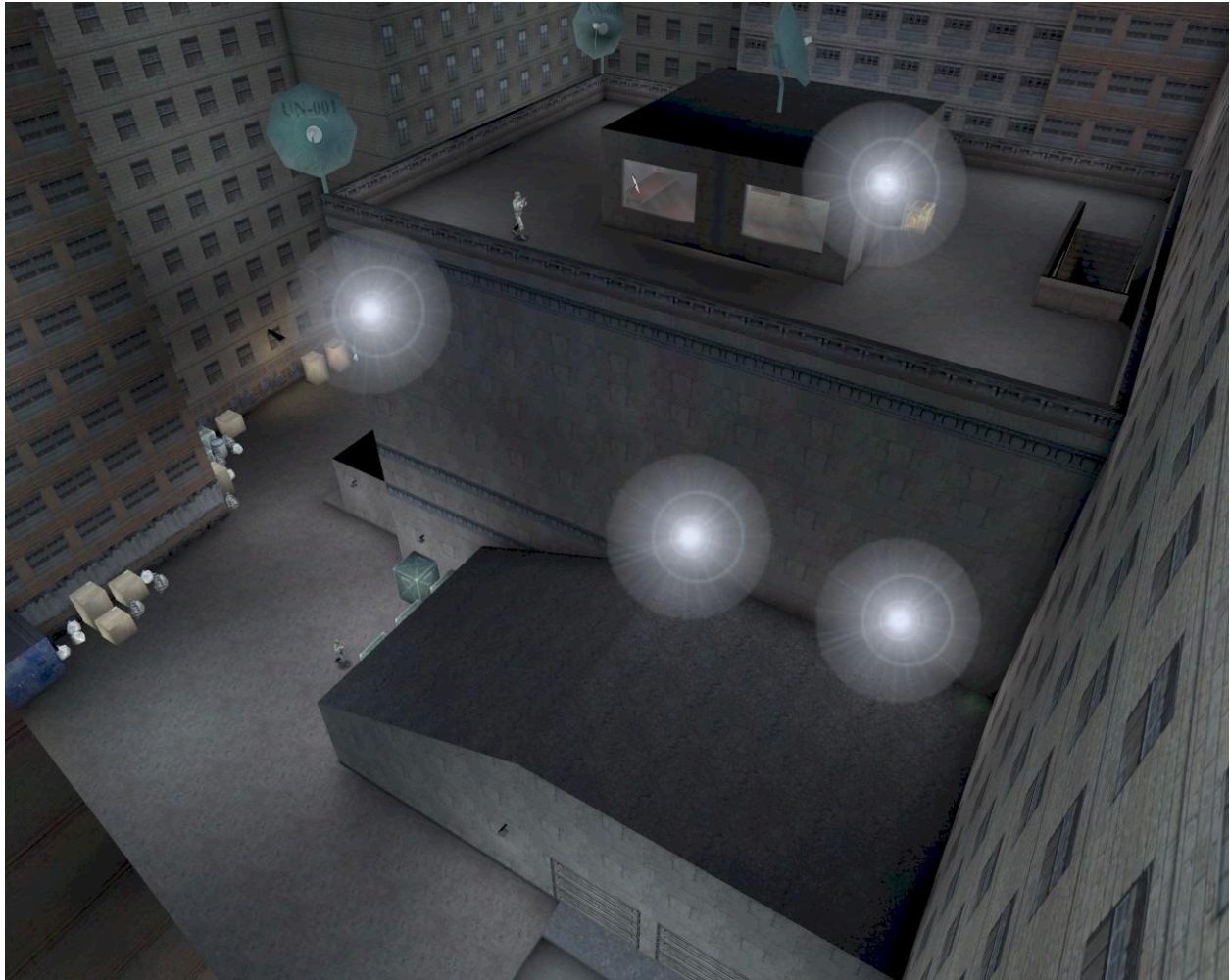
Tools	Lockpick	2
	Multitool	1
	Clip	1
	Recoil	1

Can Buy

Smuggler

Item	Amount	Cost
Range	1	2400
Napalm canister	1	2250
Clip	1	1500

NSF HQ (04_NYC_NSFHQ)



Can Find:

Category	Item	Amount
Consumable	Bioelectric cell	3
	Candy bar	2
	Cigarettes	1
	Medkit	3
	Soda	2
	Soy food	1
Equippable	Ballistic armor	1

	Hazmat suit	2
	Fire extinguisher	1
	Medical Bot	1
	Repair Bot	1
	TNT	9
Tools	Lockpick	2
	Multitool	3
Weapon mods	Accuracy	1
Ammunition	7.62x51mm ammo	3
	10mm ammo	2
	12 Gauge buckshot shells	3
	30.06 ammo	1
	Prod charger	1
	Rockets	2
	WP rockets	1
	Crowbar	1
	Riot prod	1
Demolition	EMP grenade	2
	Gas grenade	1
	LAM	1

Can Buy:

Item	Amount	Cost
Cigarettes	10	8x10

Candy bar	10	2x10
Soda	10	2x10

From NPCs

Category	Item	Amount
	Combat knife	14
<u>Rifles</u>	Assault rifle	14

Battery Park 3 (04_NYC_BatteryPark)



Can Find:

Category	Item	Amount
	Forty	8
	Soda	3

Unobtainable:

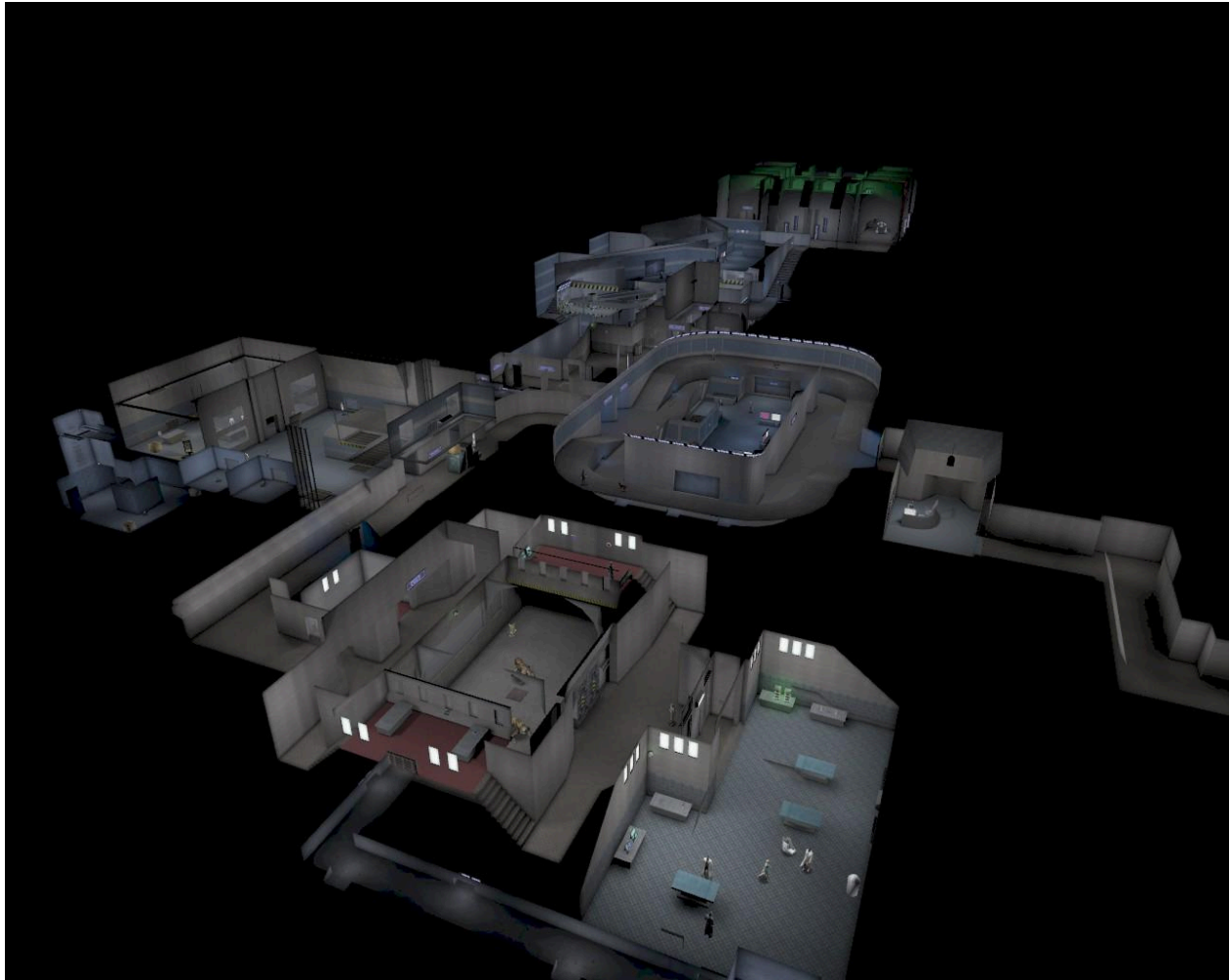
	Zyme	1
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From NPCs

Category	Item	Amount
	Combat knife	4

<u>Rifles</u>	<u>Assault rifle</u>	3
<u>Heavy</u>	<u>Flamethrower</u>	2
	<u>LAM</u>	1

MJ12 Prison (05_NYC_UNATCOMJ12lab)



Can Find:

Category	Item	Amount
Consumable	Bioelectric cell	1
	Cigarettes	2
	Forty	1
	Medkit	1
	Soda	1
	Soy food	2
Equippable	Ballistic armor	1

	Binoculars	1
	Augmentation Canister	1
	Fire extinguisher	2
	Medical Bot	3
	Repair Bot	2
	TNT	3
Tools	Lockpick	5
	Multitool	5
	Range	1
	Silencer	1
Ammunition	7.62x51mm ammo	6
	10mm ammo	5
	12 Gauge buckshot shells	2
	30.06 ammo	1
	Darts	1
	Flare darts	1
	Napalm canister	1
	Plasma clip	1
	Prod charger	1
	Rockets	1
	Tranquilizer darts	1
Low-Tech	Baton	2
	Combat knife	1
	Crowbar	1

	Riot prod	2
<u>Pistols</u>	Mini-crossbow	1
	Pistol	1
	PS20	1
	Stealth pistol	1
<u>Rifles</u>	Assault rifle	5
	Assault shotgun	2
	Sawed-off shotgun	1
	Sniper rifle	1
	LAW	1
	Plasma rifle	1
<u>Demolition</u>	EMP grenade	2
	Gas grenade	2
	LAM	1
	Scramble grenade	1

Can Buy:

Item	Amount	Cost
7.62x51mm ammo	1	600
Accuracy		750
Key		500

Can Receive:

Miguel

	Medkit	1
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From NPCs

Category	Item	Amount
	Candy bar	1
	Cigarettes	1
	MIB Agent Cabinet Key	1
	Multitool	2
	Combat knife	16
	Crowbar	2
	Riot prod	1
<u>Pistols</u>	Mini-crossbow	2
	Pistol	2
	Stealth pistol	1
<u>Rifles</u>	Assault rifle	9
	Assault shotgun	4
	Sniper rifle	1

UNATCO Escape (05_NYC_UNATCOHQ)



Can Find:

Category	Item	Amount
Consumable	Bioelectric cell	3
	Candy bar	1
	Cigarettes	3
	Medkit	1
	Soda	3
	Soy food	1
	Rebreather	1

	Augmentation Canister	1
	Augmentation Upgrade Canister	1
	Credit Chit	1x600
	Fire extinguisher	2
	Flare	1
	Medical Bot	1
	Repair Bot	1
Tools	Lockpick	3
	Multitool	3
	Range	1
	Recoil	1
Ammunition	7.62x51mm ammo	3
	10mm ammo	4
	12 Gauge sabot shells	1
	30.06 ammo	1
	Plasma clip	1
	Stealth pistol	1
	GEP gun	1

Can Buy:

Shannon:

Item	Amount	Cost
Scramble grenade	1x1	1250
Scramble grenade	1x2	2500

Scramble grenade	1x3	3750
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Candy bar	10	2x10
Soda	10	2x10

From NPCs

Category	Item	Amount
	Combat knife	11
<u>Pistols</u>	Mini-crossbow	1
	Pistol	2
<u>Rifles</u>	Assault rifle	6
	Assault shotgun	2

Liberty Island (05_NYC_UNATCOIsland)



Can Find:

Category	Item	Amount
	Repair Bot	1
	Multitool	1
	10mm ammo	2
	Crowbar	1
<u>Demolition</u>	EMP grenade	1
	Scramble grenade	1

Unobtainable

Category	Item	Amount
Tools	Lockpick	1
	10mm ammo	1
	LAM	5

Unobtainable From NPC

Category	Item	Amount
	Crowbar	1
	Pistol	1

From NPC

Category	Item	Amount
	Combat knife	1
	Pistol	1

MJ12 Helipad (06_HongKong_Helibase)



Can Find:

Category	Item	Amount
Consumable	Bioelectric cell	2
	Candy bar	1
	Cigarettes	2
	Forty	1
	Medkit	2
	Soda	3
	Wine	1

	Credit Chit	1x100 1x50
	Fire extinguisher	2
	Munitions Bay Key	2
	Master Key for Barracks Lockers	1
	Flight Control Deck Key	1
	Repair Bot	1
	Multitool	3
	Recoil	1
	10mm ammo	1
	Pepper cartridge	2
	Rockets	1
	WP rockets	1
	Crowbar	1
	Pepper gun	1
	Sword	4
	Sniper rifle	1
	Gas grenade	1

From NPC

Category	Item	Amount
	Combat knife	7
<u>Pistols</u>	Mini-crossbow	1
	Pistol	1
<u>Rifles</u>	Assault rifle	3

	<u>Sawed-off shotgun</u>	2
	<u>GEP gun</u>	1

Wan Chai Market (06_HongKong_WanChai_Market)



Can Find:

Category	Item	Amount
Consumable	Bioelectric cell	2
	Candy bar	3
	Cigarettes	2
	Liquor	1
	Medkit	1
	Soda	14
	Soy food	8

	Wine	5
Equippable	Ballistic armor	1
	Tech goggles	1
	Credit Chit	1x25
	Fire extinguisher	1
Tools	Lockpick	3
	Multitool	1
<u>Ammunition</u>	7.62x51mm ammo	2
	12 Gauge sabot shells	1
	30.06 ammo	1
	Napalm canister	1
	Pepper cartridge	2
	Plasma clip	1
	Prod charger	3
<u>Low-Tech</u>	Baton	1
	Combat knife	1
	Riot prod	1
	Sword	2
	Throwing knives	2x5
<u>Heavy</u>	Flamethrower	1
	LAW	1
	Gas grenade	3
	LAM	1

