



SpeedRun Guide

Any%
Glitchless

No DLC

by Kimshik

This guide will show you the optimal way to speedrun.

There are two types of pages, "Recap" and "Station".

"Station" shows the fastest way, the stuff you start with, and the stuff you possibly will take.

"Recap" details your inventory until now, minus what you will use, and the Food/Heal to give to Passengers.

3 Legends

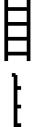
4-5 Tips

6-59 Stations and Recaps

60 Github

Legends

○	COLLECTIBLE Usefull stuff	→	START Starting point of the level	†	INFECTED
...	DIALOGS/MESSAGES	□	BLOCKER Lock the train	‡	RUNNER Fast, Dash attack
♥	PASSENGER to save, feed and heal	↑	SWITCH ZONE Reach another location	§	ARMORED Invulnerable, unless he lose his helmet
??	BLOCKER'S CODE to unlock the train	\$	STORE Sell usefull stuff	!	EVENT like dialog or something else Unavoidable
🔑	KEY to open some doors	!	INTERACTION -require, or objective	†	EXPLODER Explode if shoteed, or if you are close
△	PROJECTILE Single use against mobs	?	CONDITION -needed to open/spawn	¶	GIANT High Damage
⚠	EXPLOSIVE PROJECTILE Thrown or shoot it	◆	LOCKED -door, or empty collectible	人格	GRIPPER Rush, grap you and hit you over time
⚡	BATTERY To power the blocker	×			
⌚	BREAKABLE WALL Punch or shoot on it				

- When you exit the train, hold right stick on right
Sometimes, your character look left for no reason
- When changing direction, point right stick in the same direction
- Spam B instead of A during Dialogs
- Walk the opposite direction you are aiming slow you
Punch slow you, but shoots don't
Reloads slow you
Heals slow you
Hold Battery/Projectile slow you. Spam A with Battery to be less slowed
-  You can deal with 2 types of ladder,
On the first one, you can shoot or heal, without being slowed
 On the second one, you can't, and you are vulnerable on the top
- When write the code, quickly press B at the end to avoid losing time
- Automatically reloads weapons on the train,
And heal you without using Medkit
-  Breakable Walls can be destroyed with 2 punch or 2~3 Pistol
- Punch with Shotgun or Rifle deal more damage

How to deal with ?



Infected



Runner



Armored



Exploder



Giant



Gripper

Slow

Fast
Dash Strike

Slow
Invulnerable

Slow
Explosive

Slow

Fast
Grab you

Just go through, most of time, he don't hit you

BUT
punch him if crossed on a shape, even a small one

Punch him when crossed.

If you have to kill him, punch him each time he dashes on you

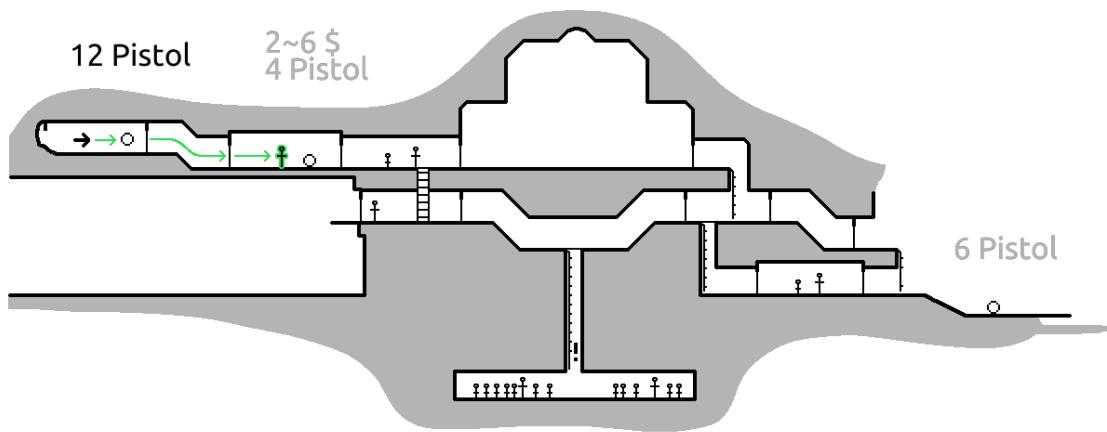
Same as Infected

Shoot him until he explode, with 3~4 Pistol or 2 Headshot

Punch him when crossed, just before he attacks, but not too early, the range is pretty tight

Kill him.
4~5 Pistol
Slow you if grab you

Objectif : Kill yourself



Recap : 0 -> 1

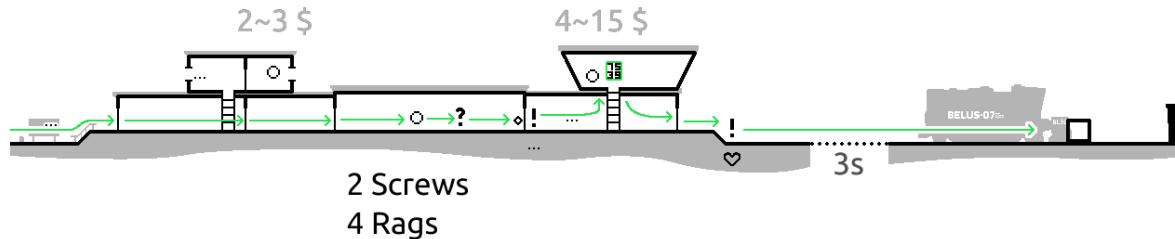
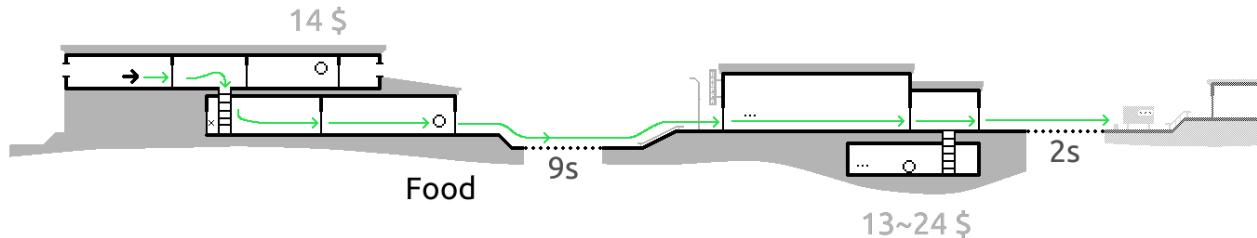
Inventory

Details

	Total	Collected	Passenger	Fight	Craft
Money					
Pistol					
Shotgun					
Medkit	x 2				
Food	x 2				
Rags					
Pills					
Gunpowder					
Scraps					
Screws					

Collect:
1 Food
2 Screws
4 Rags

Very Easy
1 : Redmund



Inventory

Details

Recap : 1 -> 2

	Total	Collected	Passenger	Fight	Craft
Money					
Pistol					
Shotgun					
Medkit	x 2				
Food	x 3	+ 1			
Rags	x 4	+ 4			
Pills					
Gunpowder					
Scraps					
Screws	x 2	+ 2			

Passengers



I.J.

Irvin Jones

Craft

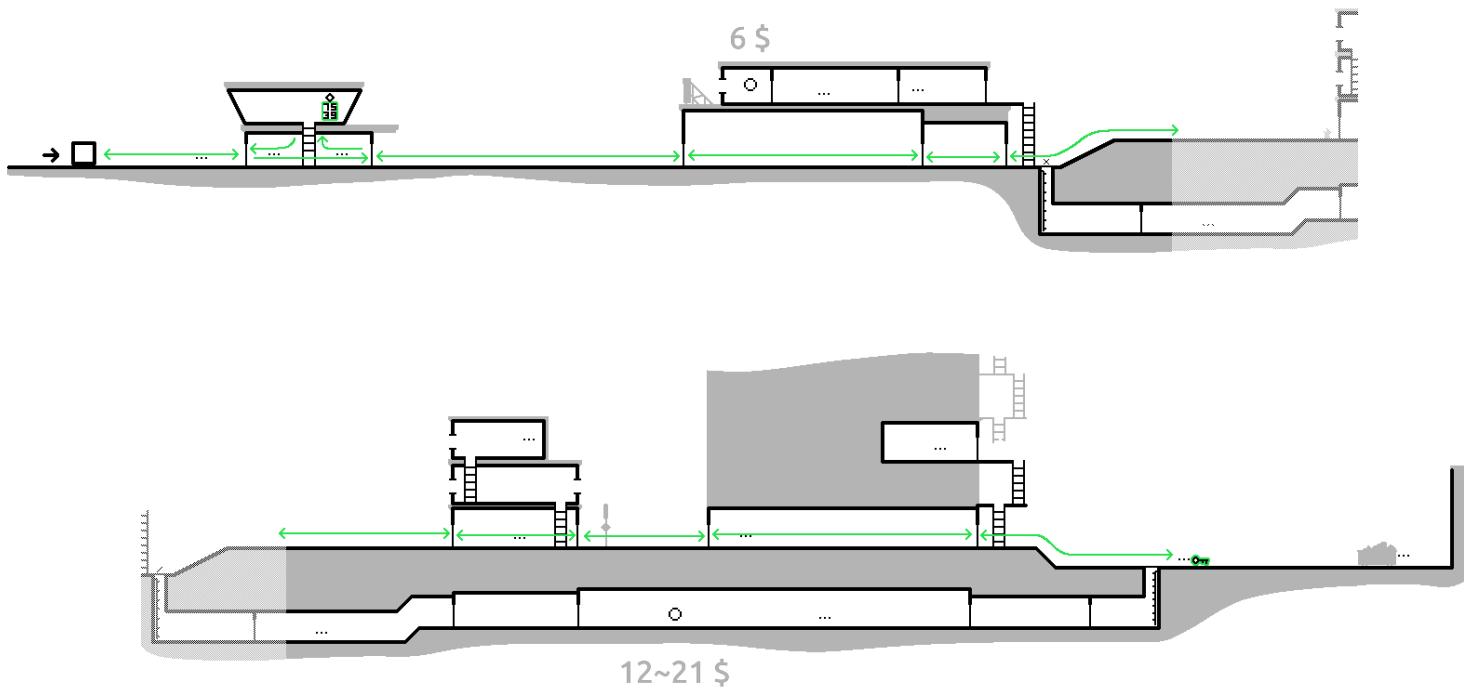
Medkit

6 Rags + 4 Pills

Pistol

1 Gunpowder + 1 Scraps

Very Easy
2 : Nimlard



Inventory

Details

Recap : 2 -> 3

	Total	Collected	Passenger	Fight	Craft
Money					
Pistol					
Shotgun					
Medkit	x 2				
Food	x 2	+ 1		- 1	
Rags	x 4	+ 4			
Pills					
Gunpowder					
Scraps					
Screws	x 2	+ 2			

Passengers



I.J.

Craft

Medkit

6 Rags + 4 Pills

Pistol

1 Gunpowder + 1 Scraps

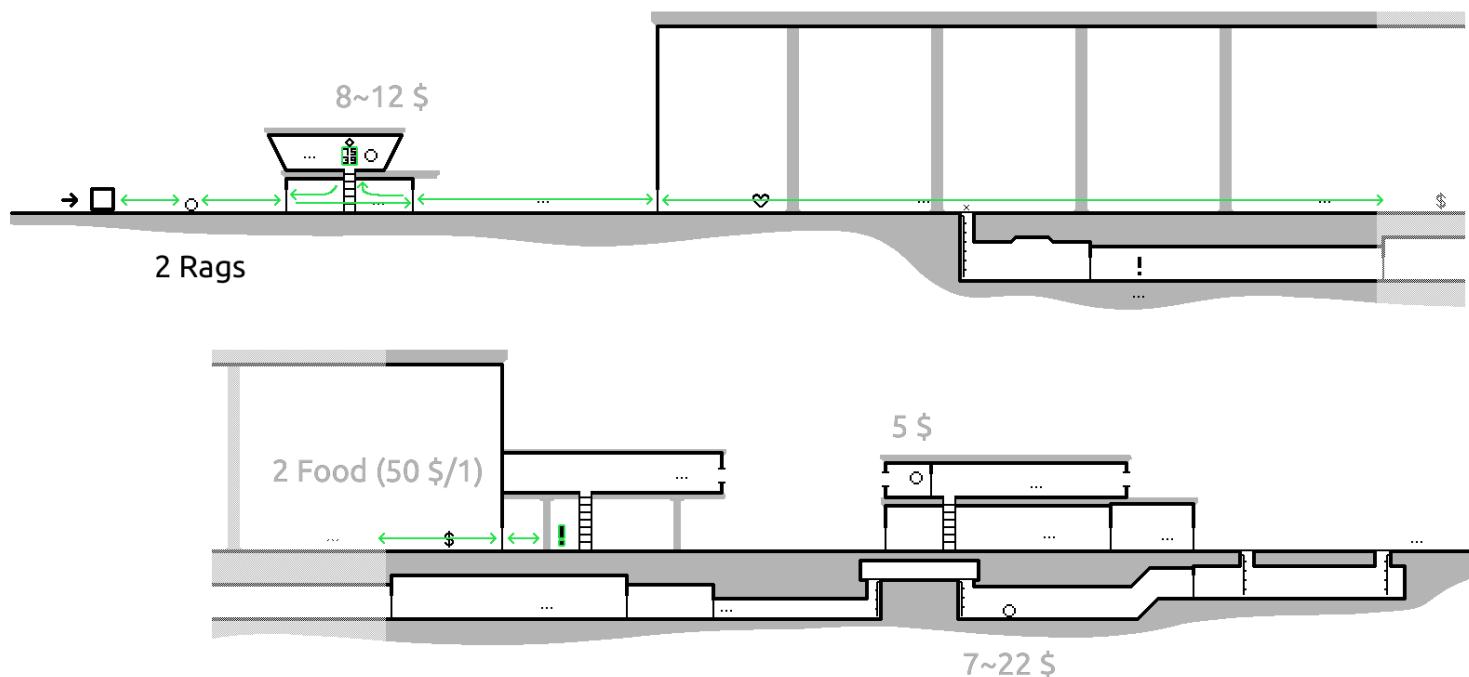
Irvin Jones

Give Food when Health is low

Start With: 2 Food

Collect :
2 Rags

Very Easy 3 : Central Station "Keskus"



Inventory

Details

Recap : 3 -> 4

	Total	Collected	Passenger	Fight	Craft
Money					
Pistol					
Shotgun					
Medkit	x 2				
Food	x 2	+ 1		- 1	
Rags	x 6	+ 6			
Pills					
Gunpowder					
Scraps					
Screws	x 2	+ 2			

Passengers



I.J.

