

Dino Crisis FAQ/Walkthrough

by Shotgunnova

Updated on Feb 25, 2014

This walkthrough was originally written for Dino Crisis on the DC, but the walkthrough is still applicable to the PC version of the game.

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Spoiler-free FAQ/Walkthrough
by: Shotgunnova (P. Summers)
from: 3-11-2012 to 3-20-2012

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I. CONTROLS [CNTR]

Each Dino Crisis save uses 8 blocks on the Dreamcast's VMU. A player can toggle some of the control configurations under the appropriate main menu header, although personalizing isn't possible. The analog stick isn't used, and frankly, that's a good thing (d-pad is better for precision).

BUTTON	FUNCTION
D-Pad	Controls movement
Start	Toggles main menu
Analog	Controls movement
L-Trigger	Toggles selected enemy (while aiming)
R-Trigger	Readies weapon for firing / Aims weapon at enemy
A-Button	Inspect object / Fire readied weapon

B-Button	'Cancel' button for menus	
X-Button	'Confirm' button for menus	
Y-Button	Toggles in-game menu	

Regina, while having her weapon readied, can slowly by using the d-pad in the given direction. Additionally, B-Button + Down will perform an about-face maneuver, useful for quick getaways.

II. TH' BASICS

[THBS]

STORY

[STRY]

From manual:

"Three years ago, an award-winning research scientist, Dr. Edward Kirk, perished in an accident during one of his experiments. He had been working on the development of pure energy technology, code-named 'Third Energy.'

The unexpected explosion occurred soon after the government terminated funding of the research, assessing the process as non-productive. To most of the world, the entire incident was just an insignificant piece of news.

Earlier this year, a military agent sent to Ibis Island on a separate mission brought back surprising information. He reported that Dr. Kirk was alive and continuing his research at a military facility in the Borginia Republic.

Now special agent Regina heads for the isolated island. She is accompanied by her team, an elite task force specially trained to handle sensitive military situations. Each member is a specialist in a particular field.

Their assignment: infiltrate Ibis Island, find Dr. Kirk and return him unharmed to the home country. It is supposed to be just another routine mission..."

TIPS N' TRICKS

[TPST]

- Knowing the layout is 90% of the battle. There's plenty of ways to help one along on this end: (1) explore at leisure, and if y'die, just use a Resuscitation (2) look at the maps in this guide, or find completed maps in-game (3) play through on Easy, to get one's bearings before a tougher playthrough. Additionally, a player gets 5 Continues, essentially five free Resuscitations.
- Winning in Dino Crisis isn't about murdering everything; that's a quick way blow through your ammo. Instead, learn the terrain and where enemies spawn, then eliminate if need be. Ventilation ducts can provide quick escape routes while lasergrids provide barriers that prevent oncoming dinos (but not any projectiles). Many dinosaurs can be ignored entirely, a good way to conserve resources.
- Emergency boxes (e-boxes) can be unlocked with plugs, and hold free items such as ammo or medical supplies. As an added bonuses, boxes of the same color can "connect" to each other, enabling item sharing. Thus, it's a good idea to open boxes of the same color for this very purpose. Example: you're familiar with the layout of the game, and choose to open red e-boxes, which

contain lots of ammo; ammo you don't need can be put into the box and accessed remotely, if the time comes.

- The clock is always running! There's a special (although unimportant) bonus for completing the game in under five hours, so if one wants to get that, it helps to play on Easy and continue as quickly as possible. This means ignoring enemies, saving infrequently and avoiding item pickups -- the clock doesn't stop for menus! A good knowledge of the game helps immensely on this end.

III. WALKTHROUGH

[WLKT]

Reminder: This walkthrough is written for Normal difficulty.

<pre> _____ _ 12 _ _____ _ _____ _ 10 8 _ x_ 11 x _ ____ _____ _ _____ 17x _____ 13 ' 15 ____ 18 x _____ 14 6 ____ 7 x _____ _____ _ _ _____ 2 9 _____ _ _ _ _ _ _ 16 1 ____ _ _____ _____ 5 4 ' 3 _ _ _____ ____, _)) ____, ' / _____, ' _____ </pre>	<p>01: Backyard of the Facility 02: Material Storage 03: The Backyard 04: Passageway to the Backup Generator 05: Backup Generator Room 1F 06: Office Hallway 07: Control Room Hall 08: Management Office Hallway 09: Control Room 1F 10: Locker Room 11: Main Entrance 12: Front Area of Entrance 13: Elevator Hall 14: Lecture Room Hallway 15: Office 16: Lecture Room 17: Toilet 18: Strategy Room</p>
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F1: Backyard of the Facility

Savpt: no
E-Box: no
Enemy: no
Items: Hemostat; An. Aid (can't be obtained yet)

Starting the game properly, we're introduced to the team leader (Gail), the tech-savvy smart-aleck (Rick) and our heroine (Regina). We'll be playing as her the entire game, so get used to her charm. Her starting equipment is as follows: Handgun, 9mm Parabellum (x17), Hemostat, Med. Pak M. Those who are playing on Easy difficulty also start with a shotgun and grenade gun; anyone sojourning through Normal will have to wait awhile for that firepower. [If someone is playing through on a cleared Normal file, Regina starts with the shotgun and x3 An. Dart S.]

This backyard contains an empty guardhouse, a locked door on the chain-link fence, a materiel shed and interior entrance. If Regina tries to leave Gail behind, he'll warn her that Rick can handle the compound by himself for the moment. Since there's no items obtainable here, except a Hemostat underneath a pushable brown crate (near back fence), visit the shed.

- REMINDER: You can check the 'map' option in the menu to see the current lay of the land. Only visited areas are shown currently, although later you can find floor maps to show the full scale of the environment. Also, if you go into 'Options', you can hit 'Reset' to jump straight to title -- this is the most convenient way to do so.

F1: Material Storage

Savpt: no
E-Box: no
Enemy: no
Items: BG Area Key, Resuscitation

One of the shelves will have the aforementioned key sitting on it, and, being a key item, will be put in the special inventory -- these don't count against Regina's 8-slot maximum. On one side of the shack, there's a pushable shelf that opens up a corner containing a Resuscitation. [Unlike the key, some items do not appear in plain sight, so search carefully!] The Rez pad will automatically revive Regina when she dies, in the last-visited area -- this means she'll be out of harm's way. These are good to have on-hand, especially for first-timers on Normal; resetting to avoid inventory decay is A-OK!