Can Buy:

Candy bar	10	2x10
Soda	20	2x20

Ian Hilton

Soy food	∞	12
Soda	∞	12

Unobtainable from NPC

	Pistol	1
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From NPC

Category	Item	Amount
	Candy bar	1
	Cigarettes	3
	Soda	1
	Wine	1
	Credit Chit	3x100
	Pepper gun	5
	Sword	12
<u>Rifles</u>	Assault rifle	5
	Gas grenade	5

Tong's Compound (06_HongKong_TongBase)



Can Find:

Category	Item	Amount
Consumable	Bioelectric cell	1
	Candy bar	1
Equippable	Ballistic armor	1
	Rebreather	1
	Credit Chit	1x100
	Flare	4
	Jock's Apartment Key	1
	Medical Bot	1
	Repair Bot	1
	Multitool	2
	Clip	1

	12 Gauge sabot shells	1
	20mm HE ammo	1
	Plasma clip	1
	Rockets	1
	Tranquilizer darts	1
	Crowbar	2
	Plasma rifle	1
	LAM	1

Can Receive

Jaime

	Augmentation Upgrade Canister	1
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From NPCs

Category	Item	Amount
	Sword	9
	Pistol	4
Rifles	Assault rifle	4
	Plasma rifle	1

Canal Road (06_HongKong_WanChai_Garage)



Can Find:

Category	Item	Amount
	Hazmat suit	1
Tools	Lockpick	3
	Multitool	1
	Sword	1
Rifles	Assault rifle	1
Heavy	Flamethrower	1
	Gas grenade	1

Can Buy:

Soda	20	2x20
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From NPCs

Category	Item	Amount
	Cigarettes	3
	Clip	1
	Sword	8
<u>Rifles</u>	Assault rifle	7

Lucky Money (06_HongKong_WanChai_Underworld)



Can Find:

Category	Item	Amount
Consumable	Bioelectric cell	1
	Candy bar	7
	Cigarettes	6
	Forty	49
	Liquor	6
	Medkit	1
	Soda	27

	Soy food	3
	Wine	28
	Binoculars	1
	Credit Chit	4x100 1x25
	Fire extinguisher	1
Tools	Lockpick	1
	Multitool	1
	30.06 ammo	1
	Rockets	1
	Crowbar	1
	Sword	1
	Sniper rifle	1
	LAW	1

Can Buy:

Isaac

Forty	∞	15
Wine	∞	120

Item	Amount	Cost
Cigarettes	20	8x20

Club Entry		25
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"Companion"		100
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Unobtainable from NPC

Rifles	Assault rifle	1
	Combat knife	1

From NPCs

Category	Item	Amount
Consumable	Bioelectric cell	5
	Cigarettes	8
	Forty	4
	Liquor	2
	Wine	3
	Zyme	1
Equippable	Ballistic armor	1
	Tech goggles	1
	Thermoptic camo	1
	Credit Chit	12x100
Tools	Lockpick	4
	Multitool	1
	Riot prod	1
	Sword	13
	Pistol	3
	Stealth pistol	1

<u>Rifles</u>	<u>Assault rifle</u>	3
	<u>Assault shotgun</u>	5
	<u>Sawed-off shotgun</u>	2
	<u>GEP gun</u>	1

Tonnochi Road (06_HongKong_WanChai_Street)



Can Find:

Category	Item	Amount
	Bioelectric Cell	1
	Candy bar	1
	Cigarettes	1
	Forty	1
	Soda	8
	Soy food	7
	Wine	3

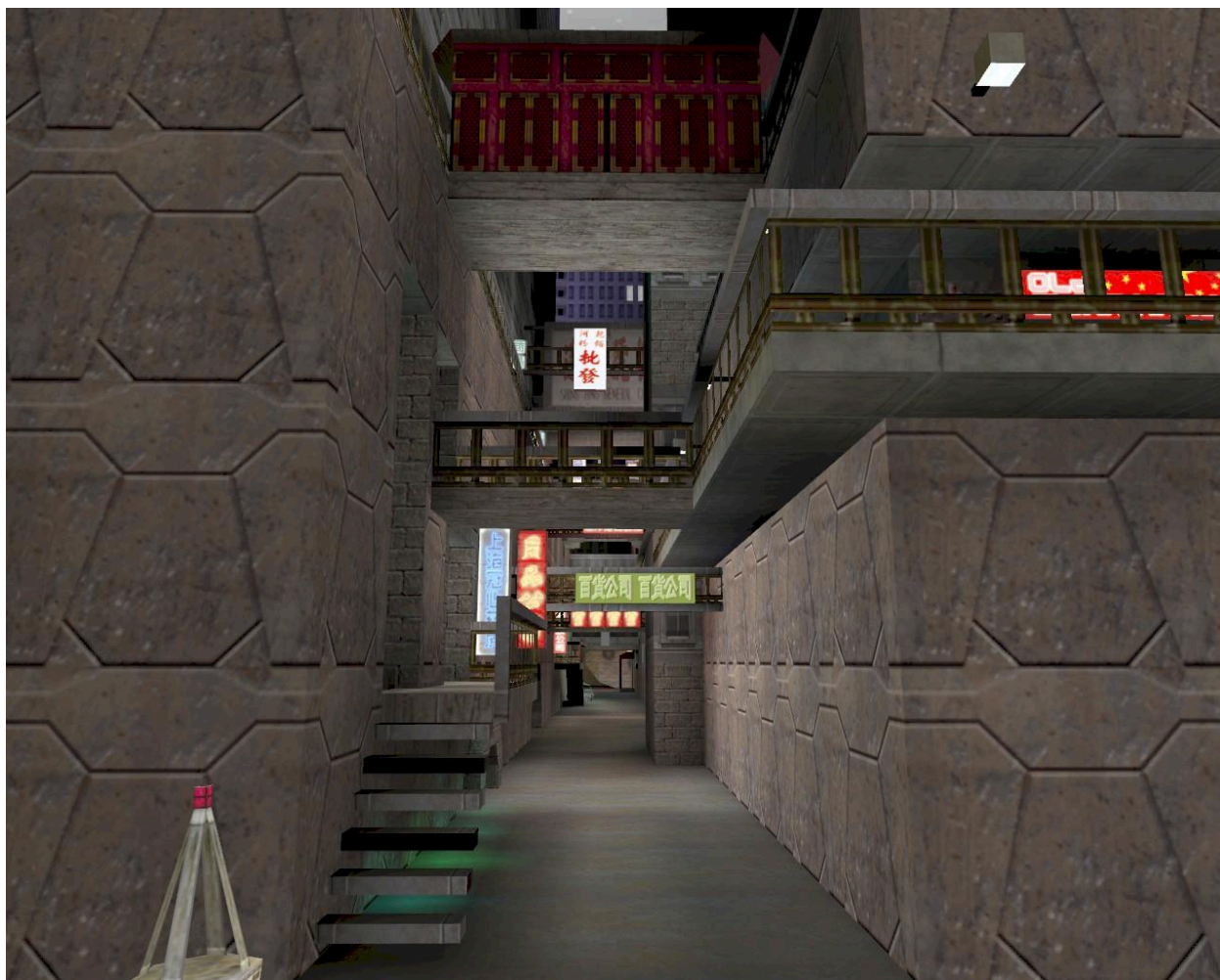
	Binoculars	2
	Credit Chit	1x100 2x50
	Fire extinguisher	3
	Flare	1
	Jock's Apartment Key	1
Tools	Lockpick	3
	Multitool	1
	Clip	1
	12 Gauge sabot shells	2
	20mm HE ammo	1
	30.06 ammo	1
	Dragon's Tooth Sword	1
	Sawed-off shotgun	1
	Sniper rifle	1
	Scramble grenade	1

From NPCs

Category	Item	Amount
	Cigarettes	1
	Medkit	2
	Combat knife	4
	Sword	2
<u>Pistols</u>	Mini-crossbow	1

	<u>Pistol</u>	2
<u>Rifles</u>	<u>Assault rifle</u>	1
	<u>Assault shotgun</u>	1
	<u>Sawed-off shotgun</u>	1
	<u>Sniper rifle</u>	1
	<u>Plasma rifle</u>	1

Canals (06_HongKong_WanChai_Canal)



Can Find:

Category	Item	Amount
Consumable	Bioelectric cell	3
	Candy bar	9
	Cigarettes	4
	Forty	15
	Liquor	6
	Medkit	3
	Soda	11

	Soy food	8
	Wine	8
	Zyme	4
	Binoculars	1
	Rebreather	2
	Augmentation Upgrade Canister	1
	Credit Chit	3x100 1x25
	Fire extinguisher	2
	Flare	3
	Repair Bot	1
Tools	Lockpick	2
	Multitool	1
	Laser	1
	30.06 ammo	1
	Napalm canister	1
	Plasma clip	1
	Rockets	1
	Combat knife	1
	Crowbar	3
	Sword	3

Can Buy:

Girl

Item	Amount	Cost
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<u>Accuracy</u>	1	750
<u>Reload</u>	1	600
<u>Recoil</u>	1	400

Item	Amount	Cost
<u>Cigarettes</u>	10	8x10

Bartender

<u>Forty</u>	∞	8
<u>Soy food</u>	∞	8

From NPCs

Category	Item	Amount
	<u>Cigarettes</u>	1
	<u>Forty</u>	3
	<u>Wine</u>	2
	<u>Zyme</u>	2
	<u>Binoculars</u>	1
	<u>Credit Chit</u>	1x100
Tools	<u>Lockpick</u>	2
	<u>Multitool</u>	1
	<u>Crowbar</u>	1
	<u>Riot prod</u>	1
	<u>Sword</u>	1
	<u>Assault shotgun</u>	1

<u>Heavy</u>	<u>Flamethrower</u>	1
	<u>Gas grenade</u>	1

Versalife Offices (06_HongKong_VersaLife)



Can Find:

Category	Item	Amount
Consumable	Bioelectric cell	1
	Cigarettes	1
	Soda	3
	Fire extinguisher	1
	Clip	1
	10mm ammo	1

Can Buy:

Candy bar	10	2x10
Soda	10	2x10

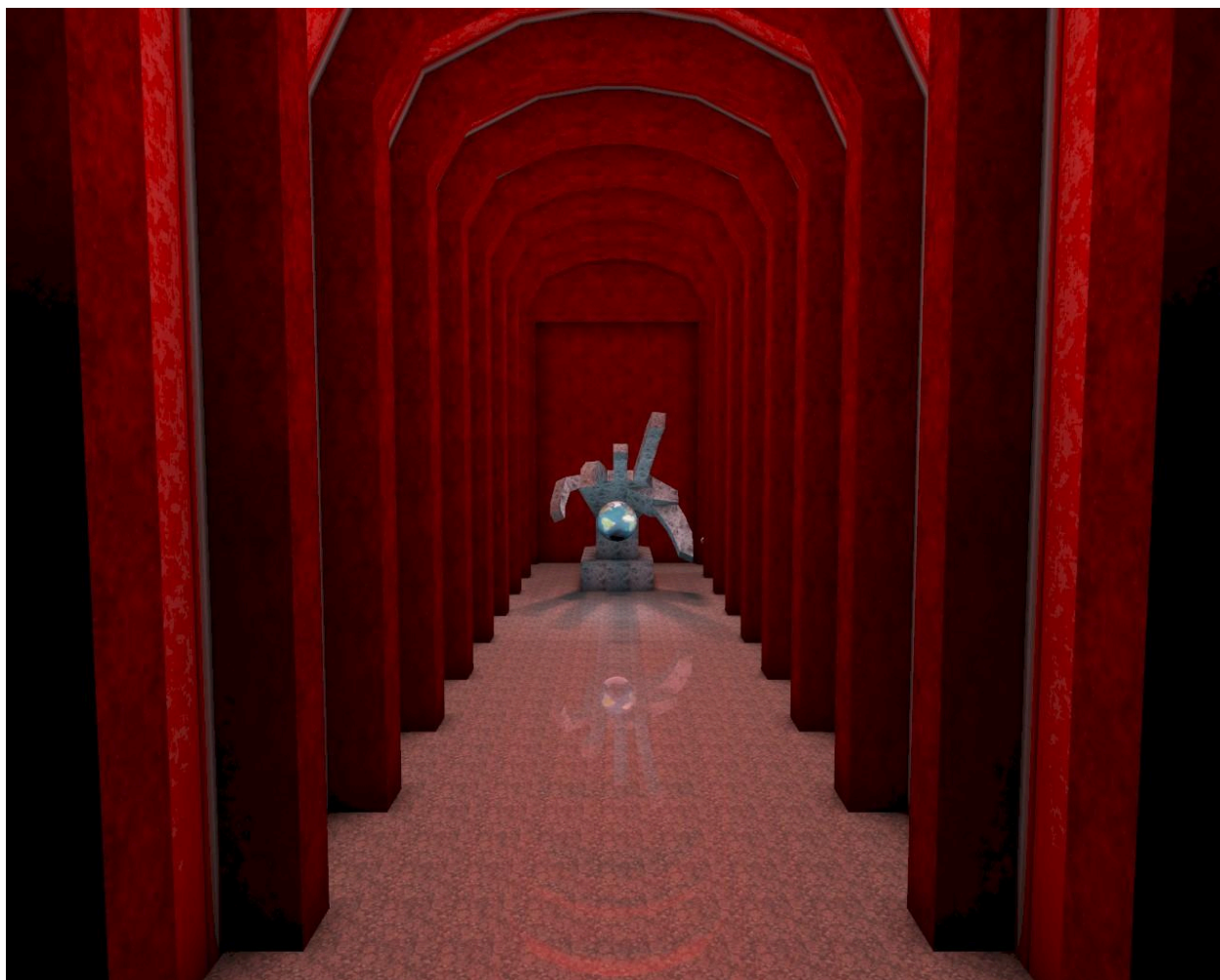
From NPCs

Category	Item	Amount
	Candy bar	2
	Cigarettes	4
	Soda	1
	Soy food	2
	Zyme	1
	Credit Chit	1x100
Tools	Lockpick	2
	Riot prod	1
	Pistol	7

Unobtainable from NPCs

	Medkit	2
	Sword	1

MJ12 Labs (06_HongKong_MJ12lab)



Can Find:

Category	Item	Amount
Consumable	Bioelectric cell	2
	Candy bar	4
	Cigarettes	3
	Soda	6
	Soy food	3
	Wine	1
Equippable	Ballistic armor	1