Irvin Jones

Craft

Medkit

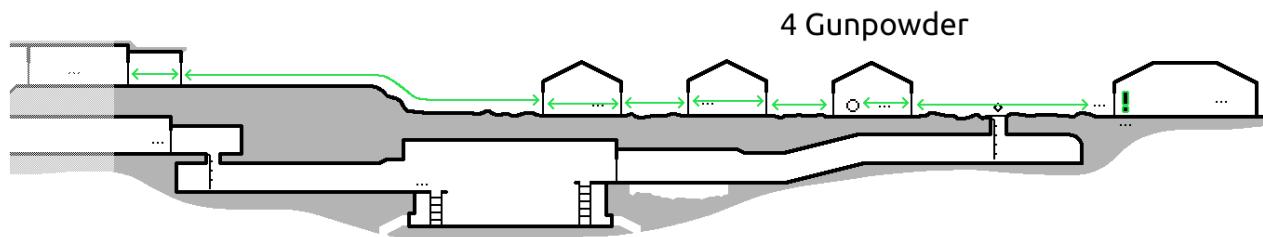
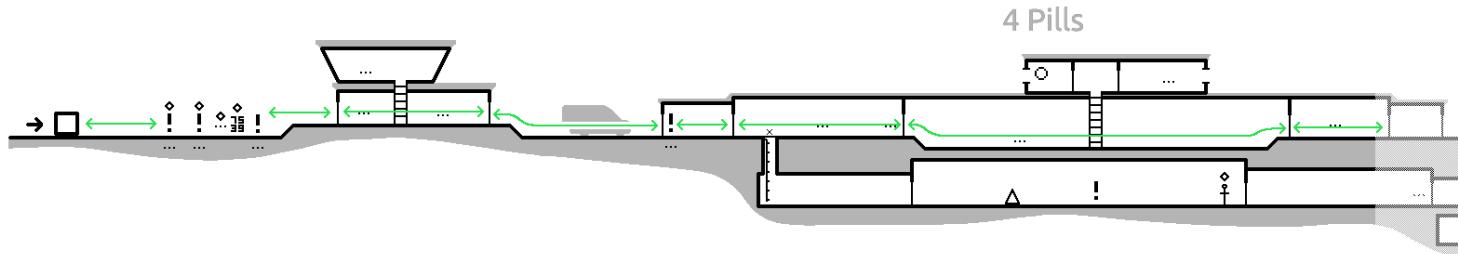
6 Rags + 4 Pills

Pistol

1 Gunpowder + 1 Scraps

Collect:
250 \$ (Irvin Jones)
4 Gunpowder

Very Easy
4 : Emergency Station



Inventory

Details

Recap : 4 -> 5

	Total	Collected	Passenger	Fight	Craft
Money	x 250		+ 250		
Pistol					
Shotgun					
Medkit	x 2				
Food	x 2	+ 1		- 1	
Rags	x 6	+ 6			
Pills					
Gunpowder	x 4	+ 4			
Scraps					
Screws	x 2	+ 2			

Passengers



None

Craft

Medkit

6 Rags + 4 Pills

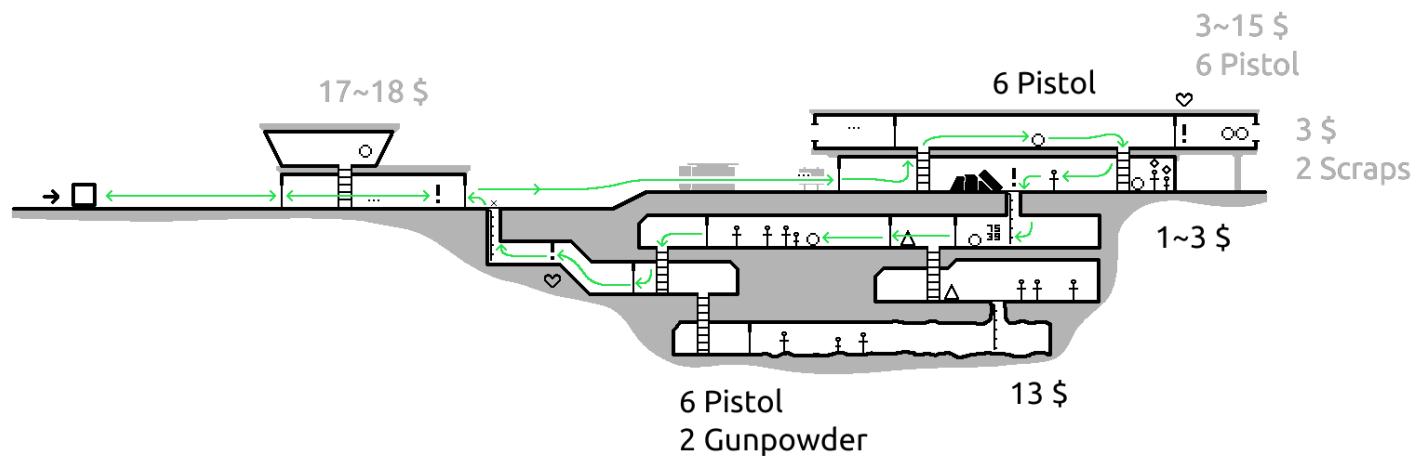
Pistol

1 Gunpowder + 1 Scraps

Start With :
2 Medkit

Collect :
New Weapon (Pistol)
14~16 \$
12 Pistol
2 Gunpowder

Easy
5 : Wallick



Inventory

Details

Recap : 5 -> 6

	Total	Collected	Passenger	Fight	Craft
Money	x 264~266	+ 14~16	+ 250		
Pistol	x 12	+ 12			
Shotgun					
Medkit	x 2				
Food	x 2	+ 1	-1		
Rags	x 6	+ 6			
Pills					
Gunpowder	x 6	+ 6			
Scraps					
Screws	x 2	+ 2			

Passengers



J.C.

John Cocker

Craft

Medkit

6 Rags + 4 Pills

Pistol

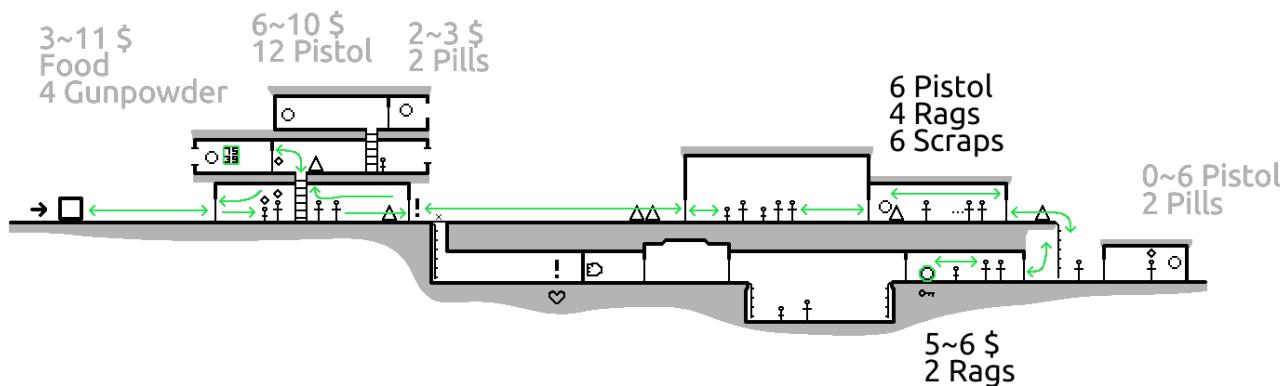
1 Gunpowder + 1 Scraps

Start With :
12 Pistol
2 Medkit

Collect :
5~6 \$
6 Pistol
6 Rags
6 Scraps

Fight :
0~6 Pistol

Average
6 : Midford



Tips :

Kill most mobs has you can. Try to use only 6 Pistol. Oneshot Infected with a headshot.
Use the 1st projectile to kill Infected on your back.
Use the 2nd Projectile for the one on your back,
use the 3rd to kill the next Runner,
and the last with punch while moving forward.
On the return, punch at the exit of the ladder.

Inventory

Details

Recap : 6 -> 7

	Total	Collected	Passenger	Fight	Craft
Money	x 269~272	+ 19~22	+ 250		
Pistol	x 12~18	+ 18		- 0~6	
Shotgun					
Medkit	x 2				
Food	x 1	+ 1	- 2		
Rags	x 12	+ 12			
Pills					
Gunpowder	x 6	+ 6			
Scraps	x 6	+ 6			
Screws	x 2	+ 2			

Passengers



J.C.

John Cocker
Give Food when Health is low

Craft

Medkit

6 Rags + 4 Pills

Pistol

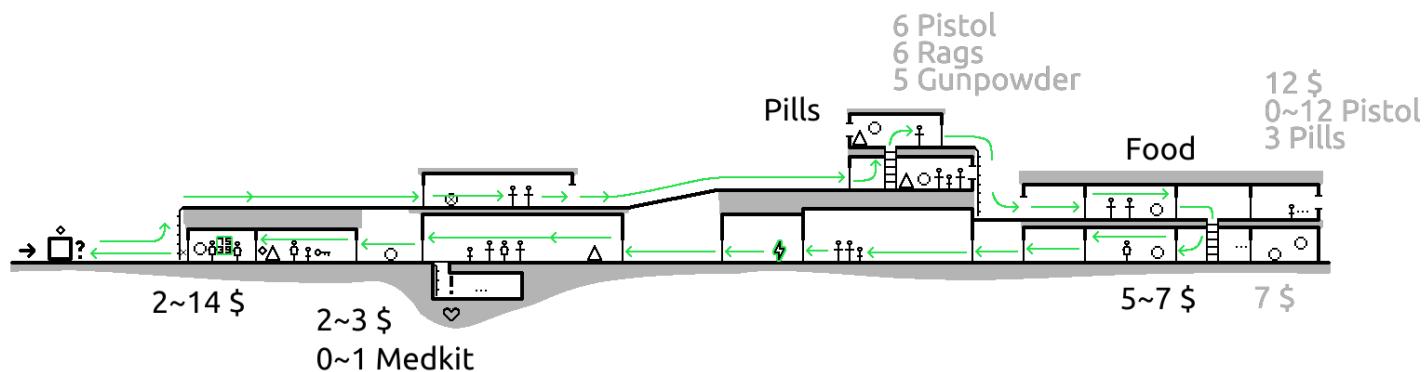
1 Gunpowder + 1 Scraps

Start With :
12~18 Pistol
2 Medkit

Collect :
9~24 \$
0~1 Medkit
1 Food
1 Pills

Fight :
0~12 Pistol

Hard
7 : Bridgestone



Tips :

To take the Pills, look left while on the ladder, spam A button, then look right before reach the top
Kill mobs on the battery way

Inventory

Details

Recap : 7 -> 8

	Total	Collected	Passenger	Fight	Craft
Money	x 278~296	+ 28~46	+ 250		
Pistol	x 0~18	+ 18		- 0~18	
Shotgun					
Medkit	x 2~3	+ 0~1			
Food	x 1	+ 2	- 3		
Rags	x 12	+ 12			
Pills	x 1	+ 1			
Gunpowder	x 6	+ 6			
Scraps	x 6	+ 6			
Screws	x 2	+ 2			

Passengers



J.C.