Backtrack a screen and try to exit by the SE chain-link door. This will cue a scene with Rick who'll want the backup generators running, and Gail, who'll commandeer Regina's new key. Afterwards, she still can't go inside to visit Rick, so follow Gail further in.

F1: The Backyard

Savpt: no
E-Box: no
Enemy: no
Items: Infinite Rocket Launcher (...just kidding)

This tiny area acts as a crossroads towards the backyard generator buildings and outdoor facility access, the latter of which we'll encounter later. This won't be an area visited too often, so just continue on.

F1: Passageway to the Backup Generator

Savpt: no
E-Box: no
Enemy: no
Items: Med. Pak M

A ways in, there'll be another scene involving a corpse; search it to find a Med Pak M. Gail will stand guard nearby, so enter the next chamber alone...

F1: Backup Generator Room 1F

Savpt: no
E-Box: no
Enemy: Raptor (outside, post-battery puzzle)
Items: n/a

There's nothing here to take, but at corridor's end is a bunch of switches and a battery charger. Note that the switches and batteries match in color? Make the orders the same from left to right, i.e. hit the buttons in the following order: right, center, right. Now you can flip all the switches

and reinitiate power. This method will be used a few more times, and it never gets any harder -- lucky us!

Return outside to find...a dinosaur! This is a common raptor, but it can be a tough foe since Regina's equipment blows, it's relatively close-quarters and the raptor takes 6-7 shots to be downed. Since Regina never has to return to this area, feel free to just breeze past this sucker -- it's a lot better than wasting precious resources, and you should relish the enjoyment of outrunning a dino, since it won't always be possible.

Whatever the solution, return to the front entrance to get a message from Rick -- he'll mark the control room on the map...but only that one. Getting there will be up to Regina. [If you ran from the raptor, it'll have chased you but can't follow due to the previous screen's low-standing ceiling.]

F1: Office Hallway

Savpt: no
E-Box: no
Enemy: no
Items: n/a

There'll be no enemies here thankfully, but we finally see what makes up a large portion of the facility's structure: intruder-preventing laser grids and a boatload of locked doors. The only option here is to enter the AC vent above, conveniently marked by a broken hatch. [Position Regina below it and press action button for entrance prompt.] And if y'didn't guess, this hall's weird fixed camera angle at the "elbow" near the window will not bode well for Regina in the future -- it's Resident Evil all over again, eh?

F1: Piping Check Passageway A 1F

Savpt: no
E-Box: no
Enemy: no
Items: n/a

First, I'll describe the nature of vent passages. These typically exist as a shortcut into rooms that are currently unavailable; thus, when said rooms do become available, there's no reason to ever enter these again. However, since enemies never appear up here, they can make a handy way to avoid conflicts. That said, there's rarely any items up here either. [Vent entrances are marked with an 'x' on the map.]

Usually these passages have only 2 exits, but this one has 3: the first encountered leads to the Control Room Hall, the furthest one to the Management Office Hallway. Ignore the latter for now and use the first one.

F1: Control Room Hall

Savpt: no
E-Box: yes (Green/1)
Enemy: no
Items: 9mm Parabellum (x17)

After dropping down, there's some 9mm rounds sitting on the ground near the control room entrance. Both the Management Office and Control Room can be accessed from here, but the far stairway is blocked by a shutter. Also of note is the game's first emergency box (e-box for short). Essentially, these are item deposits that are opened with special Plugs. Other info about them:

- Boxes have a 8-item limit, just like Regina's inventory
- Regina can swap/sort items inside, and put any type of normal item in
- Once opened, they stay open
- The amount of plugs to spend (1-3) corresponds with the usefulness
- Red is for ammo, green is for medicine, yellow is for a combination
- You can access far-off boxes from boxes of a same color

Although it's not openable yet, the e-box here contains:

- Hemostat x2
- Med. Pak M x2
- Recovery Aid
- Recovery Aid
- Resuscitation

Plugs tend to be rare, though, so being choosy about which boxes to open can be very wise indeed. Typically ammo boxes have the best stuff, and because ammo can be scarce at times, opening those primarily may be best -- but they often have steep plug requirements as a tradeoff. Food for thought.

F1: Control Room 1F

Savpt: no
 E-Box: no
 Enemy: no
 Items: n/a

Rick will set up shop here for quite awhile. He also mentions that the underground surveillance isn't working, probably because it's wired to a different generator...interesting. There's also an elevator here that needs an ID Card to be used -- this will come at a later date.

Since there's nothing here, return to the hallway and take the other door available.

F1: Management Office

Savpt: yes
 E-Box: no
 Enemy: no
 Items: Shotgun, DDK Input Disc H, Plug, Panel Key 2
 Resuscitation, Entrance Key (unavailable)

The first savepoint is found here -- whenever Regina leaves, there'll be a prompt to do so (it's not mandatory). More importantly, there's a bunch of stuff to take around here, including the Shotgun, which should provide more stopping power...well, once we get some cartridges. There's also a Plug in the box near the DDK disc. In the back room is a corpse with Panel Key 2, plus an armored cabinet that requires a specific passcode.

- If you want to return to the green e-box and open it for some medicine, feel free; or, wait awhile and open an ammo box with the stockpiled plugs for a leg-up on firepower. Even if you don't particularly want medicine, it can be worthwhile to have an item-stashing place.

A blinking switch near the room exit will turn on a computer, and it contains a memo about the Digital Disc Key (DDK) System, which is basically used to lock the facility down. To unlock doors, you'll need matching Input and Code discs, then solve a short order-of-elimination puzzle to get through. Once

the code is solved, that door stays unlocked forever. [That switch also powers up the weapons locker panel, for reference.]

F1: Management Office Hallway

Savpt: no
E-Box: no
Enemy: Raptor
Items: n/a

Accessible from both the previous vent system and the Management Office itself, this hall connects to the main foyer and some anterooms, the latter of which we won't wanna neglect. There will be a raptor roaming here by default, but favorably, Rick has powered up a nearby security panel that'll remove the laser grid. A tactic to consider is using said grid as a helpful shield, since dinosaurs can't pass through but bullets can. This wouldn't be as useful on Easy, but y'should take any grief-saving advantage on Normal.