	Hazmat suit	1
	Tech goggles	1
	Augmentation Canister	3
	Credit Chit	2x50
	Fire extinguisher	2
	Magnetic Augmentation Chamber Key	1
	Medical Bot	2
Tools	Lockpick	2
	Multitool	3
	10mm ammo	4
	Flare darts	1
	Pepper cartridge	2
	Plasma clip	1
	Combat knife	1
	Pepper gun	1
Pistols	Mini-crossbow	1
	Pistol	2
	Stealth Pistol	1

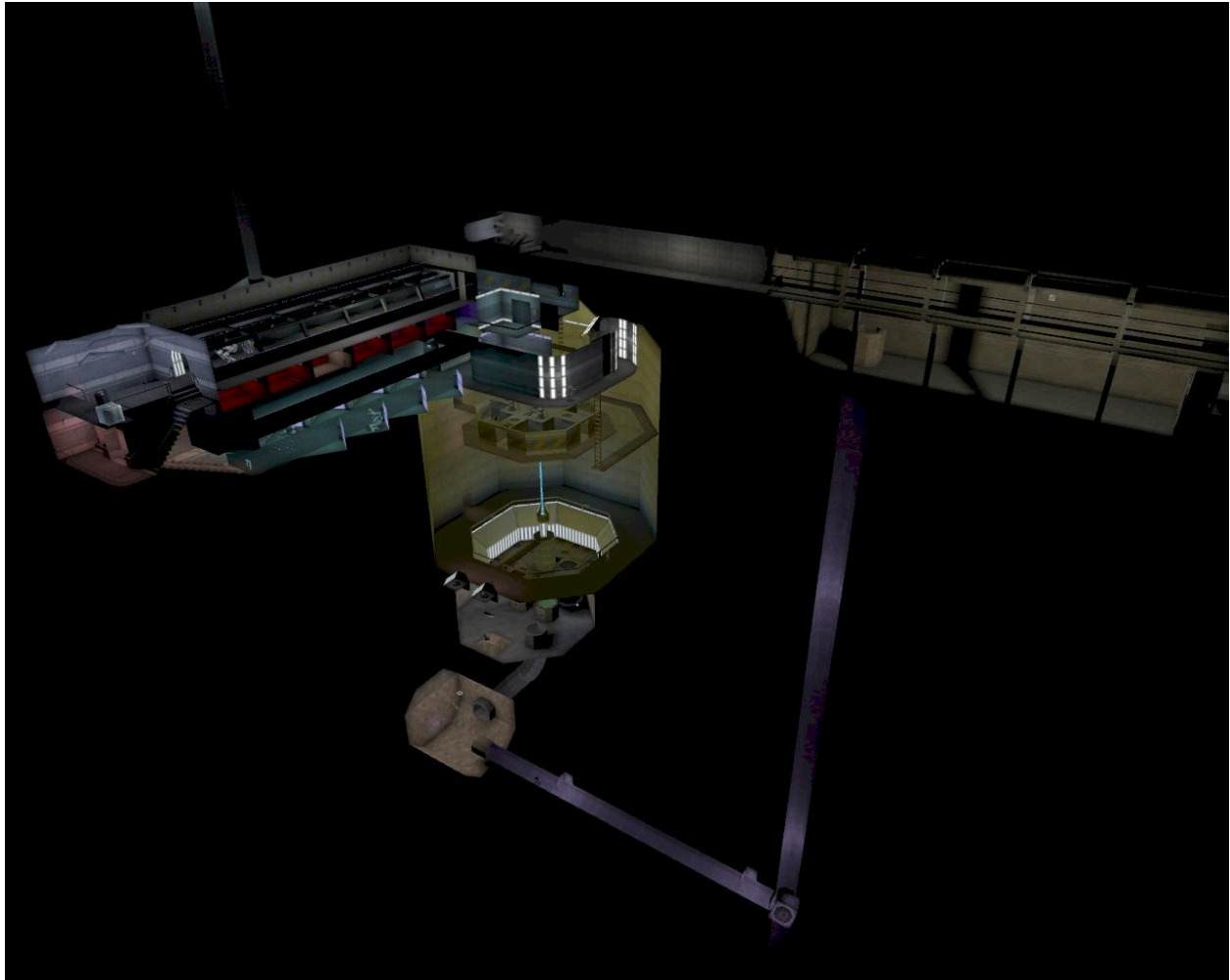
Can Buy:

Soda	30	2x30
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Category	Item	Amount
	Combat knife	13

	Dragon's Tooth Sword	1
	Pepper gun	1
	Pistol	3
<u>Rifles</u>	Assault rifle	8
	Assault shotgun	1
	Sawed-off shotgun	1
	Sniper rifle	1
<u>Heavy</u>	Flamethrower	2
	GEP gun	2
	Plasma rifle	1

Level 2 Labs (06_HongKong_Storage)



Can Find:

Category	Item	Amount
Consumable	Bioelectric cell	1
	Hazmat suit	1
	Augmentation Canister	3
	Augmentation Upgrade Canister	1
	Nanotech Containment Lockdown Door Key (Unused)	1
	Medical Bot	1
	Multitool	2

	Flare darts	1
	Tranquilizer darts	1
<u>Demolition</u>	<u>EMP grenade</u>	1
	<u>Scramble grenade</u>	1

From NPCs

Category	Item	Amount
Consumable	Bioelectric cell	5
	Hazmat suit	1
	Multitool	1
	Dragon's Tooth Sword	1

New York Streets 3 (08_NYC_Street)



Can Find

Category	Item	Amount
	Forty	1
	10mm ammo	3
	12 Gauge buckshot shells	1
	Darts	1
	Prod charger	1

From NPCs

Category	Item	Amount
	Combat knife	26

	Crowbar	1
<u>Rifles</u>	Assault rifle	26
	Sawed-off shotgun	1

MJ12 Sewers 3 (08_NYC_Underground)



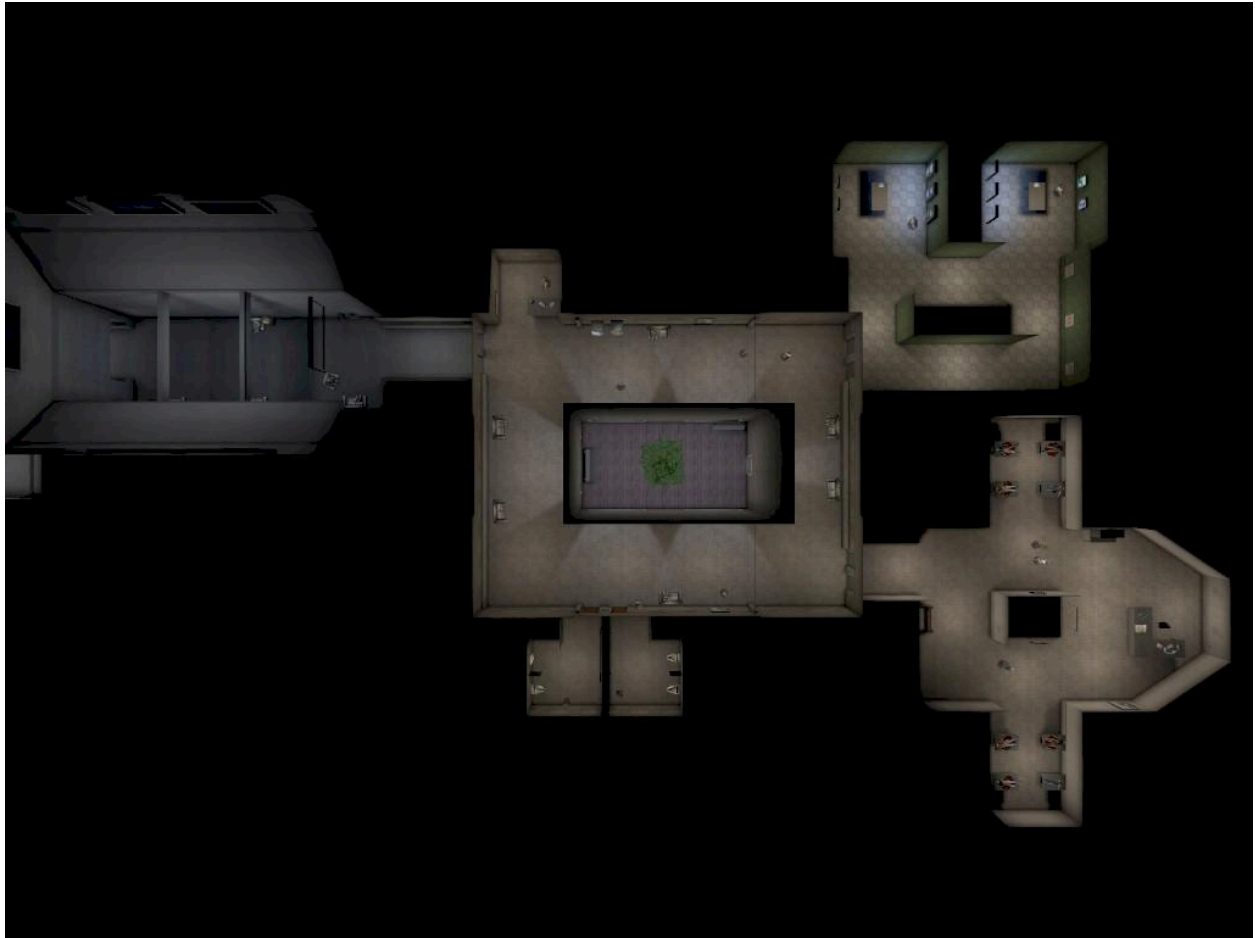
Can Find:

Category	Item	Amount
Consumable	Bioelectric cell	2
	Medkit	4
Tools	Lockpick	2
Weapon mods	Accuracy	1
	10mm ammo	1
	Crowbar	1

From NPCs

Category	Item	Amount
	Combat knife	1
	Sniper rifle	1

Free Clinic (08_NYC_FreeClinic)



Can Find:

Category	Item	Amount
	Medkit	1
	Fire extinguisher	2
	Medical Bot	2

Can Buy:

Item	Amount	Cost
Candy bar	10	2x10
Soda	10	2x10

Smuggler's Lair 3 (08_NYC_Smug)



Can Find:

Category	Item	Amount
	Candy bar	1
	Cigarettes	2
	Forty	1
	Medkit	1
	Soda	1
Equippable	Ballistic armor	1
	Thermoptic camo	1
	Fire extinguisher	1

	Flare	2
Tools	Lockpick	2
	Multitool	1
	12 Gauge sabot shells	1
	20mm HE ammo	1
	Pepper cartridge	1

Can Buy:

Smuggler

Item	Amount	Cost
Assault shotgun	1	7500
12 Gauge sabot shells	1	750
LAM	1x5	3500

Underworld Tavern 3 (08_NYC_Bar)



Can Find:

Category	Item	Amount
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	Candy bar	1
	Cigarettes	3
	Forty	9
	Liquor	5
	Medkit	1
	Soda	3
	Soy food	4
	Wine	5

Can Buy

Item	Amount	Cost
Cigarettes	10	8x10

Shea

Item	Amount	Cost
Forty	∞	30
Candy bar	∞	30

Can Receive:

Harley Filben

	Picture of Joe Green	1
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Category	Item	Amount
	Combat knife	1
	Sawed-off shotgun	1

Tonn Hotel (08_NYC_Hotel)



Can Find:

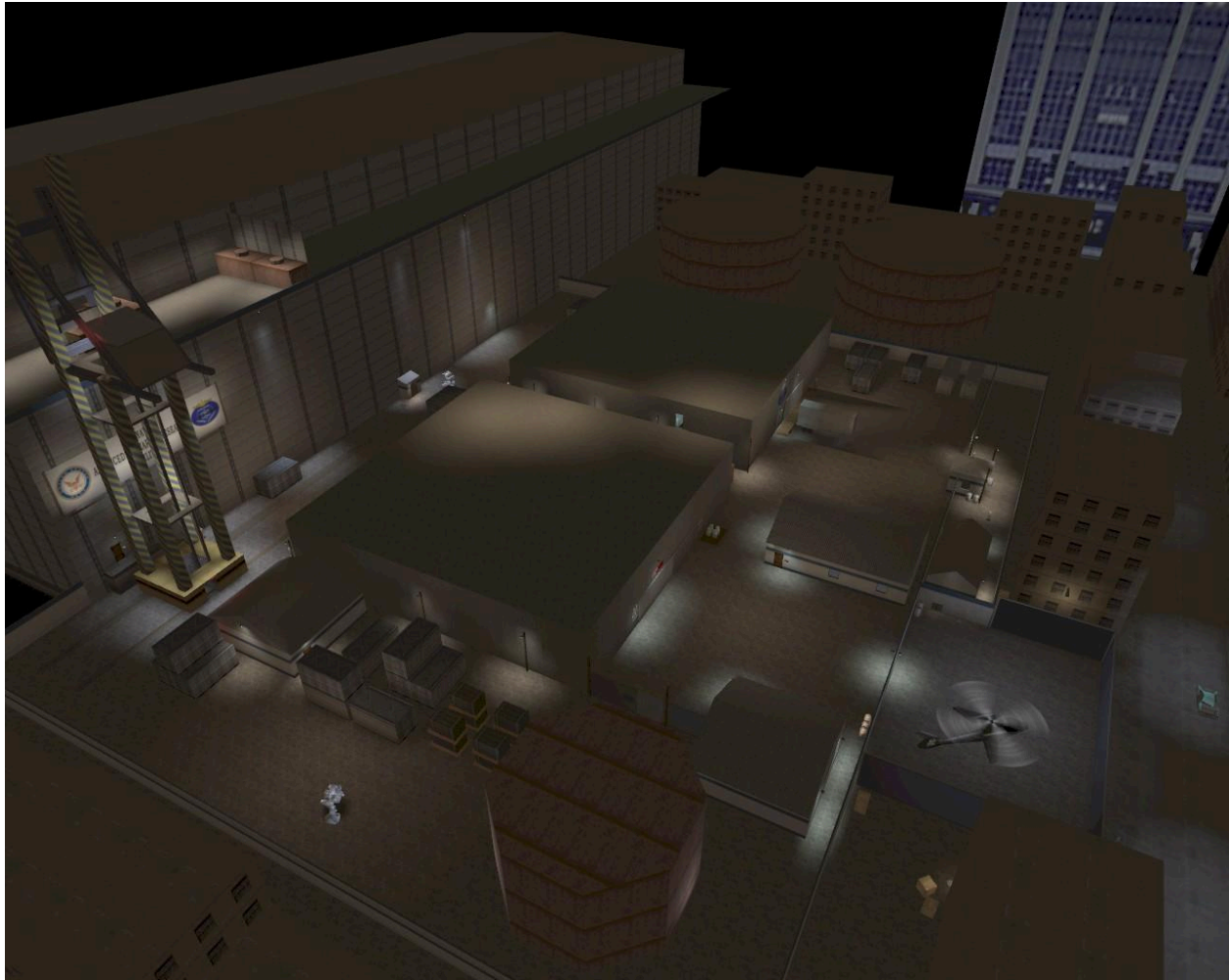
Category	Item	Amount
Consumable	Bioelectric cell	1
	Candy bar	1
	Medkit	1
	Soda	4
	Soy food	2
	Credit Chit	1x50
	Fire extinguisher	1