John Cocker
Give Food when Food is low

Craft

Medkit

6 Rags + 4 Pills

Pistol

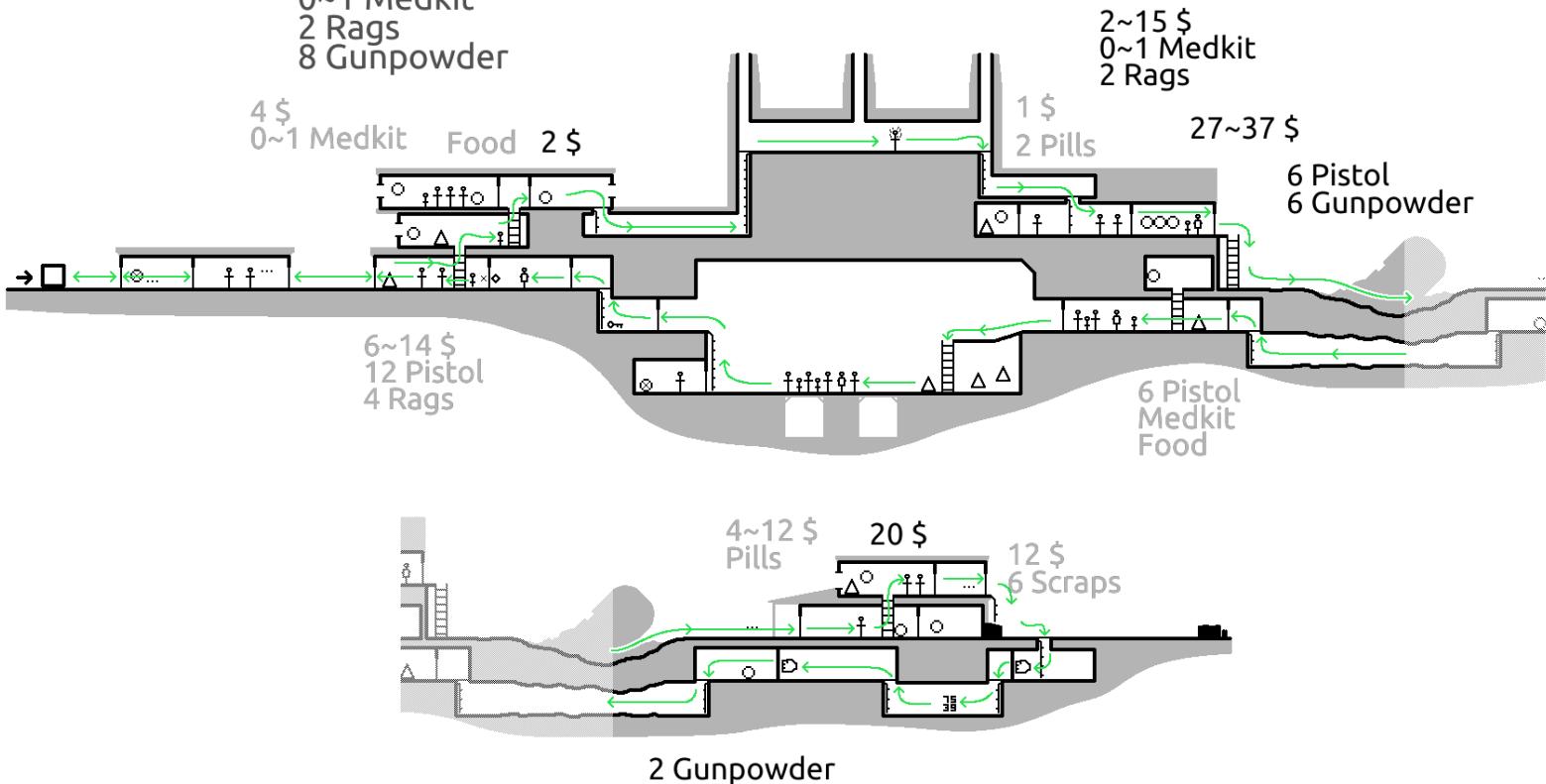
1 Gunpowder + 1 Scraps

Start with :
0~18 Pistol
2~3 Medkit

Collect:
51~74 \$
6 Pistol
0~1 Medkit
2 Rags
8 Gunpowder

Fight:
4 Pistol (Walls)

Average
8 : Nevils A5



Tips :
Let the Exploder hit you

Inventory

Details

Recap : 8 -> 9

	Total	Collected	Passenger	Fight	Craft
Money	x 329~370	+ 79~120	+ 250		
Pistol	x 3~21	+ 24		- 4~22	+ 1
Shotgun					
Medkit	x 2~4	+ 0~2			
Food	x 1	+ 2	- 3		
Rags	x 14	+ 14			
Pills	x 1	+ 1			
Gunpowder	x 13	+ 14		- 1	
Scraps	x 5	+ 6			- 1
Screws	x 2	+ 2			

Passengers



J.C.

John Cocker

Craft

Medkit

6 Rags + 4 Pills

Pistol

1 Gunpowder + 1 Scraps

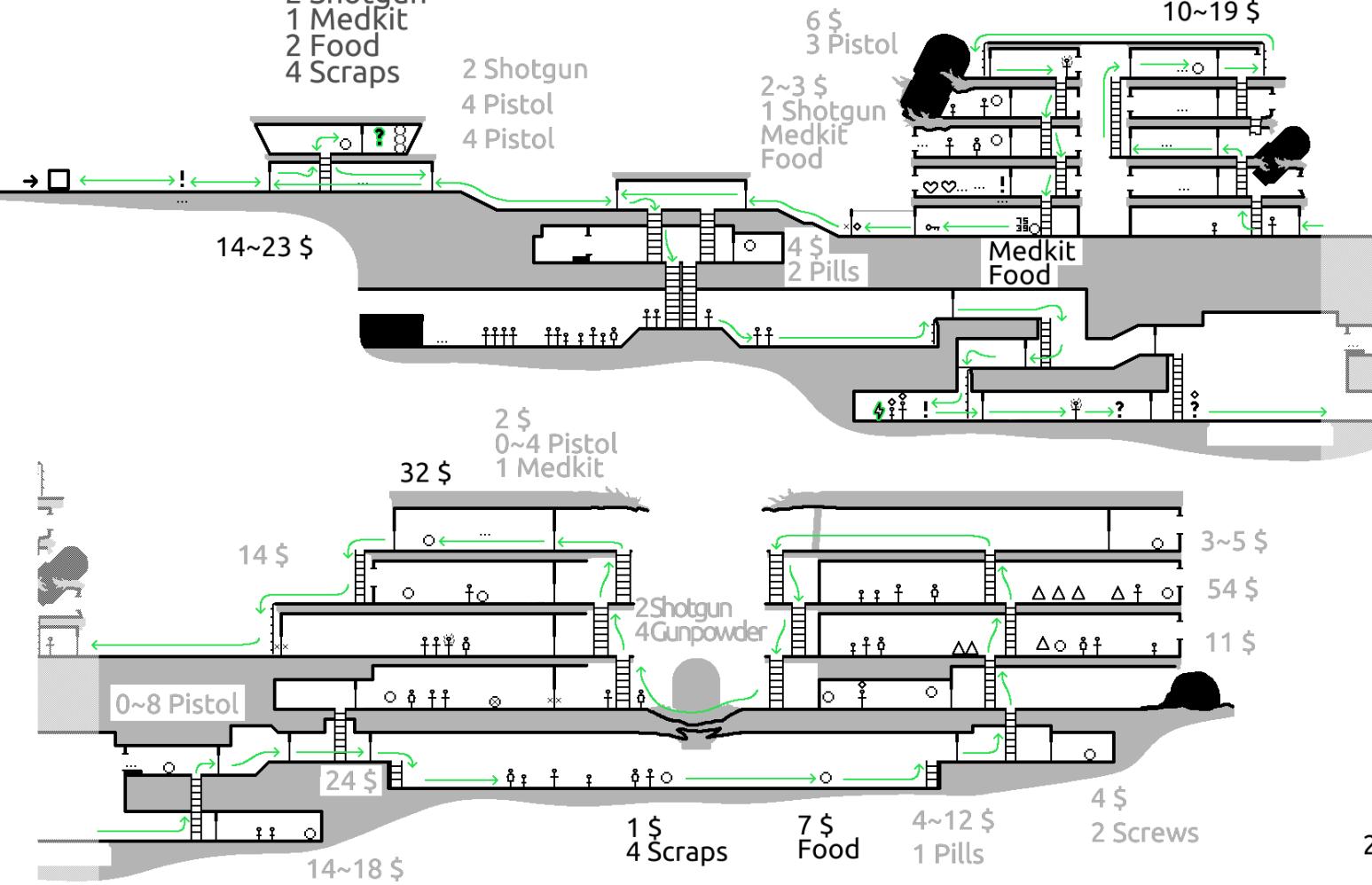
Craft 1 Pistol

Start With :
3~21 Pistol
2~4 Medkit

Collect :
New Weapon (Shotgun)
64~82 \$
2 Shotgun
1 Medkit
2 Food
4 Scraps

Fight:
1 Pistol (Infected near Battery)
2 Pistol (Window + Exploder)

Average
9 : New Costfield



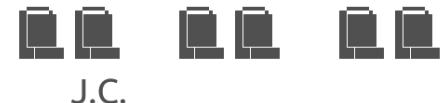
Inventory

Details

Recap : 9 -> 10

	Total	Collected	Passenger	Fight	Craft
Money	x 393~452	+ 143~202	+ 250		
Pistol	x 0~18	+ 24		- 7~25	+ 1
Shotgun	x 2	+ 2			
Medkit	x 3~5	+ 1~3			
Food	x 3	+ 4	- 3		
Rags	x 14	+ 14			
Pills	x 1	+ 1			
Gunpowder	x 13	+ 14		- 1	
Scraps	x 9	+ 10			- 1
Screws	x 2	+ 2			

Passengers



John Cocker

Craft

Medkit

6 Rags + 4 Pills

Pistol

1 Gunpowder + 1 Scraps

Shotgun

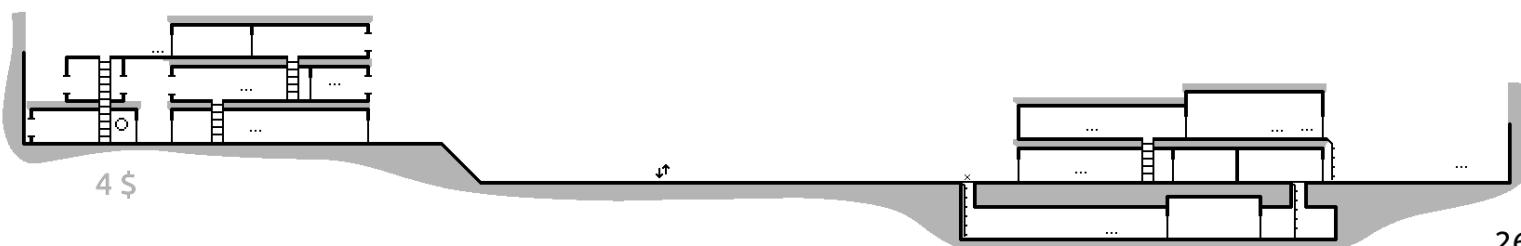
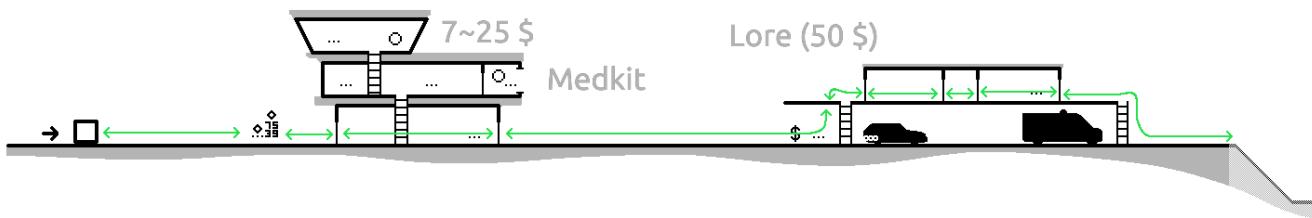
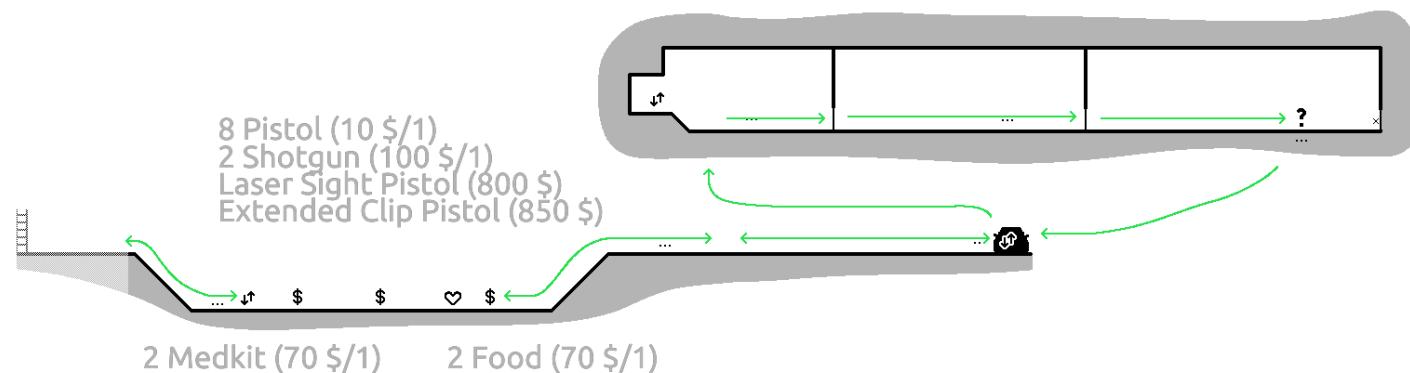
2 Gunpowder + 2 Scraps + 1 Screws

Start With :
393~452 \$

Collect :
60 \$ (John Cocker)
12 Pistol (John Cocker)

Very Easy

10 : Ristol, "City of the Factories"



Inventory

Details

Recap : 10 -> 11

	Total	Collected	Passenger	Fight	Craft
Money	x 453~512	+ 143~202	+ 310		
Pistol	x 12~30	+ 24	+ 12	- 7~25	+ 1
Shotgun	x 2	+ 2			
Medkit	x 3~5	+ 1~3			
Food	x 3	+ 4	- 3		
Rags	x 14	+ 14			
Pills	x 1	+ 1			
Gunpowder	x 13	+ 14		- 1	
Scraps	x 9	+ 10			- 1
Screws	x 2	+ 2			