- Sometimes when you load a game from the management office, this raptor simply disappears.

Outside of the double doors leading to the foyer, the only other accessible door leads to...

F1: Locker Room

Savpt: no
E-Box: no
Enemy: no
Items: DDK Code Disc H, An. Dart M (x3)

The DDK disc is on top of a locker, and now that we have a matching set, there's a door somewhere that can be pried open. There's also some anesthetic darts laying on the ground -- these are shotgun tranquilizers that debilitate a target temporarily (in one shot!) but naturally don't kill it. It's a nice item to have in areas that won't be revisited.

A guardsman's journal also reveals a passcode (0426) to a weapons locker in the Management Office. Return there to get the Resuscitation and, more importantly, the Entrance Key, which unlocks the main entrance in the foyer. We'll be heading there now.

F1: Main Entrance

Savpt: no
E-Box: no
Enemy: no
Items: An. Aid (x3)

This is the building's normal entrance, although circumstances have rendered it useless (and enemy-less, too, thankfully). You can use the Entrance Key to open the front door; like most key items that have no further use, it just disappears from the inventory. Item-wise, there's an An. Aid on the ground floor, under the stairway, and two more atop the staircase (one underneath a pushable column). One of the doors requires the "N" DDK cards, which we have none of.

Use the front entrance while there's no nuisances about.

F1: Front Area of Entrance

Savpt: no
E-Box: no
Enemy: no
Items: SG Bullets (x5), DDK Code Disc N, An. Aid

Outside the front door is the mangled walkway leading to some SG Bullets, the normal ammunition for the weapon. It's much stronger than that peashooter Regina starts with, but its ammo is scarce and she can only carry cartridges in groups of ten, so try to play tactfully and not waste it on scrubs. There is also a corpse near the DDK disc that contains another An. Aid. These can't be grouped together like other items, so if you're not going to use them, or don't want to run to the nearest e-box to deposit them, consider not picking them up at all -- it hurts little in the long run as they won't disappear.

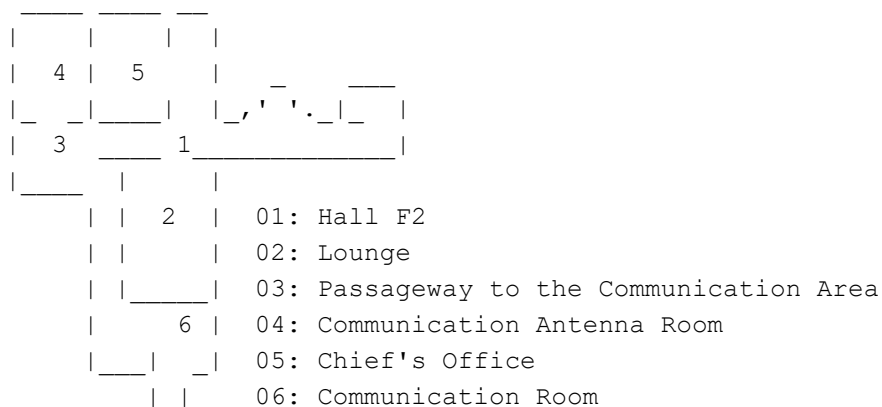
On Easy mode, using tranquilizers is borderline useless as ammo is plentiful, but on Normal, take advantage of the fact you can manufacture tranq darts. This is done by combining An. Aid with pre-existing darts (found in locker room) to make An. Dart L++, which tranqs a monster in one shot and gives long-lasting effects. In short, use shotgun tranqs when the need calls for a lighter touch (particularly in areas that don't need to be revisited).

The personnel memo near the corpse lists the deceased as Mark Doyle, with the registration number of 57036...this may be useful. The giant steel door goes toward the helipad, but it's locked for now.

F1: Main Entrance

Savpt: no
E-Box: no
Enemy: no
Items: An. Aid (x3)

Ascend the foyer stairway, which leads to the first F2 sections. Most won't be accessible now, but here's a map just the same. (Try saving first before going up here.) If you've got the shotgun equipped, be sure to equip it and its ammo, lest Regina get mauled in a skirmish.



F2: Hall F2

Savpt: no
E-Box: no
Enemy: yes
Items: SG Bullets (x5)

This long corridor contains only a sleeping raptor...formerly sleeping, I should say, 'cause Regina wakes 'im up! Luckily there's a bit of breathing room here, so the "shoot a few times, run away, turn around" tactic can be done without much trouble. If you're short on firepower, use a tranquilizer

or simply run away from it -- it starts near the foyer entrance or near the shotgun shells by the chief's lobby.

- If you find that some of your handgun shots aren't registering on the dinosaur, you can tranquilize it first and get about 5-6 potshots at it while it comes to (damaging it wakes it up prematurely). This way avoids a lot of damage while permanently ridding an area of the threat -- useful in places that require much revisiting.

Note that, with careful planning, there's never any need to spill blood here. Besides the entrance, there's only the chief's office, the lounge and the far entrance leading toward the communications relay. The former two only need to be visited once (if done right), so simply fleeing the raptor here is just fine.

Whatever the course, the smaller door near the shells is locked with the DDK System, but we have both "H" discs already, so the door panel can be used. The code is: HBCEFAGDI. The key is BCFG I. Simply remove all letters the two have in common to find the password 'HEAD'.

NOTE: If you don't want to enter the door yet, you can do a small optional portion that upgrades Regina's handgun damage. Needless to say, this is a ridiculous help along the way. Start by exiting west out of Hall F2.

F2: Passageway to the Communication Area (OPTIONAL)

Savpt: no
E-Box: no
Enemy: no
Items: n/a

This is just a long outdoor walkway with little current importance, but it helps to familiarize oneself with it just the same. The door we're looking for is right near the entrance (the one at the far south is locked).

F2: Communication Antenna Room (OPTIONAL)

Savpt: no
E-Box: no
Enemy: no
Items: n/a

There's nothing to do here except read a journal that talks about the antenna. At the end, it mentions a weapons storage locker in the Lounge -- the password is 8159. Interesting! The Lounge is the large door nearest the Chief's Room, if you'll recall.