	Multitool	1
Ammunition	7.62x51mm ammo	1
	10mm ammo	1
	Gas grenade	1

From NPCs

Category	Item	Amount
	Combat knife	2
	Pistol	2

Naval Shipyard (09_NYC_Dockyard)



Can Find:

Category	Item	Amount
Consumable	Bioelectric cell	3
	Candy bar	2
	Medkit	2
	Soda	4
	Soy food	2
Equippable	Ballistic armor	3
	Binoculars	1

	Hazmat suit	1
	Augmentation Canister	1
	Credit Chit	2x100
	Fire extinguisher	1
	Key to Ammo Warehouse Storage	1
	Key to the Commander's Office	1
	Key to Supply Closet	1
	Key to Truck Trailers	1
	Key to Weapon Storage Closet	1
	Repair Bot	1
	TNT	3
Tools	Lockpick	5
	Multitool	4
	Range	1
	Reload	1
Ammunition	7.62x51mm ammo	3
	10mm ammo	5
	12 Gauge buckshot shells	3
	12 Gauge sabot shells	4
	20mm HE ammo	1
	30.06 ammo	3
	Rockets	1
	WP rockets	1
	Crowbar	2

	Pistol	1
	Assault shotgun	1
	Sniper rifle	1
	LAW	3
Demolition	EMP grenade	2
	Gas grenade	3
	LAM	3

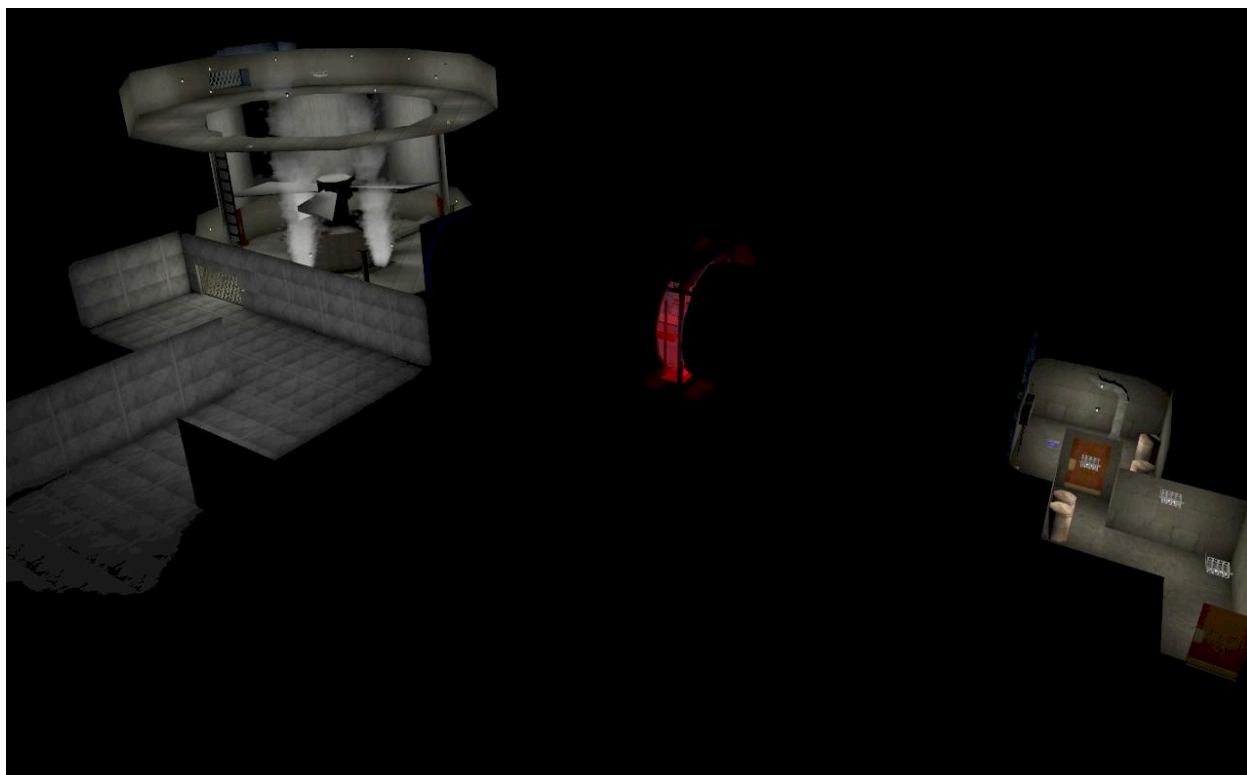
Can Buy:

Item	Amount	Cost
Candy bar	10	2x10
Soda	10	2x10

From NPCs

Category	Item	Amount
	Main Gate Key	2
	Combat knife	11
Rifles	Assault rifle	6
	Assault shotgun	5
	LAM	3

Exterior Fan (09_NYC_ShipFan)



Can Find:

Category	Item	Amount
Consumable	Bioelectric cell	1
	Soda	1
Tools	Lockpick	1
	Multitool	1
Ammunition	7.62x51mm ammo	1

Ship Exterior and Upper Decks (09_NYC_Ship)



Can Find:

Category	Item	Amount
Consumable	Bioelectric cell	3
	Cigarettes	1
	Forty	1
	Medkit	3
	Soda	3
	Soy food	4
Equippable	Ballistic armor	1

	Thermoptic Camo	1
Misc	Ambrosia vial	1
	Augmentation Upgrade Canister	1
	Credit Chit	1x2250 1x100
	Fire extinguisher	8
	Below Decks Key	2
	Unlocks the Security Area Access Panel	1
	Medical Bot	1
	Repair Bot	1
	TNT	2
	Lockpick	1
	Multitool	5
Weapon mods	Accuracy	1
	Laser	1
	Silencer	1
Ammunition	7.62x51mm ammo	3
	10mm ammo	4
	12 Gauge buckshot shells	1
	30.06 ammo	1
	Rockets	2
	Pepper gun	1
	Pistol	1

<u>Rifles</u>	<u>Assault rifle</u>	1
	<u>Assault shotgun</u>	1
	<u>GEP gun</u>	1
	<u>LAW</u>	1
<u>Demolition</u>	<u>EMP grenade</u>	1
	<u>LAM</u>	2
	<u>Gas grenade</u>	1

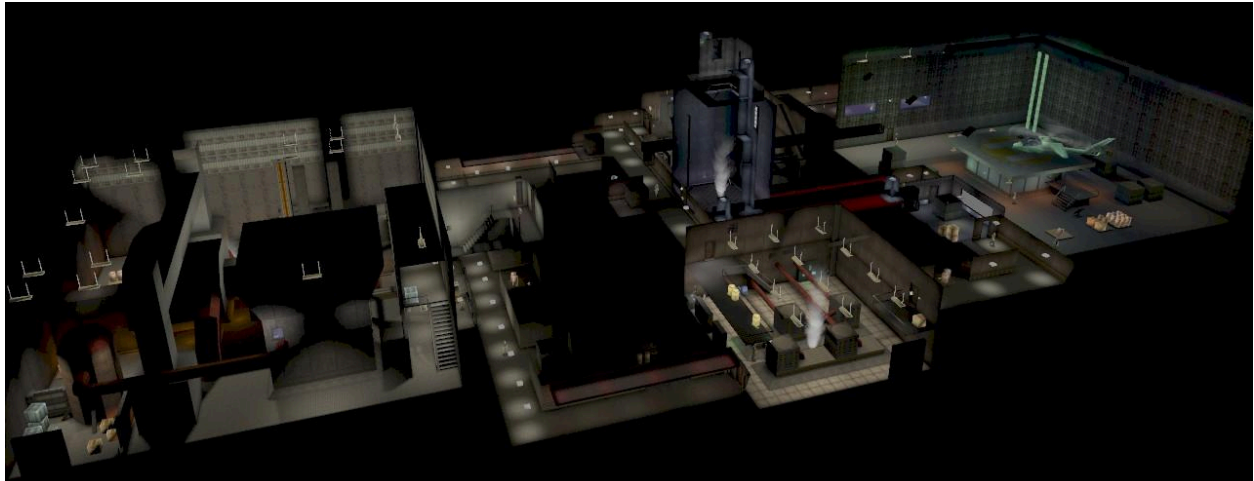
Can Buy:

Item	Amount	Cost
<u>Candy bar</u>	20	2x20
<u>Soda</u>	20	2x20

From NPCs

Category	Item	Amount
	<u>Combat knife</u>	10
	<u>Pistol</u>	5
<u>Rifles</u>	<u>Assault rifle</u>	9
	<u>Assault shotgun</u>	2

Ship Lower Decks (09_NYC_ShipBelow)



Can Find:

Category	Item	Amount
Consumable	Bioelectric cell	5
	Medkit	3
Equippable	Ballistic armor	2
	Augmentation Canister	1
	Key for Heli-Bay Ops Room Door	1
	Repair Bot	2
	TNT	2
Tools	Lockpick	3
	Multitool	4
Ammunition	7.62x51mm ammo	4
	10mm ammo	3
	12 Gauge buckshot shells	2
	12 Gauge sabot shells	1
	30.06 ammo	1

	Darts	4
	Plasma clip	1
	Prod charger	4
	Tranquilizer darts	2
	<u>GEP gun</u>	1
	<u>Gas grenade</u>	3
	<u>LAM</u>	2
	<u>Scramble grenade</u>	1

From NPCs

Category	Item	Amount
	<u>Key to Locker</u>	2
	<u>Combat knife</u>	13
<u>Pistols</u>	<u>Mini-crossbow</u>	3
<u>Rifles</u>	<u>Assault rifle</u>	13
	<u>LAM</u>	3

Cemetery (09_NYC_Graveyard)



Can Find:

Category	Item	Amount
Consumable	Bioelectric cell	1
	Forty	7
	Medkit	2
	Soda	3
	Soy food	2
	Augmentation Upgrade Canister	1
Tools	Lockpick	2

	Multitool	1
Ammunition	7.62x51mm ammo	1
	10mm ammo	1
	12 Gauge buckshot shells	2
	20mm HE ammo	1
	Pistol	1
Demolition	EMP grenade	1
	Gas grenade	1
	LAM	1

From NPCs

Category	Item	Amount
	Combat knife	9
	Stealth pistol	1
Rifles	Assault rifle	8

Paris Rooftop (10_Paris_Catacombs)



Can Find:

Category	Item	Amount
Consumable	Bioelectric cell	4
	Candy bar	3
	Cigarettes	2
	Forty	5
	Medkit	2
	Soda	2
	Soy food	3

	Wine	16
	Binoculars	1
	Hazmat suit	2
	Tech goggles	1
	Credit Chit	1x300
	Fire extinguisher	4
	Flare	14
	Warehouse Key	1
	Office Key	1
	Medical Bot	1
	Repair Bot	2
Tools	Lockpick	4
	Multitool	3
Ammunition	7.62x51mm ammo	1
	10mm ammo	1
	30.06 ammo	1
	Darts	1
	Napalm canister	1
	Crowbar	1
	LAW	1
Demolition	EMP grenade	1
	Scramble grenade	1

Can Buy:

Item	Amount	Cost
Recoil	1	1200
Rockets	1	5250
<u>LAM</u>	1x3	6750

OR

Item	Amount	Cost
Recoil	1	400
Rockets	1	1750
<u>LAM</u>	1x3	2250

Item	Amount	Cost
<u>Cigarettes</u>	20	8x20

From NPCs

Category	Item	Amount
	<u>Catacombs Entry Key</u>	1
	<u>Multitool</u>	4
	<u>Combat knife</u>	2
	<u>Crowbar</u>	1
<u>Rifles</u>	<u>Assault rifle</u>	1
	<u>Sawed-off shotgun</u>	2
<u>Heavy</u>	<u>Flamethrower</u>	1
	<u>LAM</u>	1

Paris Catacombs (10_Paris_Catacombs_Tunnels)



Can Find:

Category	Item	Amount
Consumable	Bioelectric cell	1
	Candy bar	2
	Cigarettes	5
	Forty	8
	Medkit	1
	Soda	5
	Soy food	5

	Wine	17
	Zyme	2
	Tech goggles	2
	Fire extinguisher	1
	Flare	13
	Blast Door Key	1
	Catacombs Sewer Entry Key	1
	Repair Bot	2
	TNT	4
Tools	Lockpick	4
	Multitool	3
	Reload	1
	10mm ammo	2
	12 Gauge buckshot shells	1
	12 Gauge sabot shells	1
	20mm HE ammo	1
	30.06 ammo	1
	Darts	3
	Flare darts	2
	Napalm canister	1
	Prod charger	3
	Rockets	1
	Throwing knives	1x5
	Sniper rifle	1

	Gas grenade	1
	LAM	1

Can Receive:

Chad

	Blast Door Key	1
	Paris Catacombs Map	1

Can Buy:

Bum

Item	Amount	Cost
Medkit	3x1	600
Tranquilizer darts	∞	200

From NPCs

Category	Item	Amount
Consumable	Bioelectric cell	6
	Candy bar	1
	Cigarettes	1
	Medkit	1
	Soy food	8
	Scope	1
	Combat knife	12
	Pistol	1
<u>Rifles</u>	Assault rifle	4
	Assault shotgun	2

	<u>Sawed-off shotgun</u>	5
<u>Heavy</u>	<u>Flamethrower</u>	2
	<u>LAW</u>	1
	<u>LAM</u>	1

Paris Streets (10_Paris_Metro)



Can Find:

Category	Item	Amount
Consumable	Bioelectric cell	3
	Cigarettes	1
	Liquor	3
	Medkit	1
	Soda	4
	Soy food	5
	Wine	18