Passengers



None

Craft

Medkit

6 Rags + 4 Pills

Pistol

1 Gunpowder + 1 Scraps

Shotgun

2 Gunpowder + 2 Scraps + 1 Screws

Easy

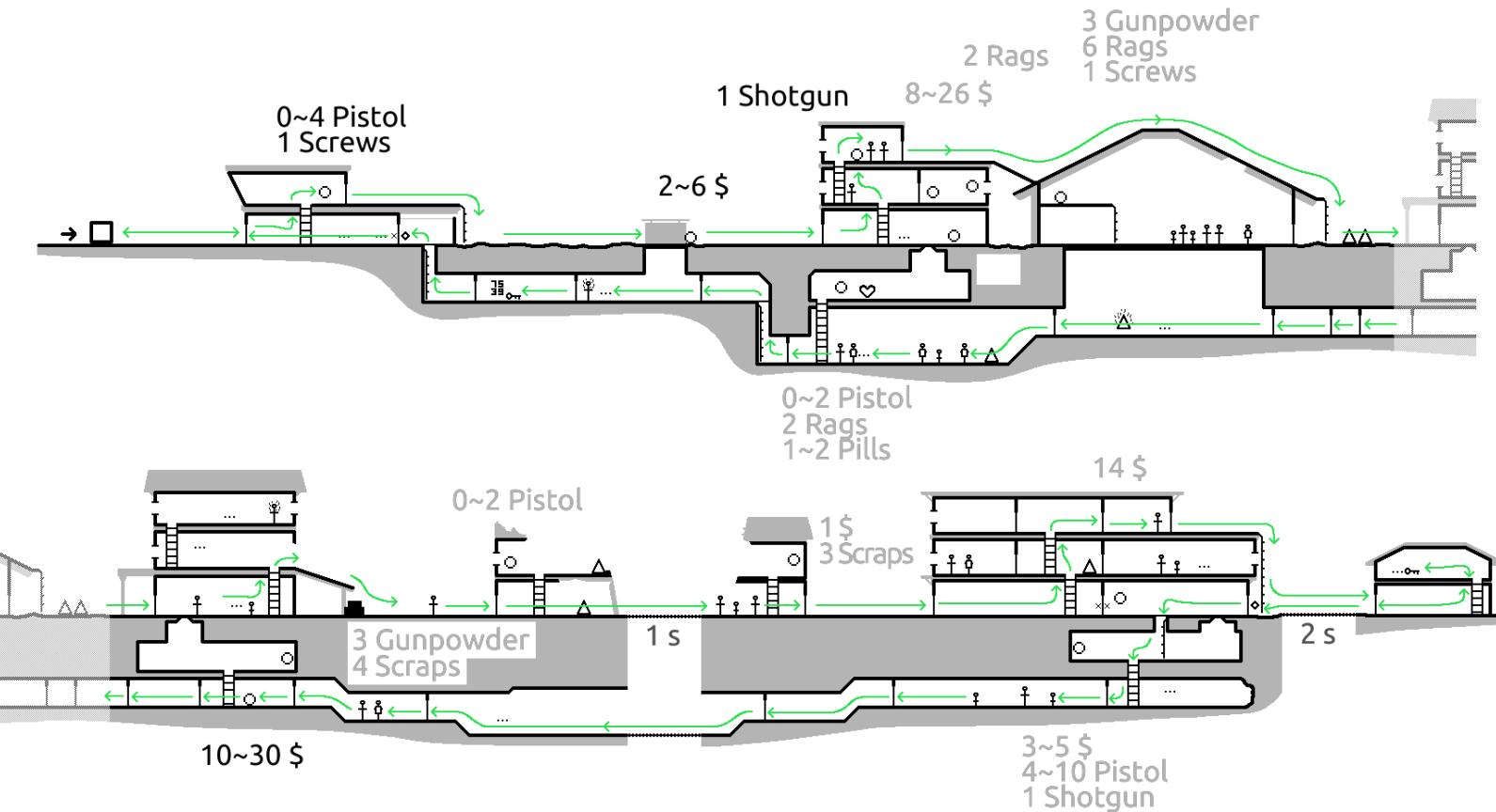
11 : Hazelborn

Start With :

- 12~30 Pistol
- 2 Shotgun
- 3~5 Medkit

Collect:

- 12~36 \$
- 0~4 Pistol
- 1 Shotgun
- 1 Screws



Inventory

Details

Recap : 11 -> 12

	Total	Collected	Passenger	Fight	Craft
Money	x 465~548	+ 155~238	+ 310		
Pistol	x 12~30	+ 24~28	+ 12	- 7~25	+ 1
Shotgun	x 3	+ 3			
Medkit	x 3~5	+ 1~3			
Food	x 3	+ 4	- 3		
Rags	x 14	+ 14			
Pills	x 1	+ 1			
Gunpowder	x 13	+ 14		- 1	
Scraps	x 9	+ 10			- 1
Screws	x 3	+ 3			

Passengers



None

Craft

Medkit

6 Rags + 4 Pills

Pistol

1 Gunpowder + 1 Scraps

Shotgun

2 Gunpowder + 2 Scraps + 1 Screws

Easy

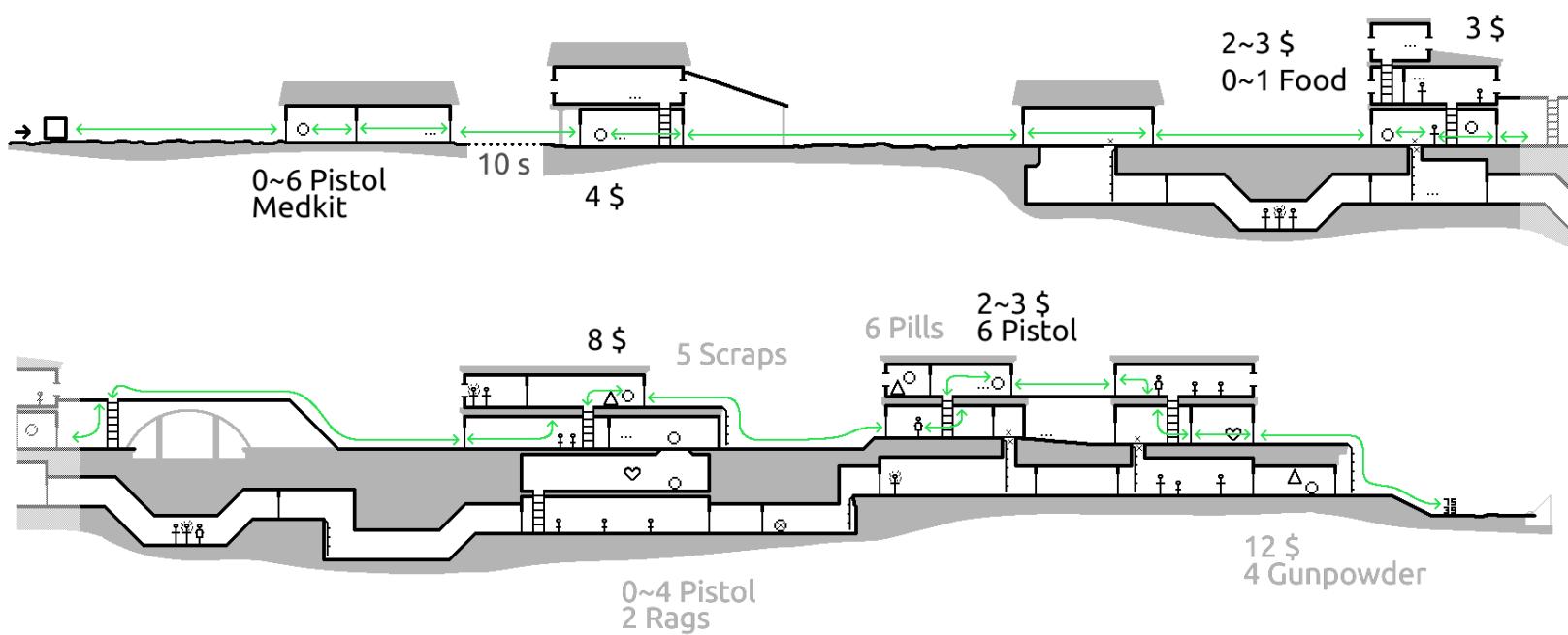
12 : Arden

Start With :

- 12~30 Pistol
- 3 Shotgun
- 3~5 Medkit

Collect:

- 19~21 \$
- 6~12 Pistol
- 1 Medkit
- 0~1 Food



Inventory

Details

Recap : 12 -> 12-A

	Total	Collected	Passenger	Fight	Craft
Money	x 484~569	+ 174~259	+ 310		
Pistol	x 18~46	+ 30~40	+ 12	- 7~25	+ 1
Shotgun	x 3	+ 3			
Medkit	x 4~6	+ 2~4			
Food	x 3~4	+ 4~5	- 3		
Rags	x 14	+ 14			
Pills	x 1	+ 1			
Gunpowder	x 13	+ 14		- 1	
Scraps	x 9	+ 10			- 1
Screws	x 3	+ 3			

Passengers



None

Craft

Medkit

6 Rags + 4 Pills

Pistol

1 Gunpowder + 1 Scraps

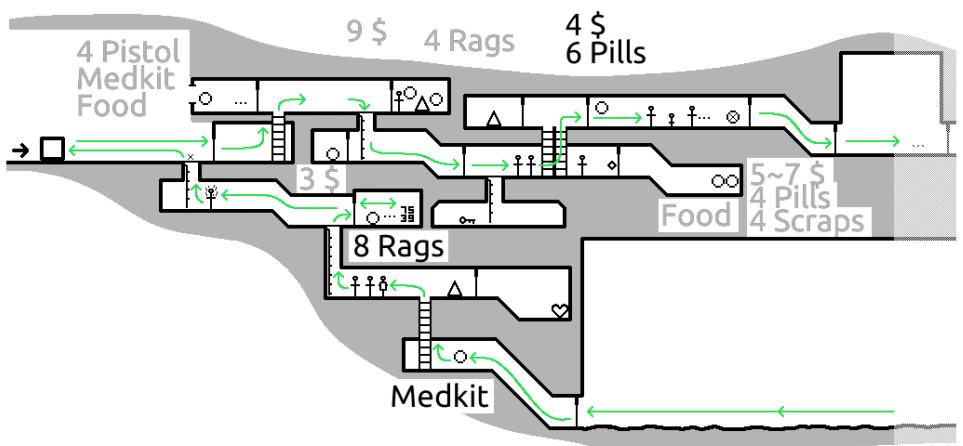
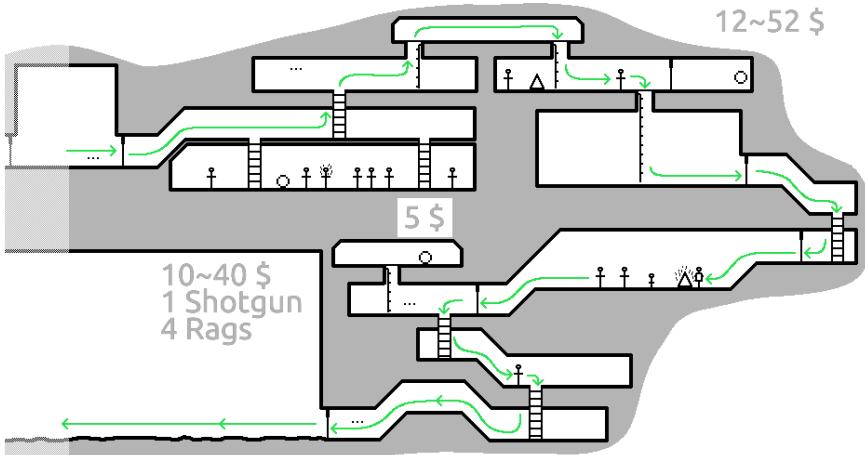
Shotgun

2 Gunpowder + 2 Scraps + 1 Screws

Start With :
18~46 Pistol
3 Shotgun
4~6 Medkit

Collect :
4 \$
1 Medkit
6 Pills
8 Rags

Average 12-A : Lost Connection (Strange Subway)



Recap : 12-A -> 12-B

Inventory

Details

	Total	Collected	Passenger	Fight	Craft
Money	x 488~573	+ 178~263	+ 310		
Pistol	x 18~46	+ 30~40	+ 12	- 7~25	+ 1
Shotgun	x 3	+ 3			
Medkit	x 5~7	+ 3~5			
Food	x 3~4	+ 4~5	- 3		
Rags	x 22	+ 22			
Pills	x 7	+ 7			
Gunpowder	x 14	+ 14		- 1	
Scraps	x 10	+ 10			- 1
Screws	x 3	+ 3			

Passengers



None

Craft

Medkit

6 Rags + 4 Pills

Pistol

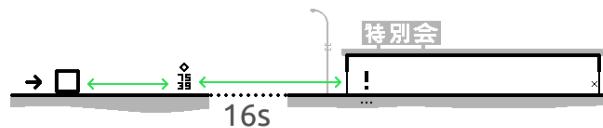
1 Gunpowder + 1 Scraps

Shotgun

2 Gunpowder + 2 Scraps + 1 Screws

Very Easy

12-B : Lost Connection (The Forest)



Inventory

Details

	Total	Collected	Passenger	Fight	Craft
Money	x 488~573	+ 178~263	+ 310		
Pistol	x 18~46	+ 30~40	+ 12	- 7~25	+ 1
Shotgun	x 3	+ 3			
Medkit	x 5~7	+ 3~5			
Food	x 3~4	+ 4~5	- 3		
Rags	x 22	+ 22			
Pills	x 7	+ 7			
Gunpowder	x 14	+ 14		- 1	
Scraps	x 10	+ 10			- 1
Screws	x 3	+ 3			