F2: Lounge (OPTIONAL)

Savpt: no
E-Box: no
Enemy: Raptor
Items: Handgun Slides

A raptor has already spawned here, but it'll probably be near the entrance. Run past it to the wall safe near the bar, punch in the above password and get those Handgun Slides! This is the only place in the game to obtain 'em, and they upgrade the Handgun from a Glock 34 to a Glock 35. What's the big deal, you may ask? This means she can use 30S&W bullets, something that's

incompatible with the default Handgun. [We don't find any for awhile, but it's still a big deal.]

If Regina left the Hall B2 raptor alive, it'll stream in here sometime during the safe sequence. There's a memo here about mixing chemicals such as the An. Aid, but that info's easy to pick up from first-hand experience. Leave quickly!

F2: Chief's Office

Savpt: no

E-Box: no

Enemy: T-Rex

Items: Panel Key 1, SG Bullets (x5), DDK Input Disc N, Key Card L

Upon entering, there's a scene where the Panel Key 1 is obtained. Loot the other items sitting in plain sight, then inspect the commemorative medal case to find 2 slots for Panel Keys. If you put them in (first goes in left slot) there's a prompt for a 6-digit password. But we haven't learned any such thing yet! ...or have we? If you check the keys in the item screen, each has 3 characters inscribed: SOL on the 1st key, and LEO on the 2nd. It only takes a bit of guesswork to figure out that, flipped 180 degrees, the letters become numbers. Thus, the SOLLEO becomes a digitized '705037'. A correct input earns the Key Card L, necessary for a task a long ways from now.

As Regina tries to leave, our favorite tyranno breaks into the window with murderous intent. Our gal is faced has two options: shoot at it a bit until it leaves or make a break for the door. I highly suggest the latter, as it wastes no ammunition or health. Simply wait for the dino to lunge forward with teeth bared and, as it retracts its head, run toward the door before it can flail its head around.

That newest DDK disc completes the "N" set, meaning another door around this place can be opened. Return to the foyer (bypassing the raptor in the hallway if you left it alive), and maybe save it in the Management Office if you've played the last stretch well.

F1: Main Entrance

Savpt: no

E-Box: no

Enemy: no

Items: An. Aid (x3)

The "N" DDKs open up the passage opposite the front entrance. When approached, Rick radios in to say he got some shutters working, and that he saw a shadowy figure near the briefing room -- he'll mark it on the map. [The shutters now accessible are in the Office Hallway, meaning all foyer-adjacent corridors can be laser-free; and in the Management Office Hallway, giving access to the Toilet.]

Back to the DDK business. This time, the code is:

ABNDEFGH

ABWCDFGH

ABDFGHOM

ABDEFGHR

By eliminating the letters (ABDFGH) on the other disc, we arrive at the password of 'NEWCOMER'. Put that in to access...

F1: Elevator Hall

Savpt: no
E-Box: yes (Red/2)
Enemy: no
Items: Plug, Med. Pak M/Hemostat

This dinosaur-free elevator lobby contains a free plug and, underneath that pushable block, a Med. Pak M. The map here gives Regina the full schematics of both Facility F1 & F2, filling in the blanks places yet unvisited. There's also a researcher's corpse here, and an elevator here, but neither's relevant yet.

If y'saved the previous plug, Regina can crack open the ammo box to find:

- 9mm Parabellum (x34)
- SG Bullets (x10)
- Poison Dart
- Intensifier

A full shotgun and handgun clip? Yes, please! Additionally, there's a Poison Dart, a OHKO shotgun dart -- save this for later when there's enemies worth using it on. The Intensifier increases the strength of medicinal-type items, meaning those Med. Pak Ms can be turned into Med. Pak Ls (etc). Try to have a full clip of handgun/shotgun bullets, plus some tranq darts, before exiting east.

F1: Lecture Room Hallway

Savpt: no
E-Box: no
Enemy: Raptor (x2)
Items: Hemostat

Once the lasergrid is deactivated, entrance to the nearby door and the ensuing hallway is given. If y'try to continue down the hall, a pincer attack will occur -- this is because the adjacent office contains a raptor. Avoiding this debacle is done by eliminating the office dino, although if the trap's sprung, Regina can run past the latest dino (try right side; left side tends not to work) toward the lecture room. There's also an air vent near the vending machines that can act as a quick exit, too. One of the funnier ways I've dealt with this is using the lasergrid to trap BOTH dinos near the initial entrance. However, if you enter the office without killing either, one still pursues. [As usual, tranqing one/both dinos helps with an escape, but isn't quite necessary here.]

Anyway, going into the Office before the dangerous situation springs is the best idea. There is a Hemostat near the lecture room entrance, though.

F1: Office

Savpt: no
E-Box: no
Enemy: Raptor
Items: n/a

If the pincer attack occurred and Regina fled, a raptor will follow her in; if it didn't occur, a raptor will already be here. Either way, Regina's got dino troubles. Despite wonky camera angles, this room's waist-high tables

can provide some decent cover for a shooting match -- and since we'll be revisiting this place, clearing out the resident ain't a bad idea. [Since there's no items here, y'could probably just tranq/flee from the raptor, too, but it's not recommended.] Of course, if y'want, just run through the room to the far double doors -- these give unfettered access to the Office Hallway. [The living raptor won't follow either.]

With the dino indisposed, Regina can search the room. The whiteboard memo mentions researcher Paul Baker's pager and registration numbers (1123 and 58104, respectively), and one corner has an ID Card rewriting program. But, we have no ID Card at the moment, so leave it alone. A memo here mentions that someone has been rewriting cards to gain unauthorized access to rooms, tipping Regina off to the idea.

- Optionally, you can call Paul Baker's pager (once his # is learned) and can find out he's the corpse in the elevator lobby.

In any case, the goal is the lecture room Rick marked on the map. With the info given so far, getting there shouldn't be too hard.

F1: Lecture Room

Savpt: no
E-Box: no
Enemy: Raptor
Items: BG Room B1 Key

This once-bustling chamber is now devoid of all researchers, so Regina can explore at leisure. Pick up the key near the whiteboard to cue a mandatory encounter with a reptilian menace. This is the first real "DANGER" moment, where pressing as many buttons as fast as one can is the key to emerging safely. [By contrast, doing nothing means Regina will be vacationing in the small intestine very soon.] The scene ends when Gail displays his superior firepower.