	Zyme	6
Equippable	Ballistic armor	1
	Binoculars	1
	Tech goggles	1
	Credit Chit	6x100
	Fire extinguisher	3
	Hotel Key	1
Tools	Lockpick	2
	Multitool	2
Weapon mods	Accuracy	1
	Clip	1
	Laser	1
	Range	1
	10mm ammo	4
	12 Gauge sabot shells	1
	30.06 ammo	2
	Plasma clip	3
	Rockets	1
	Crowbar	1
	Pepper gun	1
	Throwing knives	3x5
	PS20	1
	Assault shotgun	1

	Plasma rifle	1
	LAM	1

Can Buy:

Item	Amount	Cost
Candy bar	10	2x10
Soda	10	2x10

Item	Amount	Cost
Cigarettes	10	8x10

Can Receive:

Renault

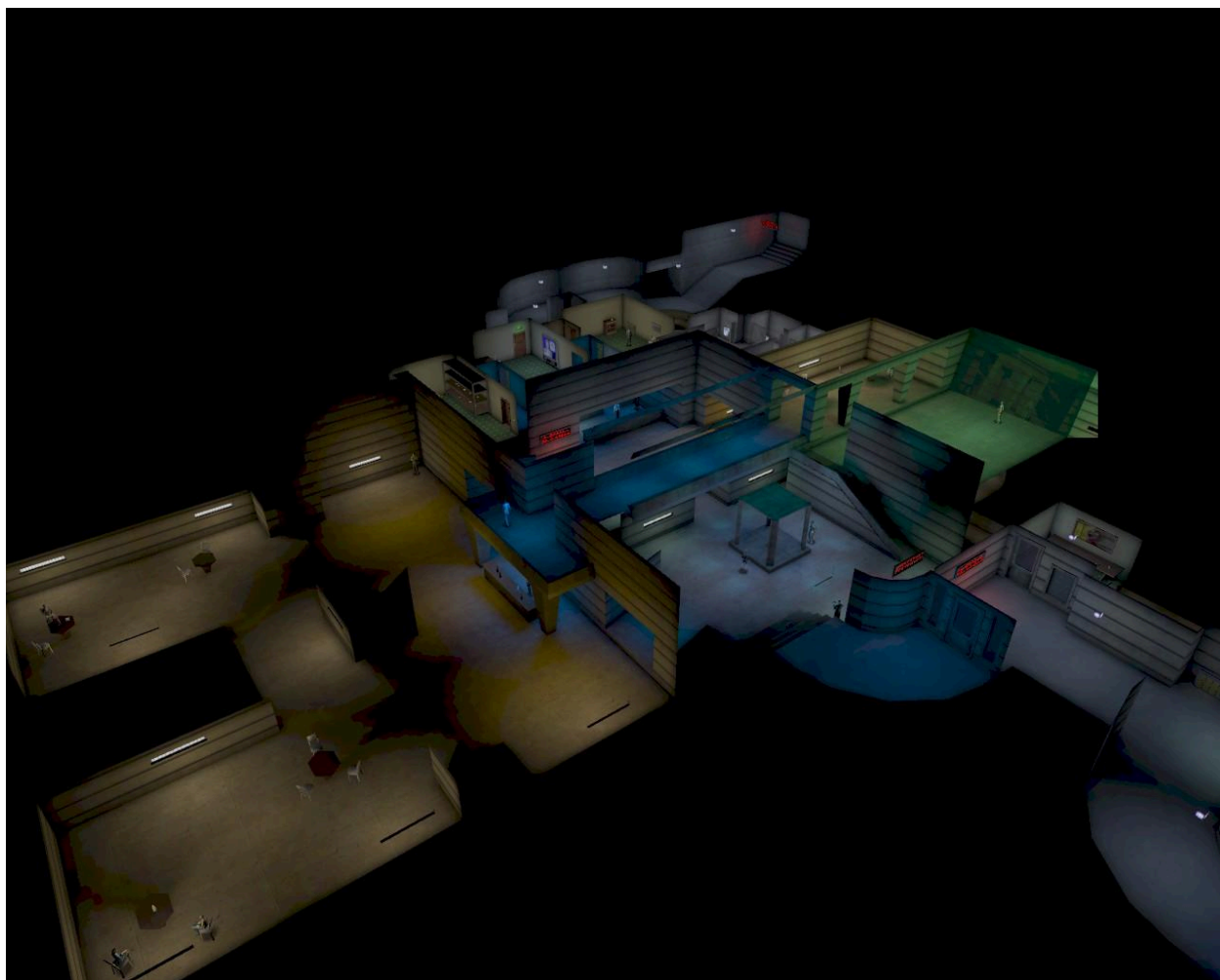
	Credit Chit	6x50
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From NPCs

Category	Item	Amount
Consumable	Bioelectric cell	1
	Candy bar	1
	Medkit	2
	Binoculars	1
	Multitool	1
	Reload	1
	Scope	1
	Combat knife	6

	Crowbar	2
<u>Pistols</u>	Mini-crossbow	3
	Pistol	4
<u>Rifles</u>	Assault rifle	1
	Assault shotgun	2
	Sawed-off shotgun	5
<u>Heavy</u>	Flamethrower	1
	LAW	1
<u>Demolition</u>	EMP grenade	1

Paris Club (Parisian Club La Porte de l'Enfer) (10_Paris_Club)



Can Find:

Category	Item	Amount
Consumable	Bioelectric cell	1
	Cigarettes	7
	Forty	4
	Medkit	1
	Soda	1
	Soy food	8
	Wine	10

	Thermoptic camo	1
	Credit Chit	1x100
	Club Main Door Key	1
Ammunition	7.62x51mm ammo	1
	10mm ammo	1
	12 Gauge buckshot shells	1
	30.06 ammo	1
	Darts	1
	Flare darts	1
	Prod charger	1
	Tranquilizer darts	1
	Crowbar	1
	PS20	1

Can Buy:

Jocques

Item	Amount	Cost
Weapons Dealer Location	1	1000

Business Man/Antoine

Item	Amount	Cost
Bioelectric cell	3x1	250

Michelle/Female Bartender

Item	Amount	Cost
Candy bar	∞	10

Wine	∞	120
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Jean/Male Bartender

Item	Amount	Cost
Candy bar	∞	10
Wine	∞	120

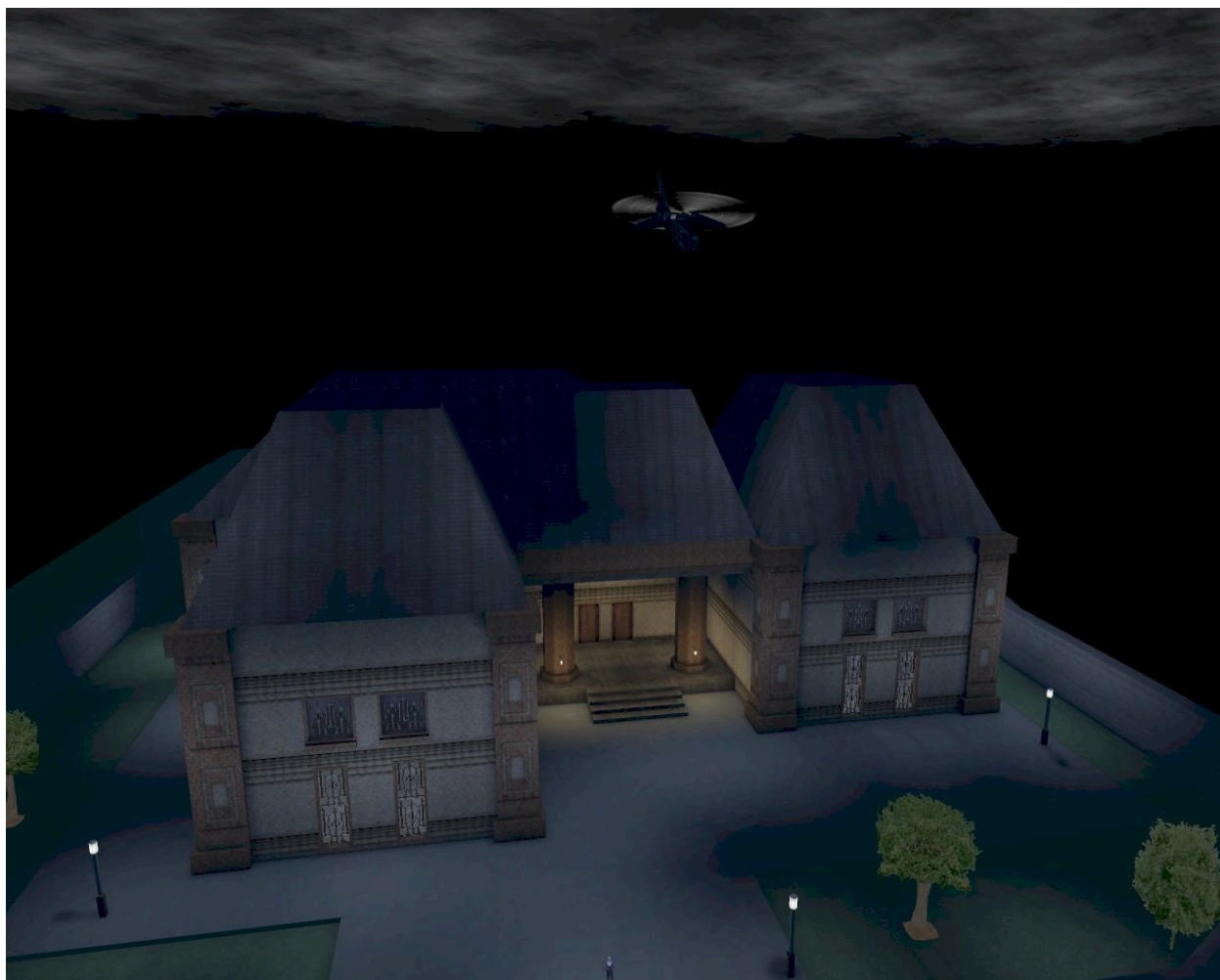
Cassandra

Item	Amount	Cost
Storage Keypad Code	1	200

From NPCs

Category	Item	Amount
	Front Door Key	1
Tools	Lockpick	2
	Combat knife	1
	Assault shotgun	3
	Sawed-off shotgun	4

Nicolette/Duclare Chateau (10_Paris_Chateau)



Can Find:

Category	Item	Amount
Consumable	Bioelectric cell	2
	Candy bar	1
	Cigarettes	1
	Medkit	1
	Soda	3
	Soy food	3
	Wine	12

	Zyme	1
	Thermoptic camo	1
	Augmentation Canister	1
	Augmentation Upgrade Canister	1
	Credit Chit	1x100
	Fire extinguisher	3
	Flare	2
	Beth's Bedroom Key	2
	Nicolette's Bedroom Key	2
	Repair Bot	1
Tools	Lockpick	6
	Multitool	3
Weapon mods	Accuracy	1
	Clip	1
	Reload	1
	12 Gauge sabot shells	1
	Darts	2
	Flare darts	2
	Plasma clip	1
	Crowbar	2
	Pepper gun	1
	Throwing knives	2x5
Pistols	Mini-crossbow	1

	<u>PS20</u>	1
	<u>LAW</u>	1

Can Receive:

Nicolette

	<u>Crypt Key</u>	1
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Paris Cathedral (11_Paris_Cathedral)



Can Find:

Category	Item	Amount
Consumable	Bioelectric cell	1
	Candy bar	3
	Cigarettes	2
	Soda	2
	Soy food	8
	Wine	14
Equippable	Ballistic armor	1

	Binoculars	1
	Credit Chit	1x400 1x250 1x150 4x100
	Fire extinguisher	5
	Flare	7
	Gatekeeper's Key	1
	Cathedral Main Door Key	3
	Repair Bot	1
Tools	Lockpick	3
	Multitool	2
	Range	1
	Recoil	1
	Reload	1
	Scope	1
	10mm ammo	1
	12 Gauge buckshot shells	1
	30.06 ammo	1
	Darts	3
	Flare darts	3
	Prod charger	1
	Rockets	1
	Tranquilizer darts	1
	Crowbar	1

	Throwing knives	1x5
<u>Pistols</u>	Mini-crossbow	2
	Stealth pistol	1
	Sniper rifle	1
	LAW	1

From NPCs

Category	Item	Amount
	Combat knife	10
	Dragon's Tooth Sword	1
<u>Pistols</u>	Mini-crossbow	1
<u>Rifles</u>	Assault rifle	2
	Assault shotgun	2
	Sawed-off shotgun	2
	Sniper rifle	7
<u>Heavy</u>	Flamethrower	2
	LAM	2

Paris Metro (11_Paris_Underground)



Can Find:

Category	Item	Amount
	Soy food	1
	Wine	1
	Fire extinguisher	1
	Repair Bot	1
	Multitool	1

Can Buy:

Joseph/Jordorowsky

Item	Amount	Cost
Accuracy	1	750
Range	1	800
Thermoptic camo	1	5000

Item	Amount	Cost
Candy bar	10	2x10
Cigarettes	10	8x10

From NPCs

Category	Item	Amount
	Candy bar	1
	Medkit	1
	Multitool	1
	Combat knife	5
	Crowbar	1
	Assault shotgun	5

Everett's Home (11_Paris_Everett)



Can Find:

Category	Item	Amount
Consumable	Bioelectric cell	3
	Candy bar	1
	Cigarettes	1
	Liquor	1
	Medkit	1
	Soda	1
	Soy food	2

	Wine	3
	Binoculars	1
	Rebreather	1
	Augmentation Canister	2
	Augmentation Upgrade Canister	1
	Credit Chit	3x100
	Fire extinguisher	2
	Aquarium Hatch Key	1
	Mirror Hatch Key	1
	Medical Bot	1
	Repair Bot	1
	Multitool	1
Weapon mods	Accuracy	1
	Laser	1
	Darts	1
	Plasma clip	2
	Prod charger	2
	PS20	1
Demolition	EMP grenade	1
	LAM	1

Can Receive:

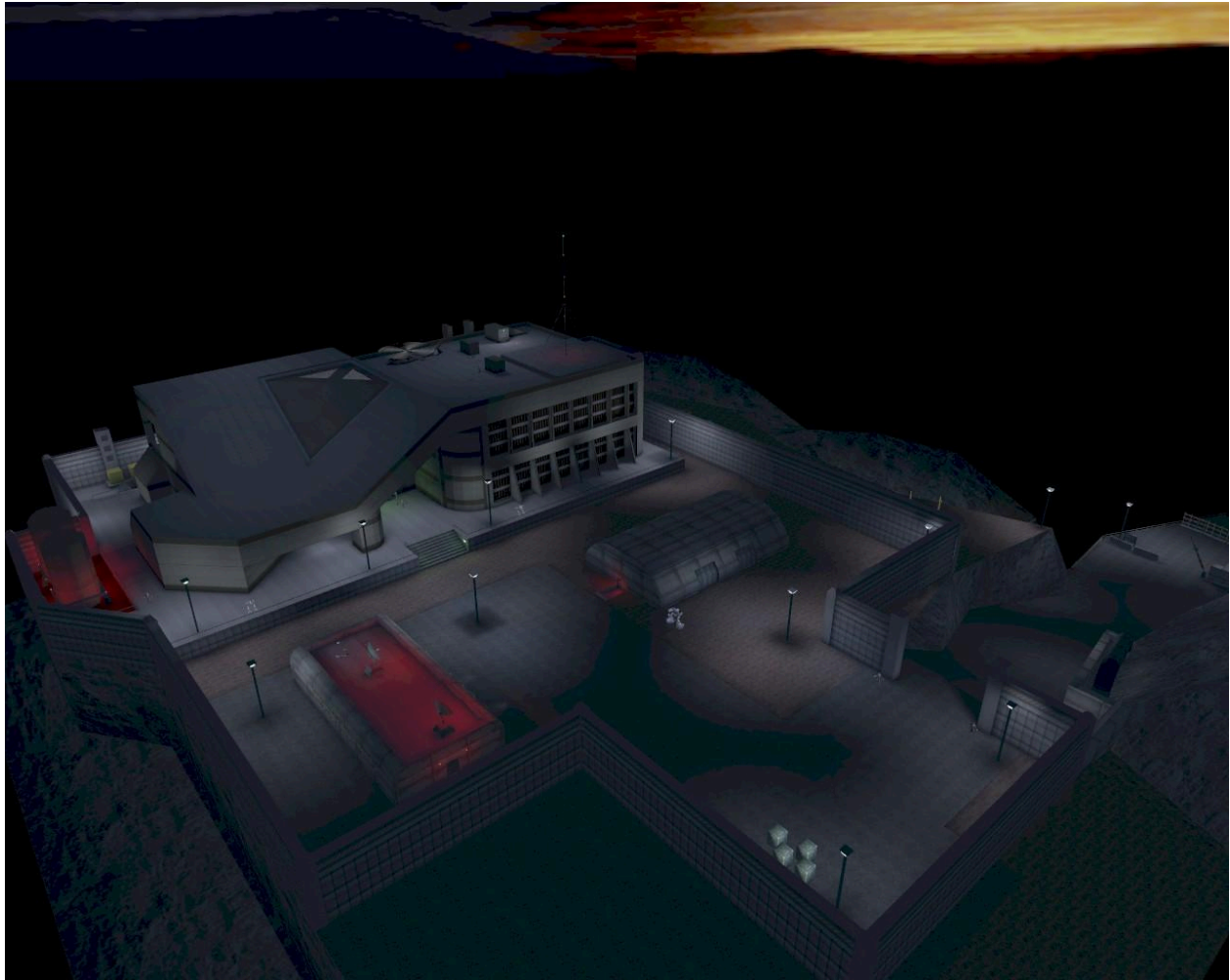
Everett

	Helipad Key	1
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From NPCs

Category	Item	Amount
	Crowbar	1
	Dragon's Tooth Sword	1
	Stealth pistol	1
	Sawed-off shotgun	1

Vandenberg (12_Vandenberg_Cmd)



Can Find:

Category	Item	Amount
Consumable	Bioelectric cell	10
	Cigarettes	1
	Forty	2
	Medkit	9
	Soda	2
	Soy food	4
Equippable	Ballistic armor	1

	Hazmat suit	3
	Rebreather	2
	Tech goggles	1
	Thermoptic camo	1
	Augmentation Canister	1
	Augmentation Upgrade Canister	1
	Credit Chit	1x100
	Fire extinguisher	1
	Flare	8
	Medical Bot	1
	TNT	3
Tools	Lockpick	2
	Multitool	4
	Range	2
Ammunition	7.62x51mm ammo	4
	10mm ammo	4
	12 Gauge buckshot shells	2
	20mm HE ammo	1
	30.06 ammo	1
	Darts	2
	Flare darts	1
	Napalm canister	1
	Prod charger	1
	Rockets	1

	WP rockets	1
Pistols	<u>Mini-crossbow</u>	1
	<u>Pistol</u>	1
Rifles	<u>Assault rifle</u>	1
	<u>Sawed-off shotgun</u>	3
	<u>Sniper rifle</u>	1
	<u>LAW</u>	2
	<u>Gas grenade</u>	1
	<u>LAM</u>	3

Can Receive:

Tim Baker

Demolition	<u>EMP grenade</u>	1
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From NPCs

Category	Item	Amount
	<u>Tunnel Access Key (Unused?)</u>	1
	<u>Combat knife</u>	11
Pistols	<u>Mini-crossbow</u>	1
	<u>Pistol</u>	1
Rifles	<u>Assault rifle</u>	7
	<u>Assault shotgun</u>	2
	<u>Sawed-off shotgun</u>	2
	<u>Sniper rifle</u>	1
Heavy	<u>Flamethrower</u>	1
Demolition	<u>EMP grenade</u>	2

Vandenberg Tunnels (12_Vandenberg_Tunnels)



Can Find:

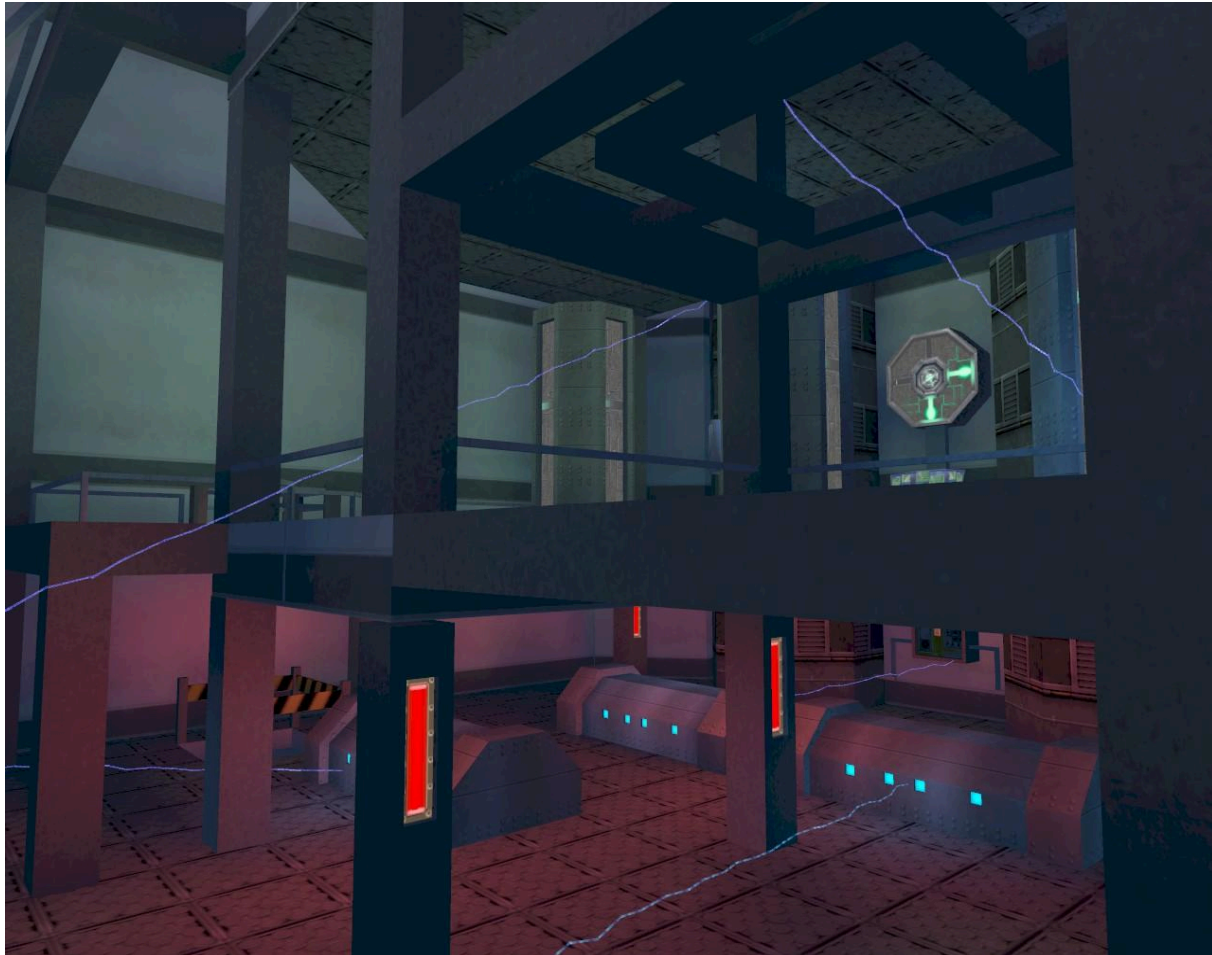
Category	Item	Amount
Consumable	Bioelectric cell	2
	Cigarettes	1
	Medkit	5
Equippable	Ballistic armor	1
	Tech goggles	1
	Augmentation Upgrade Canister	1
	Maintenance Key	1

	Control Room Key	1
Tools	Lockpick	3
	Multitool	2
	Rockets	1
	Pistol	1
<u>Heavy</u>	Flamethrower	1
	LAW	1
<u>Demolition</u>	EMP grenade	1

Unobtainable:

	Medkit	1
Tools	Lockpick	1

Vandenberg Command (12_Vandenberg_Computer)



Can Find:

Category	Item	Amount
Consumable	Bioelectric cell	2
	Cigarettes	1
	3rd Floor Computer Room Key	1
	Repair Bot	1
	Multitool	1

Can Receive:

Gary Savage

	Tiffany Picture	1
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Gas Station (12_Vandenberg_Gas)



Can Find:

Category	Item	Amount
Consumable	Bioelectric cell	2
	Candy bar	3
	Cigarettes	4
	Forty	6
	Medkit	3
	Soda	8
	Soy food	3

	Zyme	3
	Binoculars	2
	Credit Chit	1x250 1x100
	Fire extinguisher	1
	Flare	6
	Garage Door Key	1
	Sewer Access Key	1
	Repair Bot	1
Tools	Lockpick	1
	Silencer	1
Ammunition	7.62x51mm ammo	1
	10mm ammo	1
	12 Gauge buckshot shells	1
	Darts	1
	Plasma clip	1
	Prod charger	1
	Rockets	1
	Sawed-off shotgun	2
	Sniper rifle	1
	Gas grenade	1

Can Buy:

Fred

Item	Amount	Cost
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<u>Accuracy</u>	1	750
<u>Recoil</u>	1	400
<u>Rebreather</u>	1	1500

Can Receive:

Fred

	<u>Sewer Access Key</u>	1
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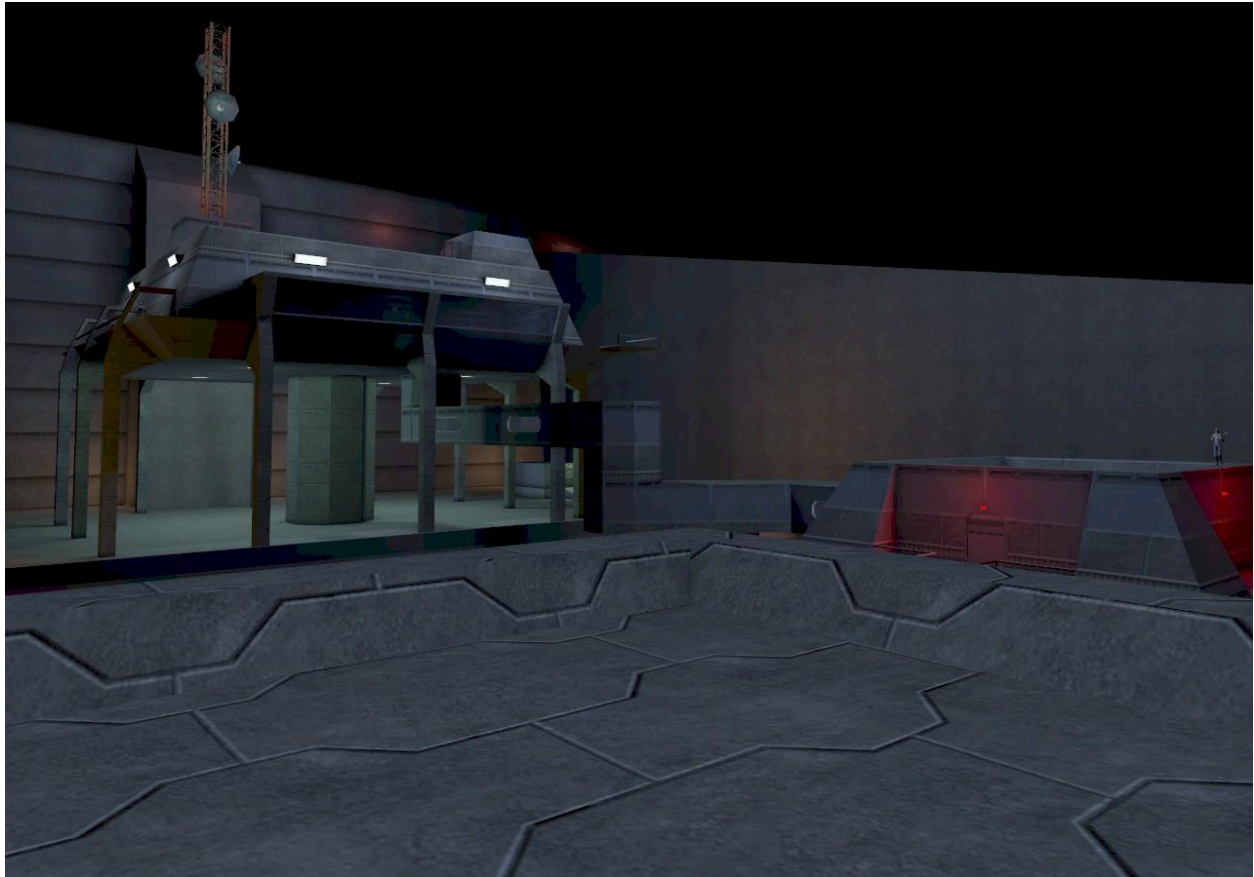
Tiffany Savage

	<u>Sub-base Map</u>	1
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From NPCs