Recap : 12-B → 12-C

Passengers



None

Craft

Medkit

6 Rags + 4 Pills

Pistol

1 Gunpowder + 1 Scraps

Shotgun

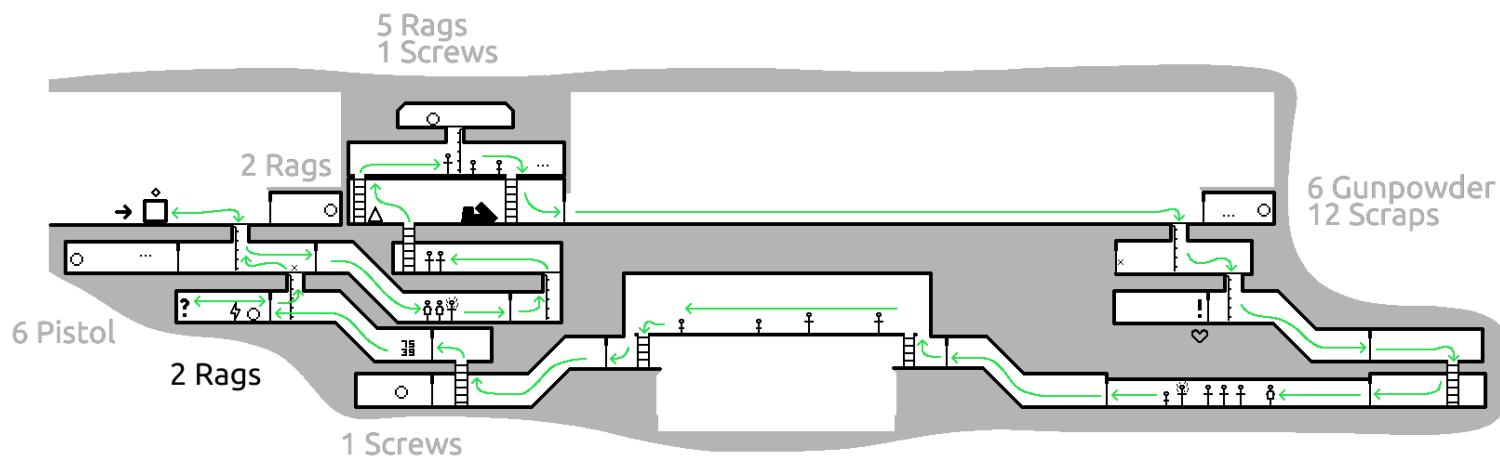
2 Gunpowder + 2 Scraps + 1 Screws

Start With :
18~46 Pistol
3 Shotgun
5~7 Medkit

Collect :
2 Rags

Fight :
1 Medkit

Average
12-C : Lost Connection (Illusion)



Tips :
Heal you on ladder just after the first Exploder

Inventory

Details

Recap : 12-C -> 13

	Total	Collected	Passenger	Fight	Craft
Money	x 488~573	+ 178~263	+ 310		
Pistol	x 18~46	+ 30~40	+ 12	- 7~25	+ 1
Shotgun	x 3	+ 3			
Medkit	x 4~6	+ 3~5		- 1	
Food	x 3~4	+ 4~5	- 3		
Rags	x 24	+ 24			
Pills	x 7	+ 7			
Gunpowder	x 14	+ 14		- 1	
Scraps	x 10	+ 10		- 1	
Screws	x 3	+ 3			

Passengers



None

Craft

Medkit

6 Rags + 4 Pills

Pistol

1 Gunpowder + 1 Scraps

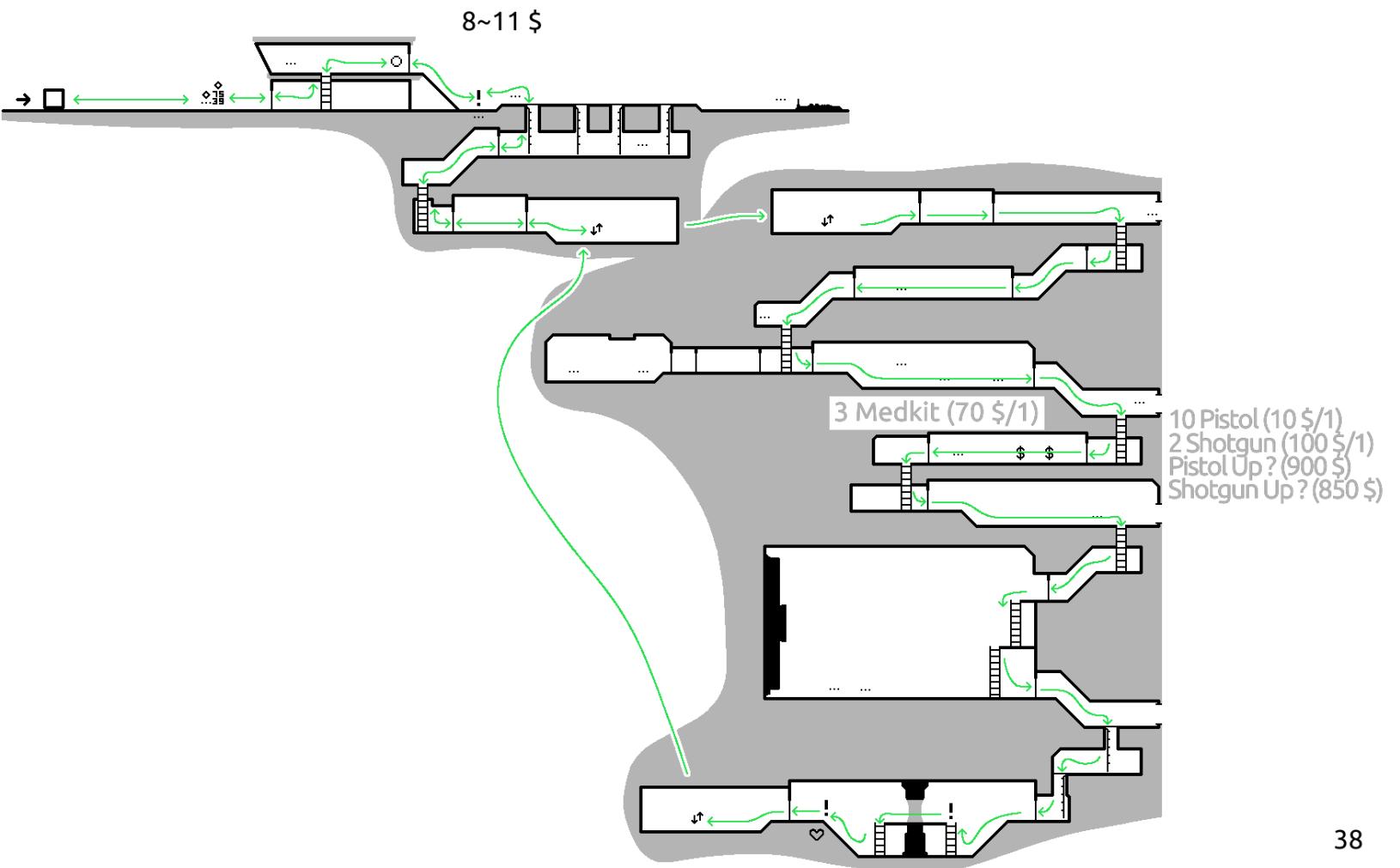
Shotgun

2 Gunpowder + 2 Scraps + 1 Screws

Start With :
488~573 \$

Collect:
8~11 \$

Easy
13 : L-Abs Bunker



Inventory

Details

Recap : 13 -> 14

	Total	Collected	Passenger	Fight	Craft
Money	x 496~584	+ 186~274	+ 310		
Pistol	x 18~46	+ 30~40	+ 12	- 7~25	+ 1
Shotgun	x 3	+ 3			
Medkit	x 4~6	+ 3~5		- 1	
Food	x 3~4	+ 4~5	- 3		
Rags	x 24	+ 24			
Pills	x 7	+ 7			
Gunpowder	x 14	+ 14		- 1	
Scraps	x 10	+ 10		- 1	
Screws	x 3	+ 3			

Passengers



M.S.

Mark Settel

Craft

Medkit

6 Rags + 4 Pills

Pistol

1 Gunpowder + 1 Scraps

Shotgun

2 Gunpowder + 2 Scraps + 1 Screws

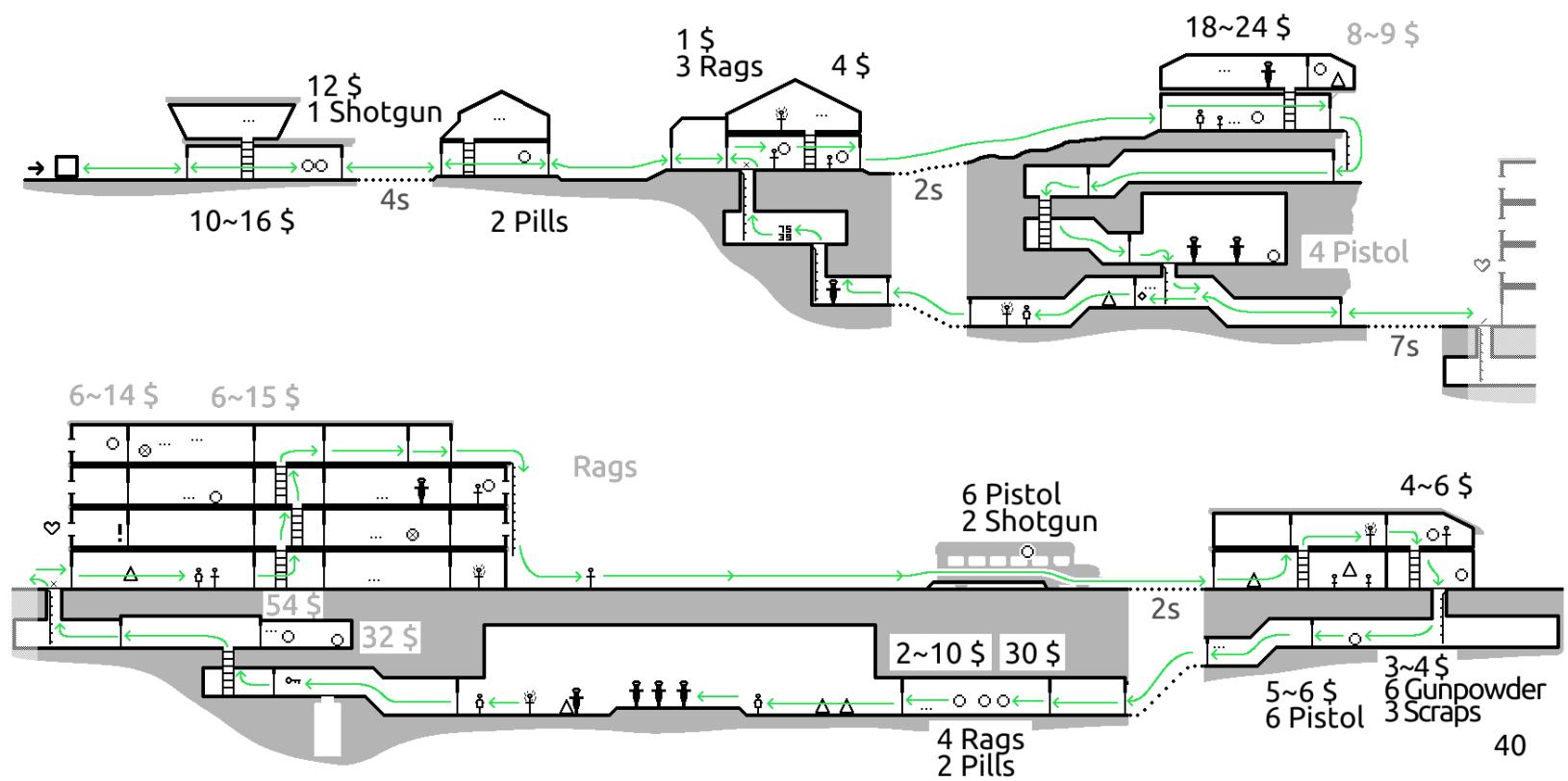
Start With :
18~46 Pistol
3 Shotgun
4~6 Medkit

Collect :
89~113 \$
12 Pistol
3 Shotgun
4 Pills
7 Rags
6 Gunpowder
3 Scraps

Fight:
2 Shotgun (4 Giant + Exploder)
1 Medkit (on ladder after the Giants)

Average

14 : Modeline Valley



Inventory

Details

Recap : 14 -> 15

	Total	Collected	Passenger	Fight	Craft
Money	x 585~697	+ 275~387	+ 310		
Pistol	x 30~58	+ 42~52	+ 12	- 7~25	+ 1
Shotgun	x 4	+ 6		- 2	
Medkit	x 3~5	+ 3~5		- 2	
Food	x 3~4	+ 4~5	- 3		
Rags	x 31	+ 31			
Pills	x 11	+ 11			
Gunpowder	x 19	+ 20		- 1	
Scraps	x 12	+ 13		- 1	
Screws	x 3	+ 3			