That new key is to be used in the very first explorable area, near the team's insertion point. Unfortunately, Gail didn't dispose of any raptors in the lecture room's adjacent hallway (WHYYYY), so Regina doesn't get any gimmes. It's recommended to use the ventilation shaft (Piping Check Passageway B 1F) near the vending machines as a shortcut, since it puts Regina at...

F1: Toilet

Savpt: no
E-Box: no
Enemy: no
Items: An. Aid, Hemostat

Two items here, no enemies -- perfect. You can actually visit this place when Rick radios in about the shutters, but those who keep avoiding the dino may have ignored it. [It matters very little anyway.]

F1: Management Office Hallway

Savpt: no
E-Box: no
Enemy: Raptor (if still alive)
Items: n/a

Now that the shutters can be toggled, a player can see the gray door near

the bathroom requires an ID Card to access. The previous raptor may still be here, although it's easy to run past it -- simply wait for it to headbutt the lasergrid, quickly disable said grid, and voila!

Assuming y'followed the walkthrough verbatim, cross the foyer to...

F1: Office Hallway

Savpt: no
E-Box: no
Enemy: Raptor
Items: n/a

That suspicious pane of glass now breaks to reveal a...scary raptor! This is another "DANGER" moment, so scramble to knock the assailant off. It's quite possible to just run past it to the door, although this main entrance gets visited rather often -- take it out for safety's sake or gamble, your choice.

F1: Backyard of the Facility

Savpt: no
E-Box: no
Enemy: no
Items: Hemostat, An. Aid

Unlock the far fence door, grab the aid, and descend the ladder.

B1: Backup Generator Room B1

Savpt: no
E-Box: no
Enemy: no
Items: Startup Batt. R, Plug

This is the first stab at exploring the B1 part of the facility, but there's no adjacent rooms accessible...pity. Procure the red battery from its charger port and stick it in the far slot. Like before, the batteries have to match the colored levers, working left to right. The button order is thus: right, center, left, right, center, right.

Getting this B1 generator active earns a radio call from Rick, who wants Regina to visit him at the control room. Before leaving, make sure to get that precious Plug underneath the pushable shelf. [The raptor in Office Hallway will still be there if you left it alive, note.]

I suggest saving in the Management Office before going to the control room.

F1: Control Room 1F

Savpt: no
E-Box: no
Enemy: no
Items: n/a

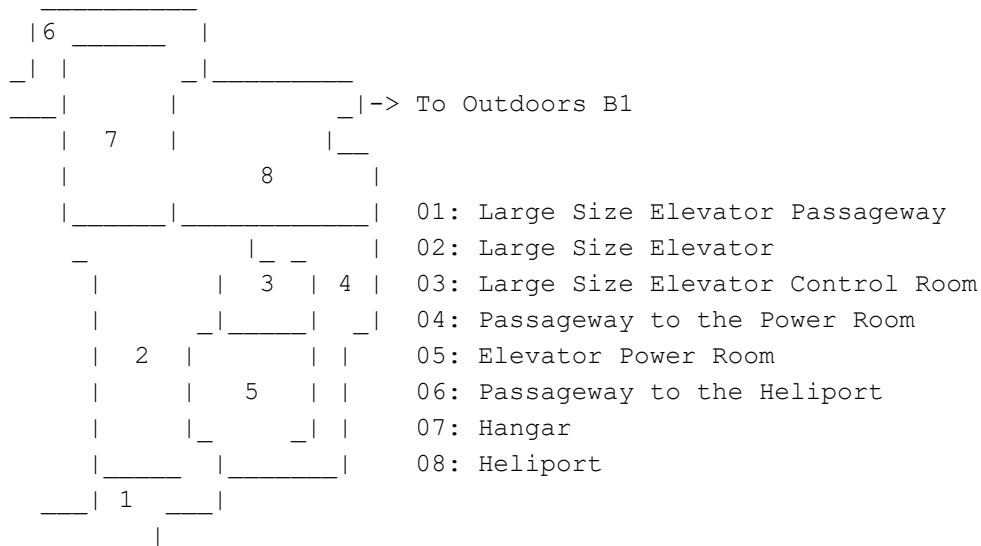
After a scene, Regina gets to pick whether she follows Gail into the B1 area in search of someone he (thinks he) saw, or follow Rick as he investigates a teammate's distress signal. Neither option will drastically alter the flow of the game, but it does impact what area is accessed first and WILL affect the ending.

- If you choose to help Gail, the destination is the stairway in the adjacent hall, behind the shutters Rick just opened. There won't be any enemies en route.
- If you choose to help Rick, the destination is the fence exit where the team landed, right near the "Backyard of the Facility" area. There will be enemies en route (Management Office Hallway, Office Hallway) if you didn't kill them and/or didn't avoid them.

Although it doesn't seem like a binding decision, you can only pick ONE to do. Ex: if Regina chooses to assist Gail and tries to go anywhere other than downstairs, she won't be allowed to. I'll list Rick's first since that's more of the "feel-good" decision.

NOTE: Regardless of which path you take, make sure to check your inventory and clear space if needed. The e-box near the control room is a good stashing place since it's always enemy-free and readily accessible from multiple locations. [It's more important if you choose to help Rick.]

\ PATH SPLIT #1: RICK'S ROUTE |



Anyway, Rick mentions he's going to assist Tom, and choosing to follow him marks "The Backyard" section of Facility F1 as the target. The only raptors left to encounter en route are in Management Office Hallway & Office Hallway, and only if they were left alive previously.

F1: The Backyard

Savpt: no
 E-Box: no
 Enemy: no
 Items: n/a

On either path, this is always the first step into the Outdoors section, and the only difference (compared to Gail's path) is that Regina spots Rick in his trek. Pursue!

Outdoors: Large Size Elevator Passageway

Savpt: no
 E-Box: no
 Enemy: Raptor (x2)
 Items: Slug Bullets (x5), Resuscitation

Kicking off this section, two raptors: one near the starting point (often in a recumbent position) and the other prowling further down the linear walkway. It's very possible to collect both items -- one on a crate, one near the far crate stack -- without incurring damage. Sometimes the foes play it kinda lazy, and just stand around growling instead of going for the jugular. This area only needs to be visited once, technically, so feel free to leave these folks alone.