Category	Item	Amount
	<u>Key</u>	1
	<u>Garage Door Key</u>	1
	<u>Sewer Access Key</u>	2
	<u>Combat knife</u>	3
Rifles	<u>Assault rifle</u>	2
	<u>Sawed-off shotgun</u>	1
	<u>Plasma rifle</u>	1
Demolition	<u>EMP grenade</u>	1
	<u>LAM</u>	1

Sub-base (14_Vandenberg_Sub)



Can Find:

Category	Item	Amount
Consumable	Bioelectric cell	1
	Cigarettes	2
	Liquor	1
	Medkit	2
	Supply Shed Key	1
	Command Module Key	1
Tools	Lockpick	1
	Multitool	1

	<u>Silencer</u>	1
<u>Ammunition</u>	7.62x51mm ammo	3
	10mm ammo	3
	12 Gauge buckshot shells	2
	Napalm canister	1
	Tranquilizer darts	1
<u>Pistols</u>	<u>Mini-crossbow</u>	1
	<u>Assault shotgun</u>	1
	<u>Gas grenade</u>	1
	<u>LAM</u>	1

Can Receive:

Dr Pinkerton

	<u>Sub-base Map 2</u>	1
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Gary Savage

	<u>Augmentation Upgrade Canister</u>	1
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From NPCs

Category	Item	Amount
	<u>Sub-base Key</u>	1
	<u>Combat knife</u>	15
<u>Rifles</u>	<u>Assault rifle</u>	12
	<u>Assault shotgun</u>	2
	<u>Sniper rifle</u>	1
<u>Heavy</u>	<u>Flamethrower</u>	1
	<u>GEP gun</u>	1

	<u>LAW</u>	1
	<u>Gas grenade</u>	1
	<u>LAM</u>	1

Ocean Labs (14_OceanLab_Lab)



Can Find:

Category	Item	Amount
Consumable	Bioelectric cell	8
	Candy bar	2
	Cigarettes	1
	Forty	1
	Liquor	1
	Medkit	3
	Soda	2

	Soy food	4
Equippable	Ballistic armor	1
	Binoculars	1
	Hazmat suit	1
	Rebreather	2
	Tech goggles	1
	Thermoptic camo	1
	Fire extinguisher	3
	Flare	10
	Supply Access Key	1
	Grease! Lab Key	1
	Crew Module Access Key	1
Tools	Lockpick	5
	Multitool	3
	Clip	1
	Recoil	1
	Reload	1
	7.62	2
	10mm rounds	2
	12 gauge buckshot	1
	30.06	1
	Darts	1
	Plasma Clip	1

	Rockets	1
	Tranquilizer darts	1
	Crowbar	1
	Pepper gun	1
	Riot prod	1
<u>Rifles</u>	Assault rifle	4
	GEP Gun	1
	Plasma rifle	1
	Gas grenade	1
	LAM	1
	Scramble grenade	1

Unobtainable

	Medical Bot	1
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From NPCs

Category	Item	Amount
	Dragon's Tooth Sword	1
<u>Pistols</u>	Mini-crossbow	2
	Plasma rifle	1
	LAM	2

Ocean Lab UC (14_OceanLab_UC)

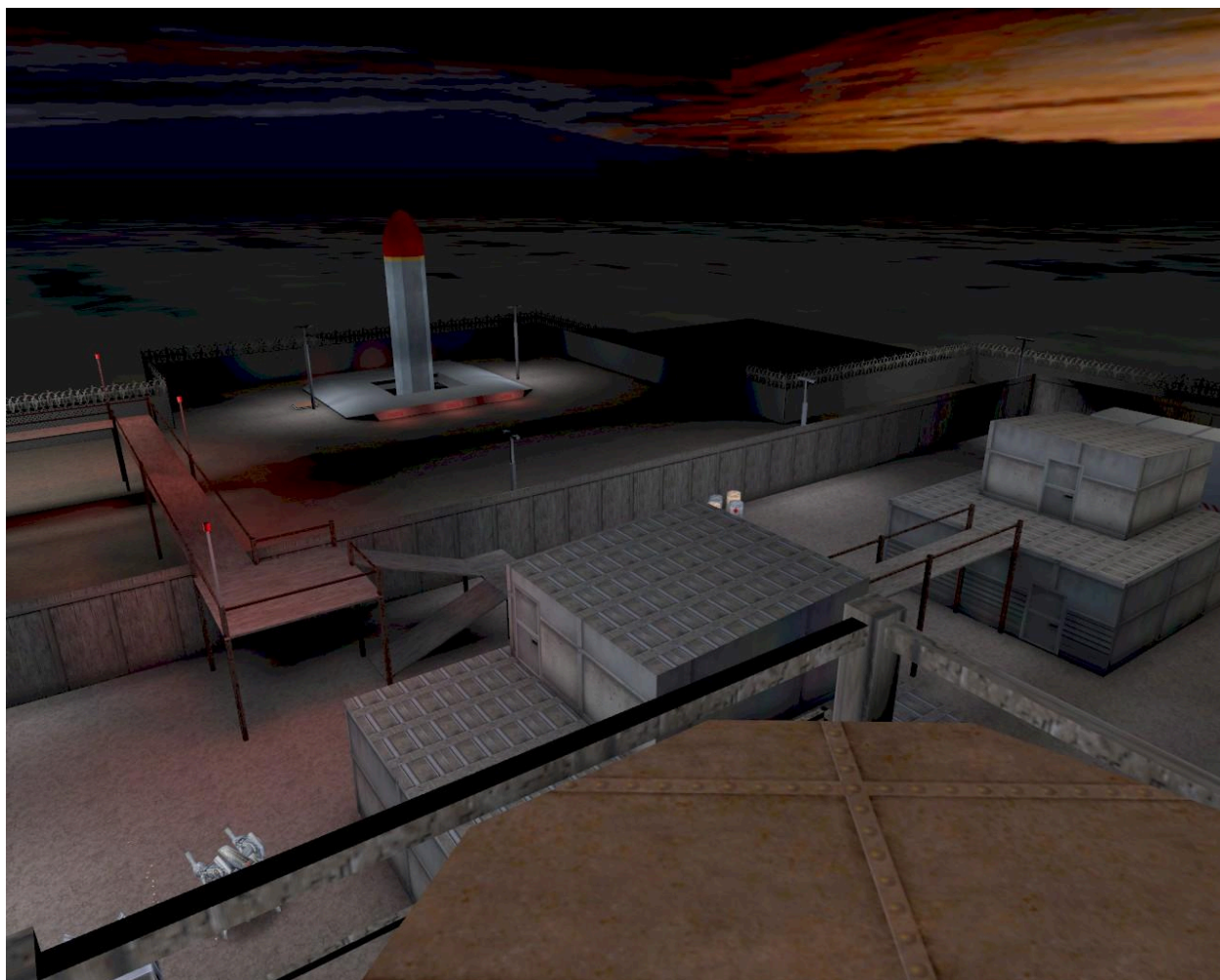


Can Find:

Category	Item	Amount
Consumable	Bioelectric cell	3
	Medkit	1
	Augmentation Upgrade Canister	1
	Fire extinguisher	1
	Repair Bot	1
	TNT	3
Tools	Lockpick	1

	Multitool	2
	Rockets	1
	Riot prod	1
<u>Rifles</u>	Assault rifle	2
	Assault shotgun	2
<u>Demolition</u>	EMP grenade	1
	Gas grenade	1
	Scramble grenade	1

Missile Silo (14_Oceanlab_Silo)



Can Find:

Category	Item	Amount
Consumable	Bioelectric cell	1
	Cigarettes	1
	Forty	1
	Medkit	3
	Soda	5
	Soy food	1
	Binoculars	1

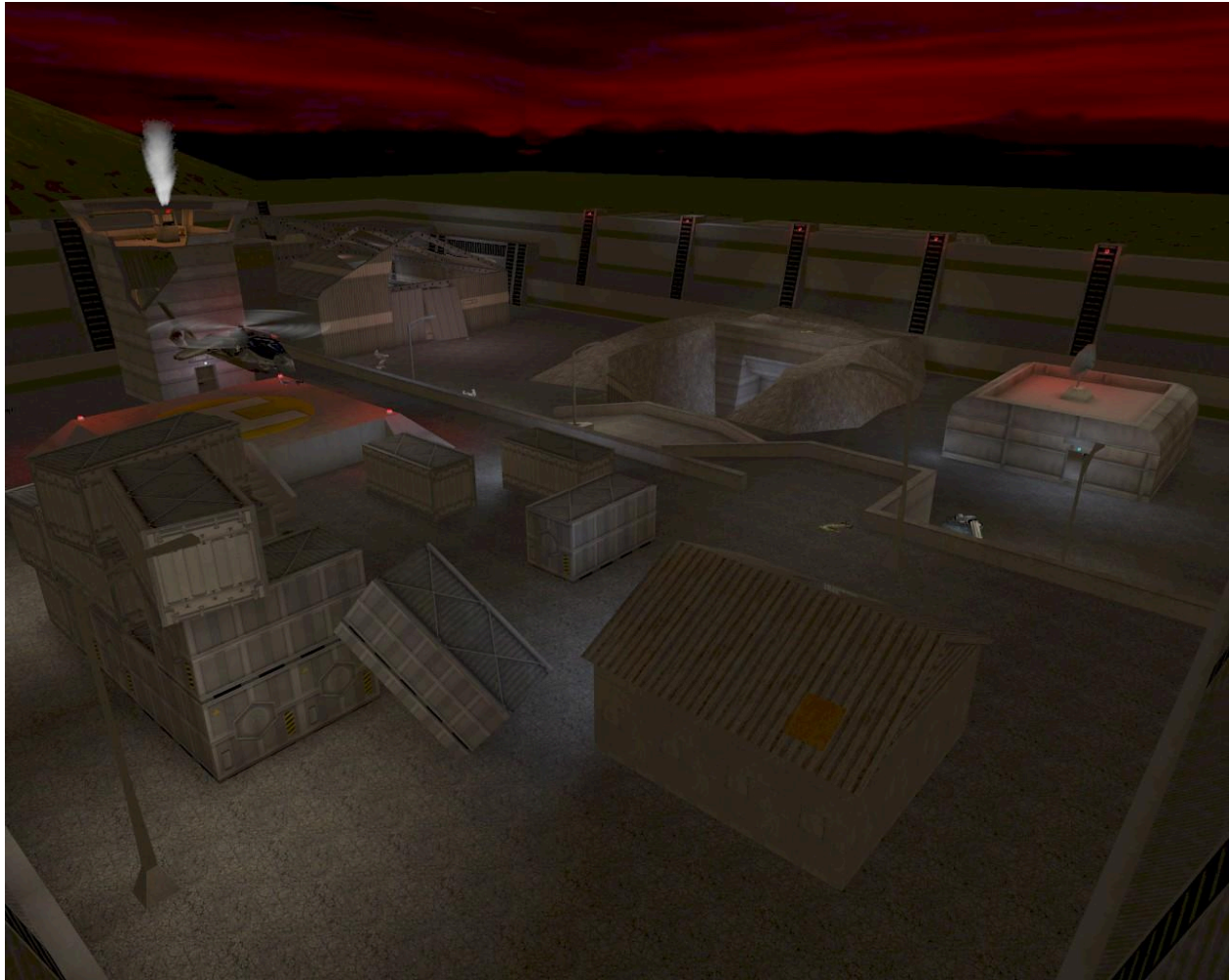
	Credit Chit	2x100
	Fire extinguisher	1
	Front Gate Key	1
	Truck Doors Key	1
	Repair Bot	2
Tools	Lockpick	3
	Multitool	1
	Range	1
	Silencer	1
Ammunition	7.62x51mm ammo	1
	10mm ammo	4
	12 Gauge sabot shells	2
	30.06 ammo	1
	Plasma clip	1
	Rockets	1
	Assault shotgun	1
	LAW	1
	Gas grenade	1
	LAM	1

From NPCs

Category	Item	Amount
	Combat knife	8
	Crowbar	1

<u>Pistols</u>	<u>Mini-crossbow</u>	1
	<u>Pistol</u>	1
	<u>Stealth pistol</u>	1
<u>Rifles</u>	<u>Assault rifle</u>	5
	<u>Assault shotgun</u>	4
	<u>Sniper rifle</u>	2
	<u>Plasma rifle</u>	1
<u>Demolition</u>	<u>EMP grenade</u>	3
	<u>LAM</u>	2

Area 51 Bunker (15_Area51_Bunker)



Can Find:

Category	Item	Amount
Consumable	Bioelectric cell	6
	Candy bar	1
	Cigarettes	1
	Medkit	3
	Ballistic armor	1
	Binoculars	1
	Rebreather	1

	Thermoptic camo	1
	Augmentation Upgrade Canister	1
	Fire extinguisher	1
	Flare	5
	Tower Key	1
	Storage Key	1
	Repair Bot	2
	TNT	3
Tools	Lockpick	5
	Multitool	3
	Laser	1
Ammunition	7.62x51mm ammo	3
	10mm ammo	2
	12 Gauge buckshot shells	2
	12 Gauge sabot shells	1
	30.06 ammo	1
	Darts	2
	Napalm canister	1
	Crowbar	1
Pistols	Mini-crossbow	1
	Pistol	1
Rifles	Assault rifle	2
	Sawed-off shotgun	1
Heavy	Flamethrower	1

	GEP gun	1
	LAW	1
<u>Demolition</u>	EMP grenade	2
	LAM	2
	Scramble grenade	1

From NPCs

	Combat knife	1
	Dragon's Tooth Sword	1
<u>Rifles</u>	Assault rifle	1
	Sniper rifle	1
	Plasma rifle	2
	LAM	1

Area 51 Entrance (15_Area51_Entrance)



Can Find:

Category	Item	Amount
Consumable	Bioelectric cell	2
	Cigarettes	1
	Medkit	3
	Soda	4
	Binoculars	1
	Augmentation Canister	1
	Augmentation Upgrade Canister	1

	Section 3 Access Key	1
	Medical Bot	1
	Repair Bot	1
Tools	Lockpick	3
	Multitool	6
Ammunition	7.62x51mm ammo	2
	10mm ammo	2
	12 Gauge buckshot shells	2
	12 Gauge sabot shells	1
	Flare darts	1
	Plasma clip	1
	Rockets	1
	Tranquilizer darts	2
	Sawed-off shotgun	1
	Plasma rifle	1
	LAM	1

Can Buy:

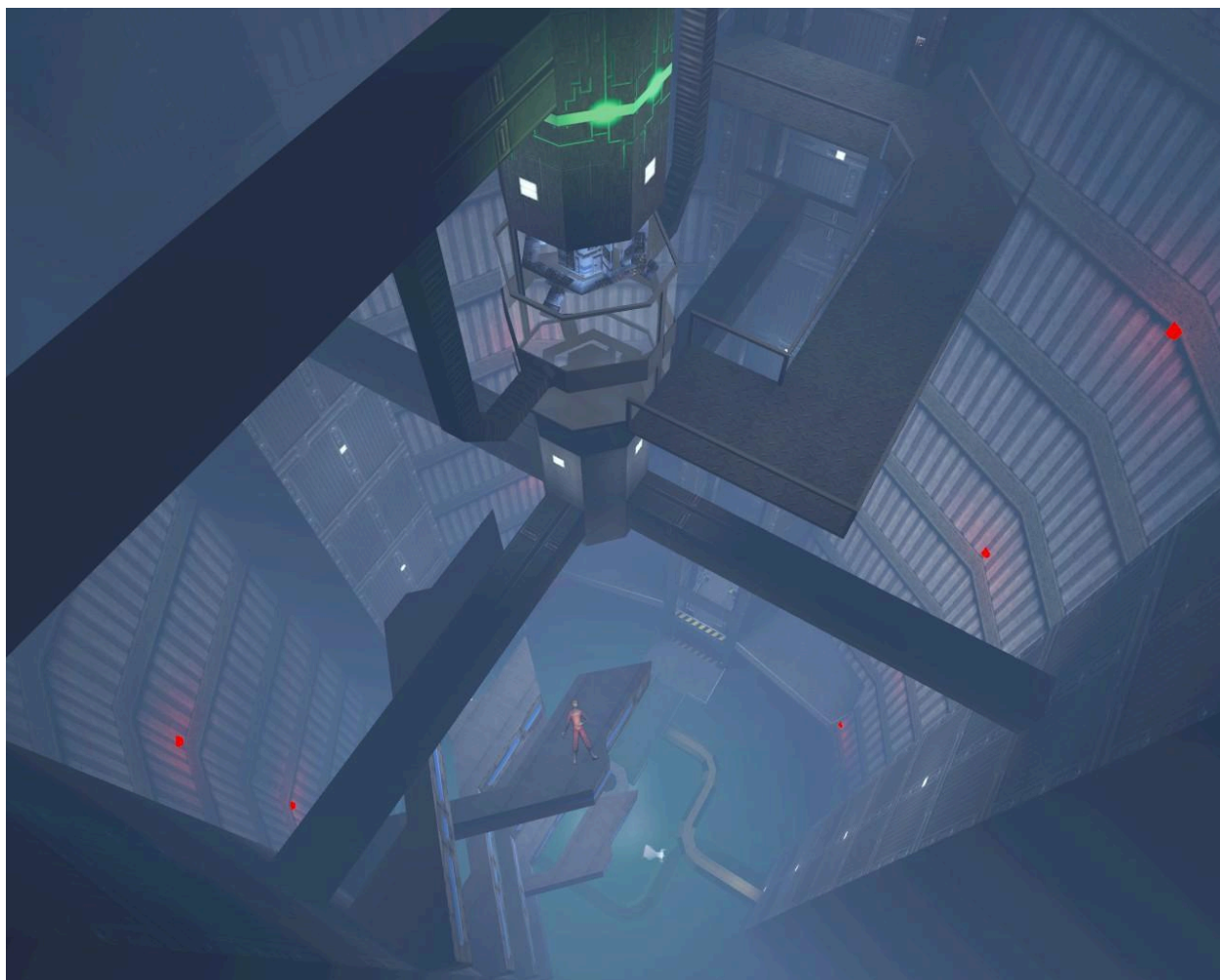
Item	Amount	Cost
Candy bar	10	2x10
Soda	20	2x20

From NPCs

	Combat knife	5
	Dragon's Tooth Sword	1

	<u>PS20</u>	1
<u>Rifles</u>	<u>Assault rifle</u>	4
	<u>Assault shotgun</u>	1
	<u>Sawed-off shotgun</u>	2
	<u>Sniper rifle</u>	1
<u>Demolition</u>	<u>EMP grenade</u>	2
	<u>LAM</u>	1

Area 51 Sector 3 (15_Area51_Final)



Can Find:

Category	Item	Amount
Consumable	Bioelectric cell	6
	Candy bar	2
	Cigarettes	3
	Medkit	3
	Soda	1
	Hazmat suit	1
	Rebreather	1

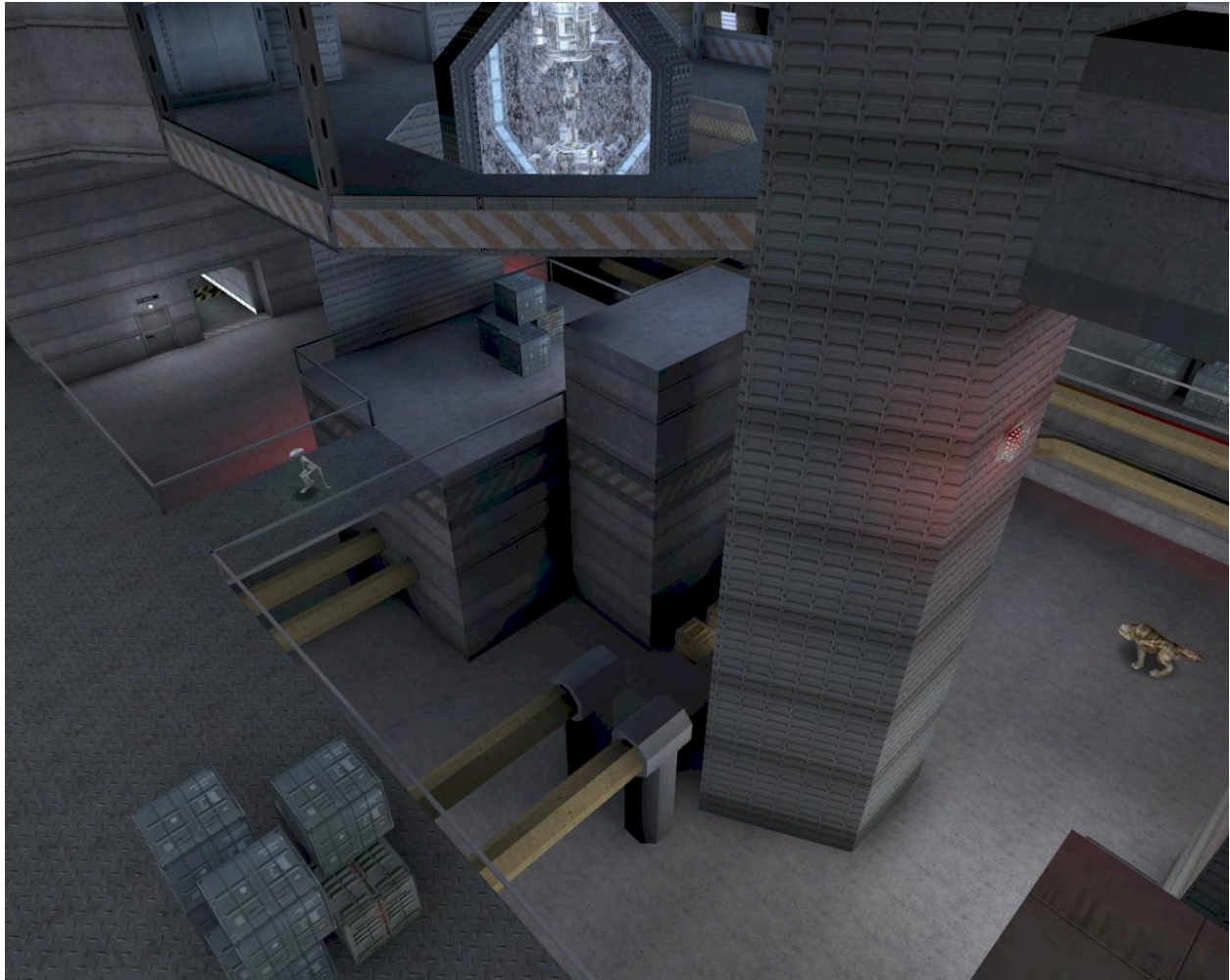
	Tech goggles	2
	Augmentation Upgrade Canister	1
	Fire extinguisher	1
	Flare	2
	Medical Bot	1
	Repair Bot	1
	TNT	3
Tools	Lockpick	3
	Multitool	6
Ammunition	7.62x51mm ammo	4
	10mm ammo	4
	12 Gauge buckshot shells	3
	12 Gauge sabot shells	1
	30.06 ammo	2
	Darts	1
	Napalm canister	1
	Plasma clip	1
	Prod charger	1
	Rockets	2
	Tranquilizer darts	1
Low-Tech	Baton	1
	Combat knife	1
	Crowbar	1
Pistols	Mini-crossbow	2

	<u>Pistol</u>	3
<u>Rifles</u>	<u>Assault rifle</u>	1
	<u>Assault shotgun</u>	1
	<u>Sawed-off shotgun</u>	1
	<u>Sniper rifle</u>	1
	<u>GEP gun</u>	1
	<u>LAW</u>	1
	<u>Gas grenade</u>	2
	<u>LAM</u>	1

From NPCs

	<u>Tech goggles</u>	1
	<u>Combat knife</u>	6
	<u>Pistol</u>	1
<u>Rifles</u>	<u>Assault rifle</u>	4
	<u>Sawed-off shotgun</u>	1
	<u>Sniper rifle</u>	1
	<u>GEP gun</u>	2
<u>Demolition</u>	<u>EMP grenade</u>	1

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Can Find:

Category	Item	Amount
Consumable	Bioelectric cell	7
	Candy bar	1
	Cigarettes	1
	Medkit	4
	Binoculars	1
	Hazmat suit	2
	Rebreather	1

	Tech goggles	2
	Fire extinguisher	1
	Flare	2
	Medical Bot	2
	Repair Bot	2
Tools	Lockpick	2
	Multitool	5
	Recoil	1
Ammunition	7.62x51mm ammo	3
	10mm ammo	4
	12 Gauge buckshot shells	3
	12 Gauge sabot shells	2
	20mm HE ammo	1
	30.06 ammo	2
	Darts	1
	Flare darts	1
	Napalm canister	1
	Pepper cartridge	1
	Plasma clip	1
	Prod charger	2
	Rockets	2
	Tranquilizer darts	1
	PS20	1
	LAW	2

<u>Demolition</u>	<u>EMP grenade</u>	1
	<u>LAM</u>	3

From NPCs

	<u>Combat knife</u>	4
<u>Rifles</u>	<u>Assault rifle</u>	4
	<u>LAM</u>	2

Does the level have a water fountain?

Level	Yes/No
Liberty Island 1	✓
UNATCO 1	✓
Battery Park 1	x
NYC Streets 1	x
Free Clinic 1	✓
Tonn Hotel 1	✓
Underworld Tavern 1	x
Smuggler's Lair 1	x
MJ12 Sewers 1	x
NSF Warehouse	x
Liberty Island 2	x
UNATCO 2	✓
Battery Park 2	x
Brooklyn Bridge Station	x
Mole Tunnels	x
Airport	✓
Airfield	✓
Hangar	x
747	x
Liberty Island 3	x
UNATCO 3	✓
NYC Street 2	x
Tonn Hotel 2	✓

Underworld Tavern 2	x
Smuggler's Lair 2	x
MJ12 Sewers 2	x
NSF HQ	x
Battery Park 3	x
MJ12 Prison	x
UNATCO Return/Escape	✓
Liberty Island 4	x
MJ12 Helipad	✓
Wan Chai Market	✓
Tong's Lab	x
Canal Road	x
Canals	✓
Tonnochi Road	✓
Lucky Money	x
Versalife Offices	✓
Versalife Labs	✓
Level 2 Labs	x
NYC Street 3	x
Free Clinic 2	✓
Tonn Hotel 3	✓
Underworld Tavern 3	x
Smuggler's Lair 3	x
MJ12 Sewers 3	x
Naval Shipyard	✓

External Fan	x
Ship Exterior and Upper Decks	✓
Ship Lower Decks	x
Cemetary	x
Paris Rooftop	✓
Paris Catacombs	x
Paris Streets	✓
Paris Club	✓
Nicolette Chateau	x
Paris Cathedral	x
Paris Metro	✓
Everett Home	x
Vandenberg	✓
Vandenberg Tunnels	x
Vandenberg Computer	x
Vandenberg Gas Station	✓
Sub-Base	x
Ocean Labs	x
Ocean Lab UC	x
Missile Silo	x
Area 51 Bunker	✓
Area 51 Entrance	x
Area 51 Sector 3	x
Area 51 Sector 4	x

Template

Category	Item	Amount
Consumable	Bioelectric cell	
	Candy bar	
	Cigarettes	
	Forty	
	Liquor	
	Medkit	
	Soda	
	Soy food	
	Wine	
	Zyme	
Equippable	Ballistic armor	
	Binoculars	
	Hazmat suit	
	Rebreather	
	Tech goggles	
	Thermoptic camo	
Misc	Ambrosia vial	
	Augmentation Canister	
	Augmentation Upgrade Canister	
	Credit Chit	

	Fire extinguisher	
	Flare	
	Key	
	Medical Bot	
	Repair Bot	
	TNT	
Tools	Lockpick	
	Multitool	
Weapon mods	Accuracy	
	Clip	
	Laser	
	Range	
	Recoil	
	Reload	
	Scope	
	Silencer	
Ammunition	7.62x51mm ammo	
	10mm ammo	
	12 Gauge buckshot shells	
	12 Gauge sabot shells	
	20mm HE ammo	
	30.06 ammo	
	Darts	

	Flare darts	
	Napalm canister	
	Pepper cartridge	
	Plasma clip	
	Prod charger	
	Rockets	
	Tranquilizer darts	
	WP rockets	
<u>Low-Tech</u>	Baton	
	Combat knife	
	Crowbar	
	Dragon's Tooth Sword	
	Pepper gun	
	Riot prod	
	Sword	
	Throwing knives	
<u>Pistols</u>	Mini-crossbow	
	Pistol	
	PS20	
	Stealth pistol	
<u>Rifles</u>	Assault rifle	
	Assault shotgun	
	Sawed-off shotgun	
	Sniper rifle	

<u>Heavy</u>	<u>Flamethrower</u>	
	<u>GEP gun</u>	
	<u>LAW</u>	
	<u>Plasma rifle</u>	
<u>Demolition</u>	<u>EMP grenade</u>	
	<u>Gas grenade</u>	
	<u>LAM</u>	
	<u>Scramble grenade</u>	