Passengers



Mark Settel

Craft

Medkit

6 Rags + 4 Pills

Pistol

1 Gunpowder + 1 Scraps

Shotgun

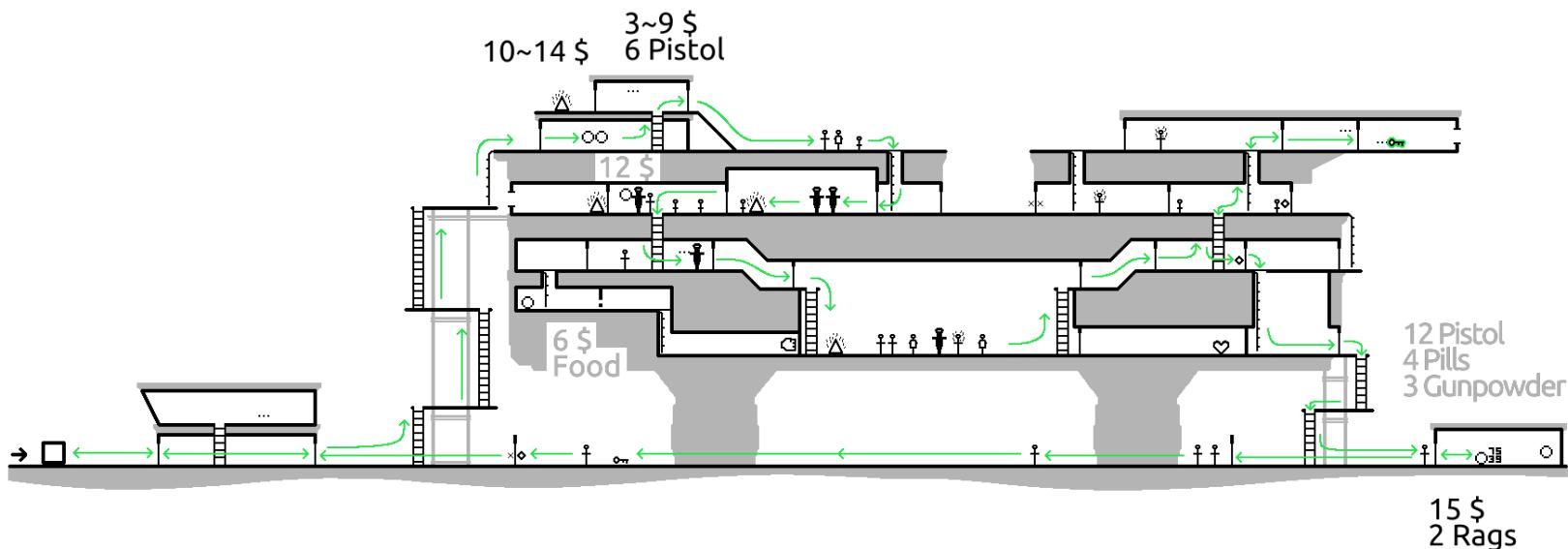
2 Gunpowder + 2 Scraps + 1 Screws

Start With :
30~58 Pistol
4 Shotgun
3~5 Medkit

Collect :
28~38 \$
6 Pistol
2 Rags

Fight :
2 Pistol (Window + Exploder)
1 Shotgun (2 Giant)

Average
15 : Oil Platform B-85



Tips :

Break the window and shoot the Explosive on the beginning with 2 Pistol

Inventory

Details

Recap : 15 -> 16

	Total	Collected	Passenger	Fight	Craft
Money	x 613~735	+ 303~425	+ 310		
Pistol	x 28~56	+ 42~52	+ 12	- 9~27	+ 1
Shotgun	x 4	+ 6		- 3	+ 1
Medkit	x 3~5	+ 3~5		- 2	
Food	x 2~3	+ 4~5	- 4		
Rags	x 33	+ 33			
Pills	x 11	+ 11			
Gunpowder	x 17	+ 20		- 3	
Scraps	x 10	+ 13		- 3	
Screws	x 2	+ 3			- 1

Passengers



M.S.

Mark Settel
Give Food when Health is low

Craft

Medkit

6 Rags + 4 Pills

Pistol

1 Gunpowder + 1 Scraps

Shotgun

2 Gunpowder + 2 Scraps + 1 Screws

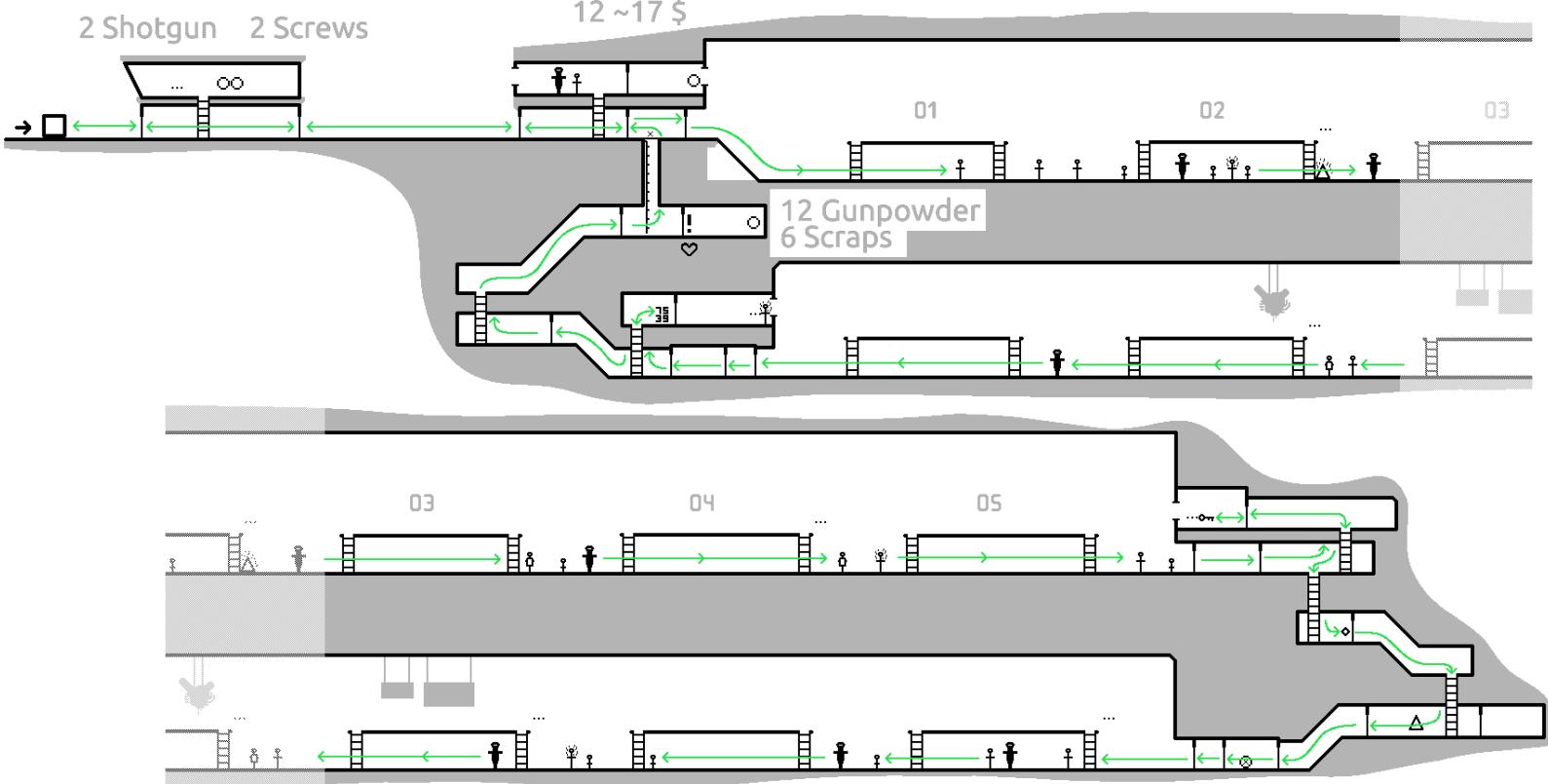
Craft 1 Shotgun

Start With :
28~56 Pistol
4 Shotgun
3~5 Medkit

Fight :
2 Shotgun
2 Pistol
2 Shotgun

Hard

16 : Rail Factory E5K



Tips :
2 Shotgun for the Giant/Exploder (top), then up on number 4 to 2 head Pistol the 2nd Exploder
2 Shotgun for the next Exploder/Giant (bot)

Recap : 16 -> 17

Inventory

Details

	Total	Collected	Passenger	Fight	Craft
Money	x 613~735	+ 303~425	+ 310		
Pistol	x 26~54	+ 42~52	+ 12	- 11~29	+ 1
Shotgun	x 0	+ 6		- 7	+ 1
Medkit	x 3~5	+ 3~5		- 2	
Food	x 2~3	+ 4~5	- 4		
Rags	x 33	+ 33			
Pills	x 11	+ 11			
Gunpowder	x 17	+ 20		- 3	
Scraps	x 10	+ 13		- 3	
Screws	x 2	+ 3		- 1	

Passengers



M.S.

Mark Settel

Craft

Medkit

6 Rags + 4 Pills

Pistol

1 Gunpowder + 1 Scraps

Shotgun

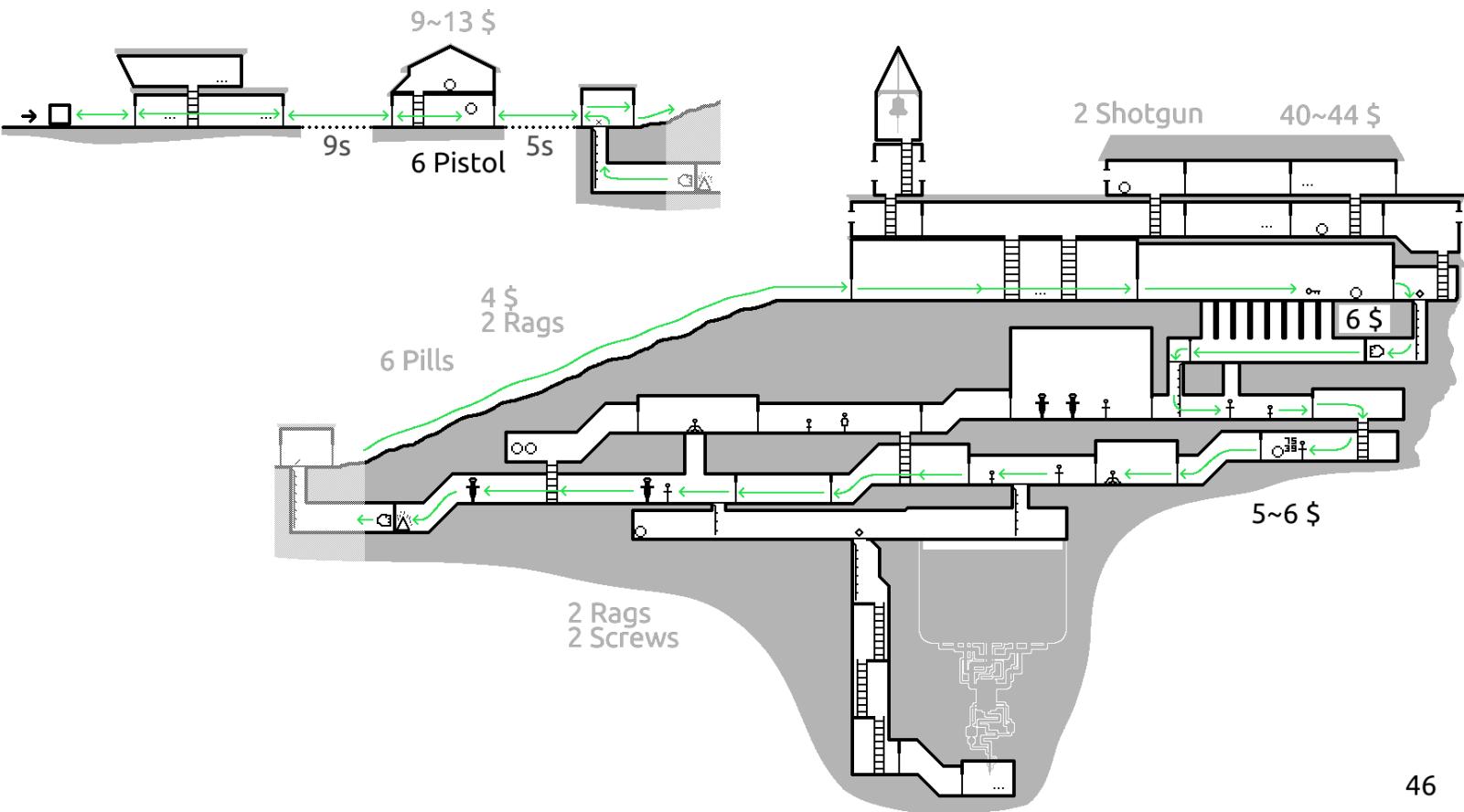
2 Gunpowder + 2 Scraps + 1 Screws

Start With :
26~54 Pistol
3~5 Medkit

Collect :
11~12 \$
6 Pistol

Fight :
2 Pistol (Wall)
4 Pistol (Gripper)

Average
17 : Personal Station 02-T



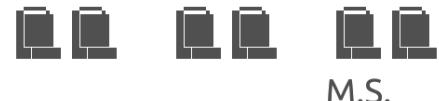
Inventory

Details

Recap : 17 -> 18

	Total	Collected	Passenger	Fight	Craft
Money	x 624~747	+ 314~437	+ 310		
Pistol	x 26~54	+ 48~58	+ 12	- 17~35	+ 1
Shotgun	x 0	+ 6		- 7	+ 1
Medkit	x 3~5	+ 3~5		- 2	
Food	x 2~3	+ 4~5	- 4		
Rags	x 33	+ 33			
Pills	x 11	+ 11			
Gunpowder	x 17	+ 20		- 3	
Scraps	x 10	+ 13		- 3	
Screws	x 2	+ 3		- 1	

Passengers



M.S.