Outdoors: Large Size Elevator

Savpt: no
E-Box: no
Enemy: Pteradactyl (x2)
Items: Handgun/Shotgun (whichever Regina dropped)

Immediately upon entering, there's a "DANGER" sequence where Regina is picked up by the flying critter, dropping her gun in the process (this always occurs). Should Regina wriggle out of its talons, she can avoid being hurled into the garage door -- especially useful if one came into this event at substandard health. After collecting the dropped weapon, head for the NE door, the only one able to be used for a long, long time.

Outdoors: Large Size Elevator Control Room

Savpt: no
E-Box: no
Enemy: no
Items: DDK Code Disc L, DDK Input Disc L

Regina automatically gets the code disc, and can pick up its counterpart off the computer console. The side passage contains an Outdoors map, which shines a light on all the yet-undiscovered areas.

Outdoors: Passageway to the Power Room

Savpt: no
E-Box: no
Enemy: Pteradactyl (x2)
Items: An. Aid, Med. Pak M

Two 'dactyls flutter around here, and the path is curvy enough that stopping for the two (arguably inconsequential) items may give 'em an opening. If a player absolutely must have those medicinals, wait until the trip back.

Outdoors: Elevator Power Room

Savpt: no
E-Box: no
Enemy: no
Items: Bl Crane Card, An. Aid

The only two items here are in a corner of the room, the latter of which is underneath the pushable shelf. Nearby, six consoles control the energy input for the elevator, and Regina will have to assemble it correctly to earn some juice.

_____ | Panels 1-3 and 4-6 control each have 3 colored buttons, and
| [3] [4] | each button controls a pipe portion's placement. Each pipe is
| [2] [5] | made up of two pieces, and that's where the panel groups come
| in. Sound complicated? It isn't, really -- try it first-hand!

| [1] [6] |

| _____ | Solution: 1Red, 2Green, 3Blue, 4Red, 5Green, 6Blue

This powers up the elevator in the first area with pteradactyls.

Outdoors: Passageway to the Power Room

Savpt: no

E-Box: no

Enemy: Pteradactyl (x2)

Items: An. Aid, Med. Pak M

Like a few minutes ago, entering cues an automatic "DANGER" sequence where Regina must outwit a 'dactyl's grasp. The reward is evading a reinitiated ventilation fan, and some satisfaction at seeing her foe get turned into hamburger. [There's still one left, though!] Now's the time to collect those items, if wanted -- there's no reason to ever return, otherwise.

Outdoors: Large Size Elevator

Savpt: no

E-Box: no

Enemy: no

Items: Handgun/Shotgun (if Regina still hadn't picked it up).

The overhead foes are now gone, letting Regina power up the elevator without distraction. Regina will have to go fetch her nearby allies first before descending, though.

B1: Carrying Out Room B1

Savpt: no

E-Box: no

Enemy: no

Items: An. Aid, Hemostat, An. Dart M (x3)

On either path, this chamber will be blocked by freightage, splitting the room into two separate areas -- that is, until Regina decides to use the balcony's crane. That upper walkway also contains two medicinal items (one under the shelf). Use the B1 Crane card on the panel.

```
| _____ |
| |1| |2|   | Moving the crane requires putting in its orders ahead of
| |_|_|_|_| | time; after selecting 'start,' it acts accordingly (there's
|   |3|4| |5| | nothing done in real time). There's only a stock amount of
| |_|_|_|_|_| | movement options, though. One thing that isn't self-evident
| |6| |7| |8| | is, trying to drop a container on an invalid target means
| |_|_|_|_|_| | the hook defaults to starting position, perhaps opening up
| _____ | more movement options.
```

Anyway, with that knowledge, simply pick up crate 3 and drop it (up 2, left 1, down 1, hook, right 2, release). Then, latch onto crate 2 (up 2, hook) to get it hanging, then just quit. Crate 2 will simply hang, avoiding the need to place it anywhere.

Once Rick and Tom leave, Regina can access the other half of the room. It contains two doors (unlock the littlest one) and an An. Dart M bundle. The corpse's memo mentions that Tom has a DDK, a worthless gesture now but an important tidbit on Gail's path.

B1: Hallway for Carrying In Materials

Savpt: no
E-Box: no
Enemy: Raptor
Items: n/a

The little rust-colored door can only be opened from the previous chamber, so make sure to do that. Speaking of one-way access, the other little door leads into Backup Generator Room B1, and that needs to be unlocked too -- it gives easy, permanent access to B1 without having to cut through that nasty Outdoors section. [This usefulness is slightly undercut by the stairway near the F1 Control Room, though.]

Disable the lasergrid and venture down the corridor...right into a horrific "DANGER" sequence with a behind-the-walls raptor! Quickly shake it off to avoid any damage and turn the assailant into a power conductor (killing it in the process!)

B1: Hall B1

Savpt: no
E-Box: no
Enemy: n/a
Items: Hemostat

On Gail's path there's a scene that explains the closed divider, but Regina's out of luck on Rick's path. Take the Hemostat if needed and enter...

B1: Medical Room Hallway

Savpt: no
E-Box: no
Enemy: Compsognathids
Items: n/a

This marks the first appearance of "Compsognathids," also known as those tiny lizard-like dinosaurs everyone remembers from Jurassic Park. Where they were vicious, these are mostly inconsequential -- there is never any time where Regina MUST kill them. In fact, she can just run past them as, whenever they appear, they're almost always preoccupied with eating a corpse. [To boot, more stream in from that broken wall register, so combating them is a wasted pursuit.] If one feels like killing 'em, use a weapon with a spray/explosion, not the handgun.

The only other door in this corridor leads to...

B1: Medical Room

Savpt: yes
E-Box: no
Enemy: no
Items: Plug, Med. Pak M (x2), ID Card, An. Aid/Med. Pak M
: Resuscitation, Med. Pak M; Multiplier, Med. Pak M

Rick will leave the scene in a bad mood...oh well. Loot the cabinet for some pick-me-ups, plus the cardboard box that has a plug. The crucial item to snatch is actually the ID Card, which we'll be using very soon. Finally, two tiny lockboxes appear on a doctor's table, but require a 'Small Size Key' to open...better keep our eyes peeled. [And dang, that corpse's uzi only serves to TAUNT us single-shotters. Booooo!]