Mark Settel
Give Food when Food is low

Craft

Medkit

6 Rags + 4 Pills

Pistol

1 Gunpowder + 1 Scraps

Shotgun

2 Gunpowder + 2 Scraps + 1 Screws

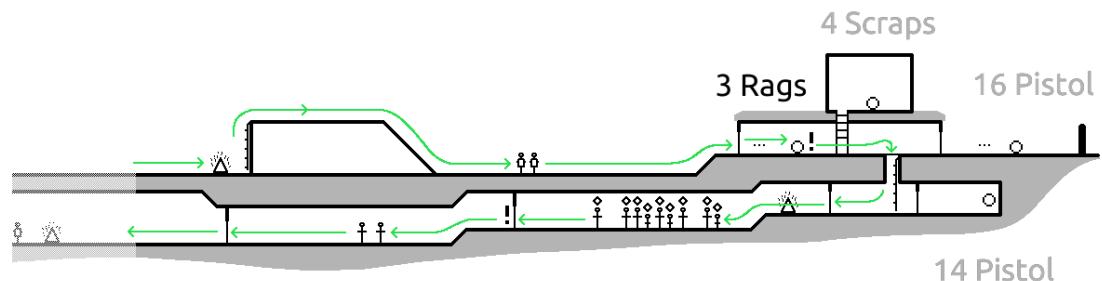
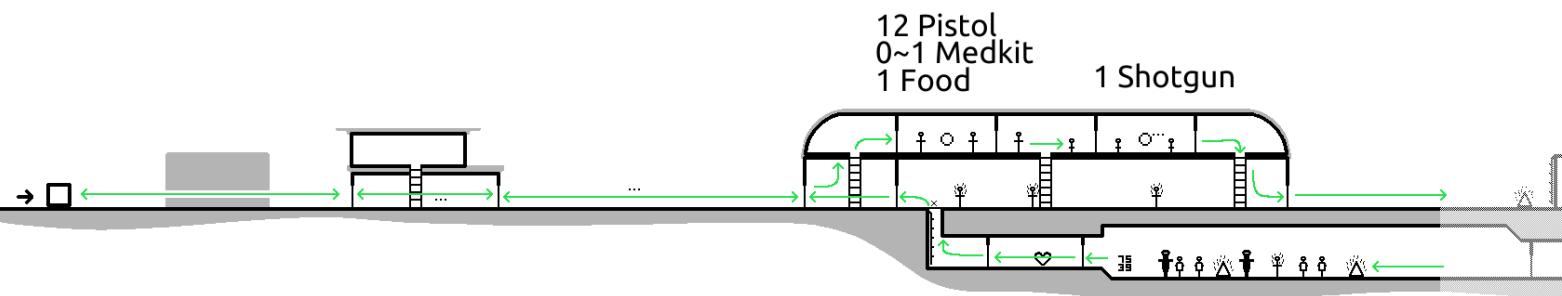
Start With :
26~54 Pistol
3~5 Medkit

Collect :
New Weapon (Rifle) (lose Pistol)
12 Pistol
1 Shotgun
0~1 Medkit
1 Food
3 Rags

Fight :
5 Pistol (Rifle) (Explosive)
2 Pistol (Rifle) (Exploder)

Average

18 : Classified



Inventory

Details

Recap : 18 -> 19

	Total	Collected	Passenger	Fight	Craft
Money	x 624~747	+ 314~437	+ 310		
Pistol	x 31~59	+ 60~70	+ 12	- 24~42	+ 1
Shotgun	x 1	+ 7		- 7	+ 1
Medkit	x 3~6	+ 3~6		- 2	
Food	x 3~4	+ 5~6	- 4		
Rags	x 36	+ 36			
Pills	x 11	+ 11			
Gunpowder	x 17	+ 20		- 3	
Scraps	x 10	+ 13		- 3	
Screws	x 2	+ 3		- 1	

Passengers



Mark Settel

Craft

Medkit

6 Rags + 4 Pills

Pistol

1 Gunpowder + 1 Scraps

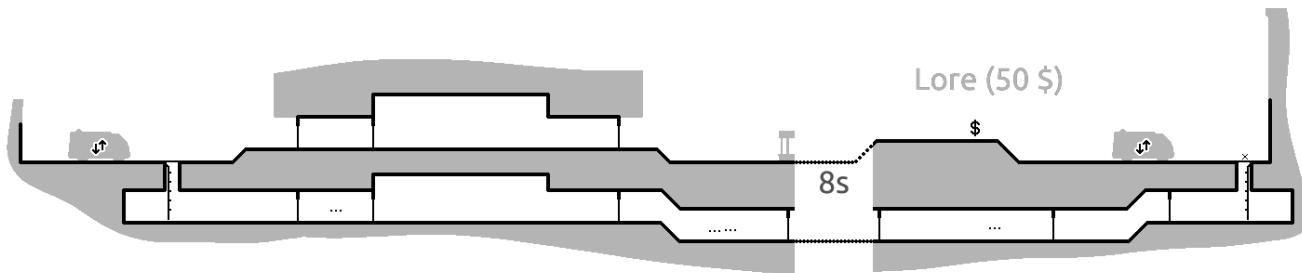
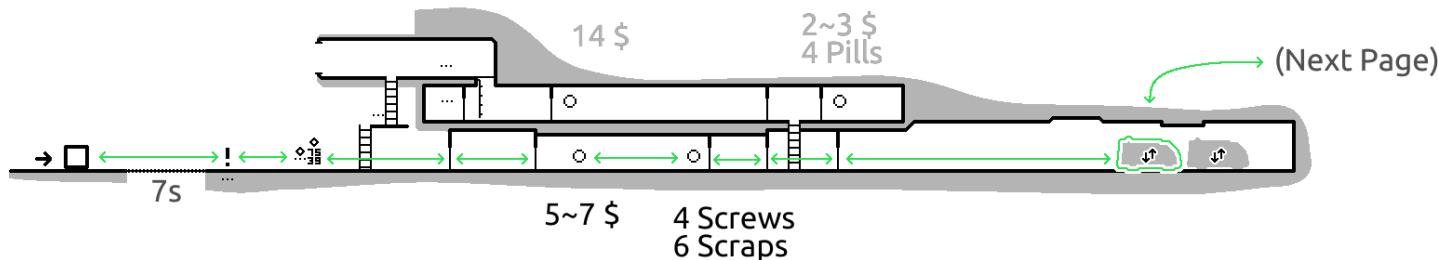
Shotgun

2 Gunpowder + 2 Scraps + 1 Screws

Very Easy

Collect:
250 \$ (Mark Settel)
9~13 \$
0~12 Pistol
4 Screws
6 Scraps

19: Metropole, Manufactory (1/2) (Blue Line)



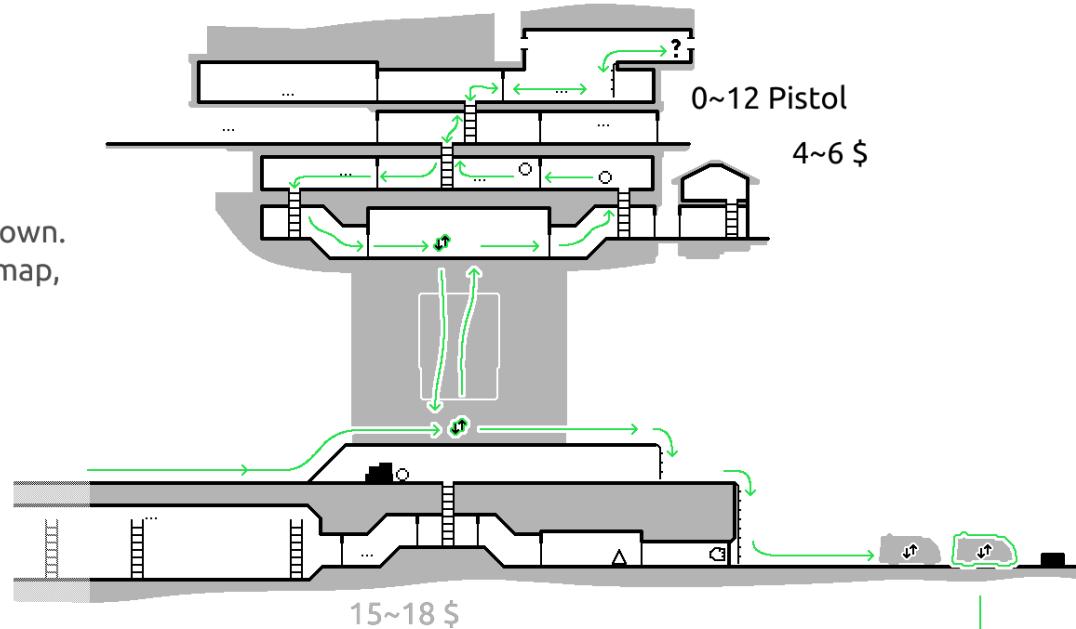
19: Metropole, Manufactory (2/2) (Green Line)

Bugs :

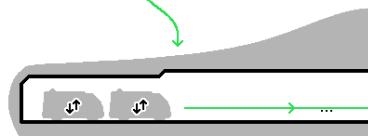
Interactions with Switch Zone
bugs sometimes (for me at least)

Here's some tips :

First SZ, go back when reach it,
and go back again just before go down.
For the car SZ, hit the right of the map,
then go back.



(Previous Page)



(Previous Page)



Inventory

Details

Recap : 19 -> 20

	Total	Collected	Passenger	Fight	Craft
Money	x 885~1010	+ 325~450	+ 560		
Pistol	x 31~71	+ 60~82	+ 12	- 24~42	+ 1
Shotgun	x 1	+ 7		- 7	+ 1
Medkit	x 3~6	+ 3~6		- 2	
Food	x 3~4	+ 5~6	- 4		
Rags	x 36	+ 36			
Pills	x 11	+ 11			
Gunpowder	x 17	+ 20		- 3	
Scraps	x 16	+ 19		- 3	
Screws	x 6	+ 7		- 1	

Passengers



None

Craft

Medkit

6 Rags + 4 Pills

Pistol

1 Gunpowder + 1 Scraps

Shotgun

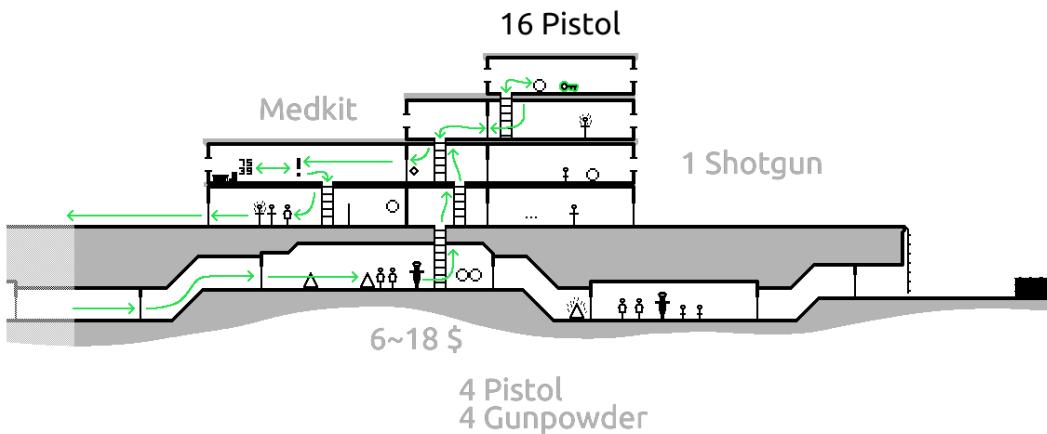
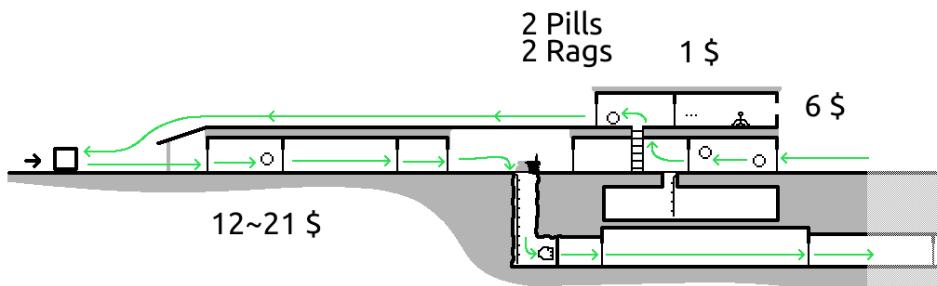
2 Gunpowder + 2 Scraps + 1 Screws

Start With :
21~61 Pistol
1 Shotgun
3~6 Medkit

Collect :
19~28 \$
16 Pistol
2 Pills
2 Rags

Fight :
2 Pistol (Wall)

Average
20 : Lost Connection



Inventory

Details

Recap : 20 -> 21

	Total	Collected	Passenger	Fight	Craft
Money	x 904~1038	+ 344~478	+ 560		
Pistol	x 45~85	+ 76~98	+ 12	- 26~44	+ 1
Shotgun	x 3	+ 7		- 7	+ 3
Medkit	x 3~6	+ 3~6		- 2	
Food	x 3~4	+ 5~6	- 4		
Rags	x 38	+ 38			
Pills	x 15	+ 13			
Gunpowder	x 13	+ 20		- 7	
Scraps	x 12	+ 19		- 7	
Screws	x 4	+ 7		- 3	

Passengers



None

!!!

Last time on the train

Craft

Medkit

6 Rags + 4 Pills

Pistol

1 Gunpowder + 1 Scraps

Shotgun

2 Gunpowder + 2 Scraps + 1 Screws

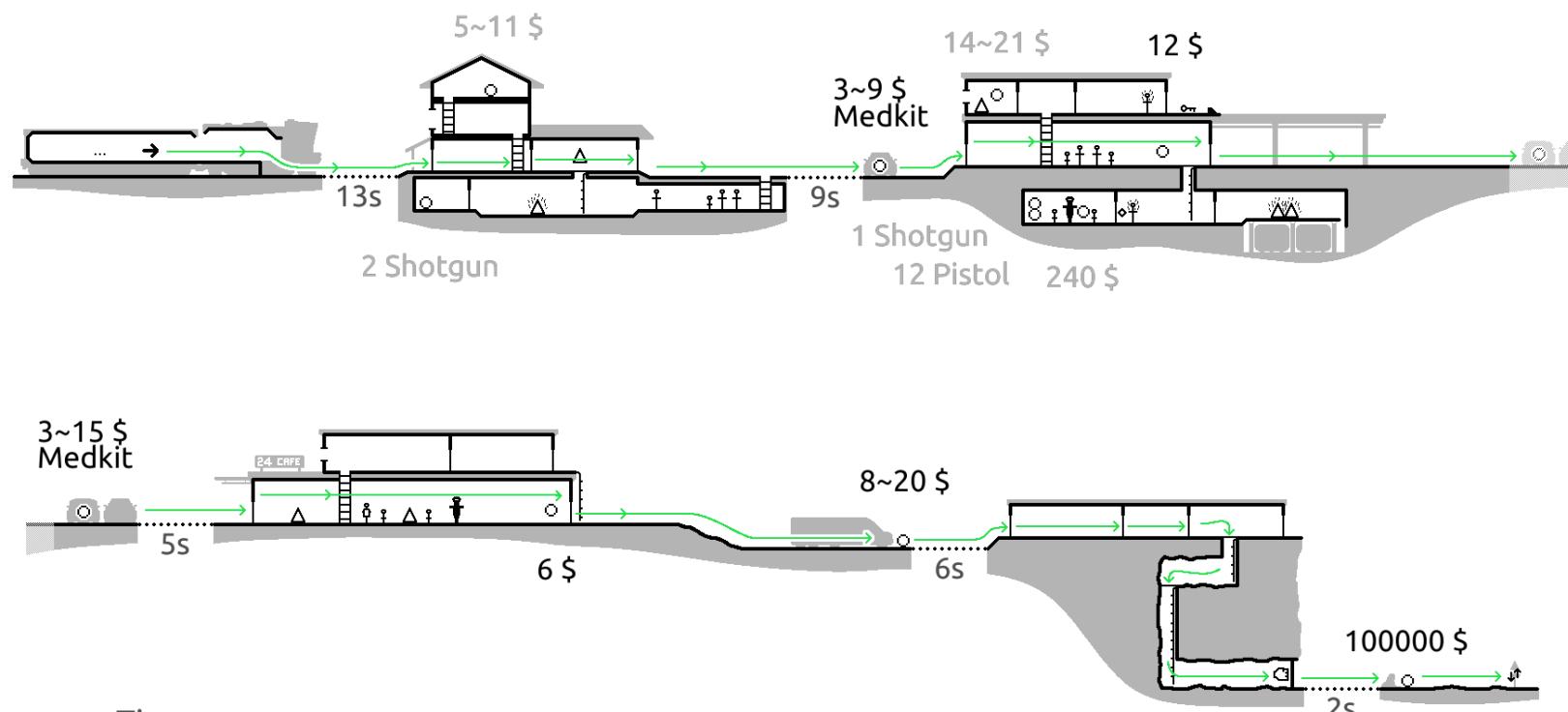
Craft 2 Shotgun

Start With :
45~85 Pistol
3 Shotgun
3~6 Medkit

Collect :
100032~100062 \$
2 Medkit

Fight :
2 Pistol (Wall)

Average
21 : Lost Connection (1/5)

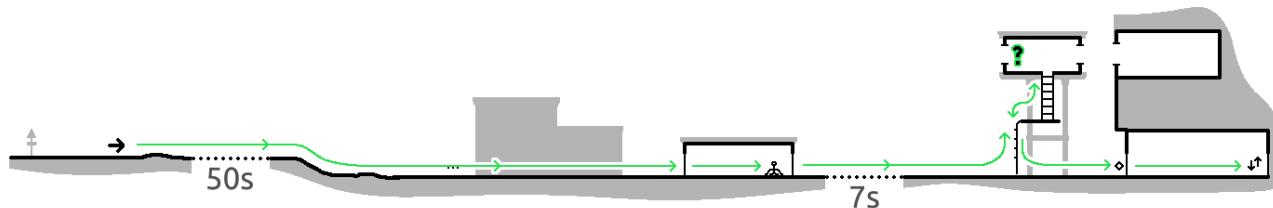


Tips :
Auto heal and reload at the end

Start With :
43~83 Pistol
3 Shotgun
3~6 Medkit

Fight :
1 Shotgun

Easy
21 : Lost Connection (2/5)



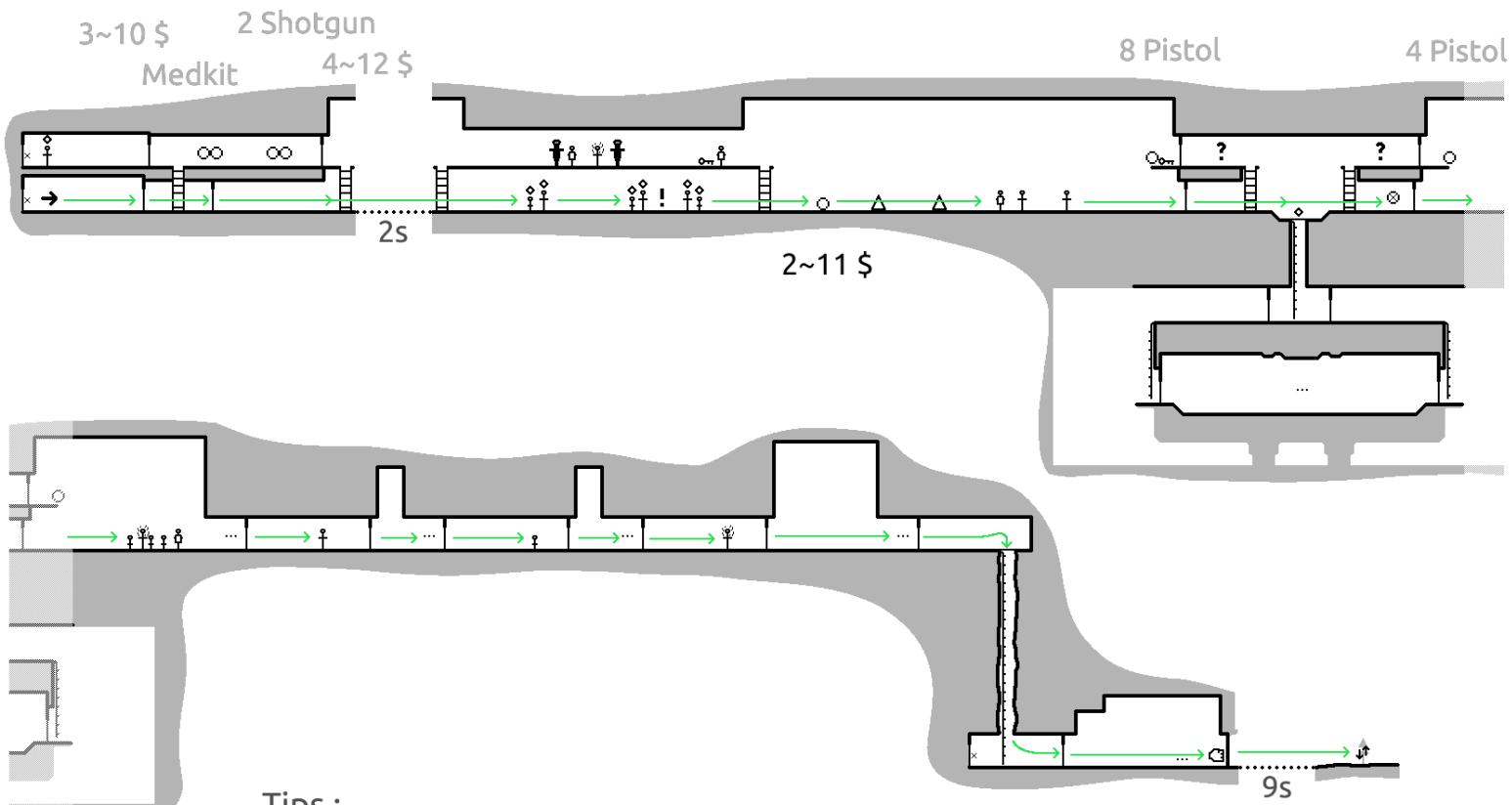
Tips :
Auto heal and reload at the end

Start With :
43~83 Pistol
2 Shotgun
3~6 Medkit

Collect :
2~11 \$

Fight :
1 Shotgun (1st Exploder)
2 Pistol (Wall)

Average
21 : Lost Connection (3/5)



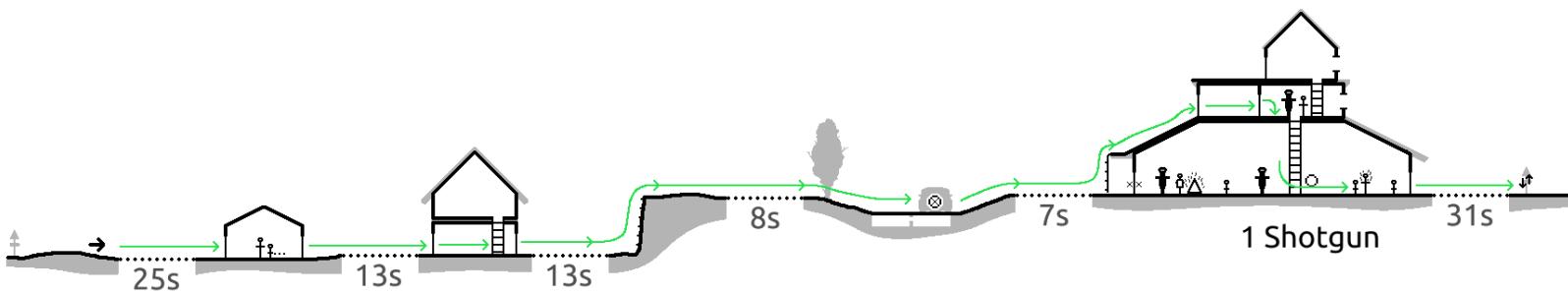
Tips :
Auto heal and reload at the end

Start With :
41~81 Pistol
1 Shotgun
3~6 Medkit

Collect :
1 Shotgun

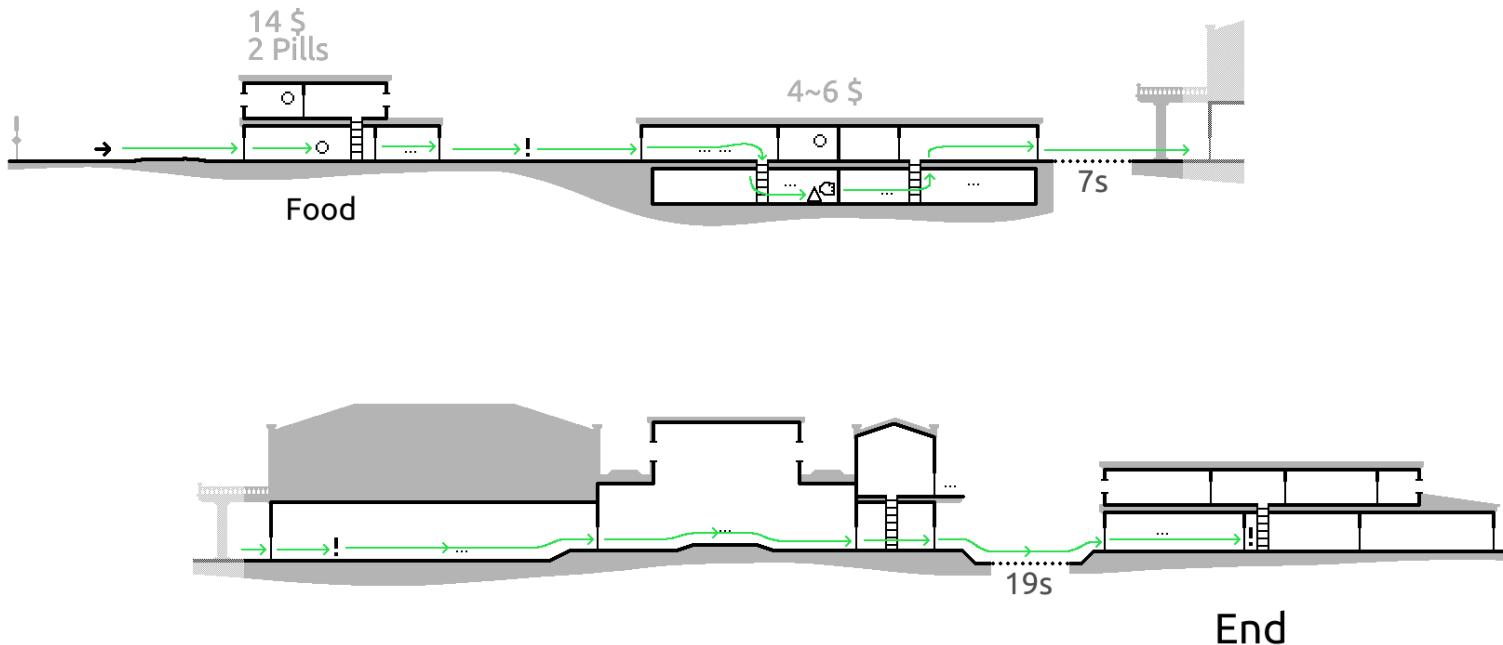
Fight :
1 Shotgun (1st Giant)

Average
21 : Lost Connection (4/5)



Tips :
Auto heal and reload at the end

Very Easy
21 : Lost Connection (5/5)



You can find all pages as .png/.kra/.pdf on my GitHub
-> <https://github.com/Kimshik/the-final-station-guide>