- The Small Size Key can only open one of the two lockboxes; Regina gets to pick which to open when the key is selected from the inventory. Both hold a Med. Pak M, but only the left has a Resuscitation (right has a Multiplier).

So where to now? The memo in the doctor's office mentions the ID card's old owner, a colonel, was holding a meeting in the 1F Strategy Room. Finding it should be easy, since, if you've been everywhere, only one grayed-out room remains (in Management Office Hallway).

Backtrack a screen and use the staircase to return to 1F.

F1: Strategy Room

Savpt: no
E-Box: yes (Yellow/2)
Enemy: no
Items: DDK Code Disc E, F.C. Device, Plug

All items here are sitting in plain view. The F.C. Device is a key item that records a person's fingerprint data, whether they're dead or alive. Although it has a data capacity of 1, that's more than enough. Fingerprint data is an integral part of ID Card rewriting, as one may have learned from a premature attempt. The table memo is tantamount to an ID forger's how-to manual.

Additionally, there's a yellow e-box here that can be opened immediately, if one chooses. Yellows are typically "grab bag" affairs that contain a mishmash of ammo/medicines.

- Med. Pak M
- Hemostat
- Intensifier
- Slug Bullets (x5)
- Resuscitation

If you've yet to open an e-box, I wouldn't recommend this one, personally, even if it has a decent stock. Choose one with a useful location, like that in the Control Room Hallway or Elevator Hall.

We need to find a corpse to take fingerprints from...hmm...

F1: Elevator Hall

Savpt: no
E-Box: yes (Red/2)
Enemy: no
Items: Plug, Med. Pak M/Hemostat

To collect data, select the F.C. Device from the inventory while standing by a person/body. As one may have learned earlier (by using the office phone's pager), this is the corpse of Paul Baker, and the memo in that same area gives his registration number (58104). With that info in hand, we can now rewrite an ID Card!

- Alternatively, Mark Doyle's corpse -- found in the "Front Area of Entrance" portion accessible from the foyer -- is applicable for fingerprinting. He's further away, though, so isn't as useful. (Sounds like he wasn't that great in life either, ZING!)

F1: Office

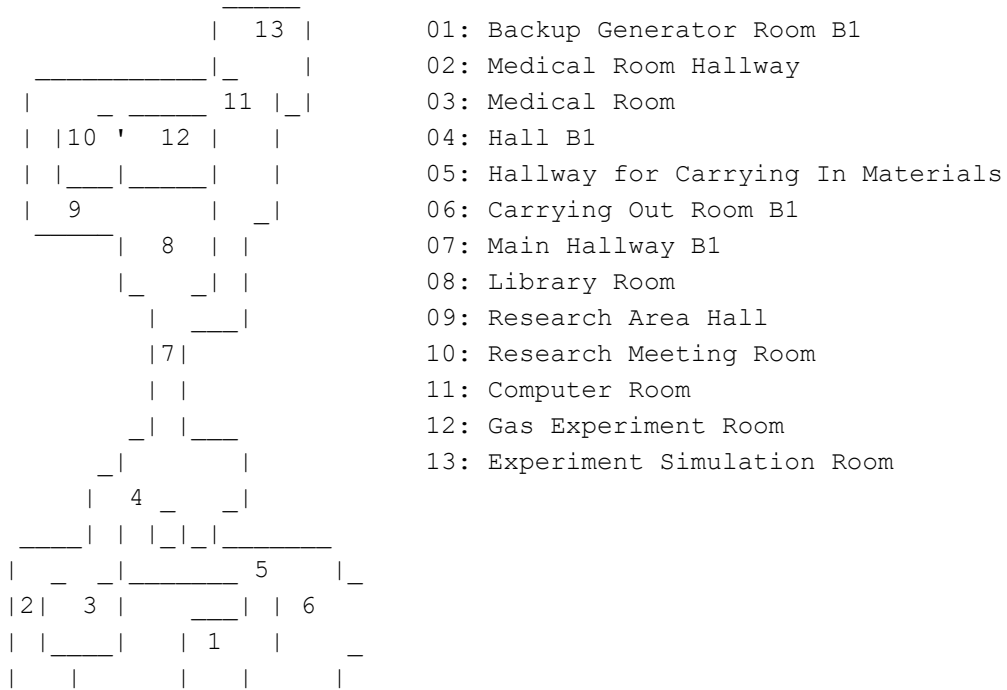
Savpt: no
E-Box: no
Enemy: no
Items: n/a

If Regina left a raptor here earlier, it seems to have escaped (whee!). Use the ID Card on the computer, punch in the registration number, and then the fingerprint data. Make sure to say 'yes' to rewriting, otherwise the card remains at colonel-level access.

With this, the elevator in the nearby lobby is accessible!

--- SCROLL DOWN TO REJOINED PATH SECTION ---

\ PATH SPLIT #1: GAIL'S ROUTE |



After going downstairs, Regina enters...

B1: Medical Room Hallway

Savpt: no
E-Box: no
Enemy: Compsognathids
Items: n/a

Around the first corner, Regina spies a new pint-sized type of dinosaur. A quick wikipedia search suggests it's called a "Compsognathid," or a compy for short. These wimpy specimens appear en masse and are generally bothersome, not dangerous. The recommended strategy is to ignore them entirely or, if one absolutely must do something, thin the herd with a shotgun blast. [Grenades would work too, but that's like nuking a fly.] Anyway, don't bother firing upon the compies as more will stream in from a broken air register.

The nearest door leads to...

B1: Medical Room

Savpt: yes

E-Box: no
Enemy: no
Items: Plug, Med. Pak M (x2), ID Card, An. Aid/Med. Pak M
: Resuscitation, Med. Pak M; Multiplier, Med. Pak M

This safe haven naturally has medical supplies to take -- the medpaks are in a cabinet, the An. Aid is near the patients' bed, and the Plug is in a cardboard box. The ID card simply sits on a desk, and is absolutely crucial so don't forget it! Some lockboxes here require a 'Small Size Key'; commit 'em to memory.

- The Small Size Key can only open one of the two lockboxes; Regina gets to pick which to open when the key is selected from the inventory. Each holds two items: a Med. Pak M and a Resuscitation (right has Multiplier instead).

After collecting this swag, return to the hallway and take the far exit.

B1: Hall B1

Savpt: no
E-Box: no
Enemy: no
Items: An. Aid

There'll be a short reunion with Gail before a crashing divider splits the team up. Naturally, Regina will have the harder go of it -- she's locked out of the lab just inches away! After spying a nearby elevator, she thinks she may be able to use it to gain entrance. Use the door by the An. Aid when ready.

B1: Hallway for Carrying In Materials

Savpt: no
E-Box: no
Enemy: Raptor
Items: n/a

When passing part of the wall, a raptor leaps out in a "DANGER" sequence. If a player's quick-fingered, Regina can escape with nary a scratch while the foe suffers an electrifying end. At the other end, disable the lasergrid and unlock the door leading to Backup Generator Room B1 -- where we were a short while past. Both of the rust-colored doors leads to the next area, although the smaller one is locked from the other side for some reason.

B1: Carrying Out Room B1

Savpt: no
E-Box: no
Enemy: no
Items: An. Dart M (x3); An. Aid, Hemostat (unobtainable now)

A corpse (that's putting it nicely) has a memo stating he left a DDK at the "Large Size Elevator Control Room," wherever that is, and a rookie named Tom (!) has the other DDK. We'll be needing both in the future, so don't forget! The rest of the room is impassably blocked by freight containers, so backtrack upstairs.

The most relevant item obtained in the B1 excursion is the ID Card. If Regina has been a diligent searcher, she may recall a computer in the F1 Office that could be used to rewrite IDs. The player may also remember that there's a door

near the Toilet that required an ID card. That's closer, so let's go there.

F1: Strategy Room

Savpt: no
E-Box: yes (Yellow/1)
Enemy: no
Items: DDK Code Disc E, F.C. Device, Plug

All three items to find here are sitting around. The plug and DDK piece need no introduction, but the key item F.C. Device does. This sucker is used to extract fingerprint data from targets, generally corpses. As one may know if Regina tried to rewrite the ID Card prematurely, fingerprint data is needed to verify the cardholder is authorized. With the F.C. Device, Regina can skip the legalities, so long as she finds the right data and registration numbers.

There's also a yellow e-box here, if Regina wants to open it up. Yellows are usually grab bags, and while the shotgun shells may be welcome, putting the box in this dead-end room is a definite downside, currently at least (there's no other yellows available). For storage's sake, the green one near the control room works best, given the proximity to the stairway and foyer.

- Med. Pak M
- Hemostat
- Intensifier
- Slug Bullets (x5)
- Resuscitation

So, whose fingerprint data to take? Remember the transfer memos found by that corpse outside, saying researcher Paul Baker (reg#: 58104) was moving to the downstairs lab? And how, if one paged him from the Office, the corpse in the F1 Elevator Lobby would reveal itself to be Paul? That's a lot of things to remember, to be sure, so I wouldn't doubt if people floundered a bit when it came to this step.

- Note that you can also use the corpse found in "Front Area of Entrance" with the registration code 57036 (learned by reading whiteboard in the Office with the ID Card rewriter). However, Paul's corpse has a closer proximity so that makes sense for time-conscious players.

How Regina gets to the elevator hall matters little, although if she slew the dino(s) in the Lecture Room Hallway, using the Toilet's vent access can be a shortcut of sorts. Maybe.

F1: Elevator Hall

Savpt: no
E-Box: yes (Red/2)
Enemy: no
Items: Plug, Med. Pak M/Hemostat

No new items here, but we're not here for that anyway. To collect fingerprint data, select the key item while standing near Paul's mangled figure. The F.C. Device can only store 1 person's fingerprint data at a time, so expect to do some overwriting later on.

F1: Office

Savpt: no

E-Box: no

Enemy: Raptor (unless killed previously; also may not appear anyway)

Items: n/a

The computer here will rewrite the ID Card. Choose it from the menu while standing close by, and type in Paul's registration number (58104). Then, give the stored fingerprint info. Furthermore, make sure to SAVE the info to the card -- I've personally wasted extra time foregoing that one. When ready, the ID Card should be licensed for B1 access.

With the card in hand, the only working lift in the Elevator Hall is usable. However, it's not necessary to go down there quite yet.

B1: Hall B1 (OPTIONAL CURRENTLY)

Savpt: no

E-Box: no

Enemy: Raptor

Items: n/a

As Regina exits the elevator, a raptor disembarks with her, culminating in another "DANGER" sequence. Eliminating it helps, but isn't necessary thanks to the wide open running spaces. The table's security memo mentions new info about DDK locks, saying that numbers can stand for letters, such as A=1, B=2, and so on. Finally, there's a Facility B1 map near the elevators that reveals the full extent of this tier, specifically the northern rooms.

Unfortunately, the door Gail went through has an "L" DDK lock, so this trip to B1 was basically to learn that tidbit. Curses!

F1: Backyard

Savpt: no

E-Box: no

Enemy: no

Items: n/a

This may seem like a random guess to come here, but it makes sense: Rick went to look for Tom, who we know has a DDK, and we know Rick started his search here. Set foot in this cagey area to get a sad radio call, which spurs Regina to follow after Rick.

Outdoors: Large Size Elevator Passageway

Savpt: no

E-Box: no

Enemy: Raptor (x2)

Items: Slug Bullets (x5), Resuscitation

Regardless of which path Regina takes, this is always the first portion of the "Facility Outdoors" map encountered. There's actually two raptors around here, and the closest to Regina usually starts off in a "sleeping" position, making it helpful for breezing through.

Outdoors: Large Size Elevator

Savpt: no

E-Box: no

Enemy: Pteradactyl

Items: Handgun/Shotgun (whichever Regina dropped...)

Upon entering, we get to see the might of the pteradactyl, as it picks Regina up and tosses her against the garage door in a "DANGER" sequence. She'll also drop her Handgun in the scuffle, so quickly go grab it and enter the NE door before any more pain is inflicted. [Pteradactyls are huge nuisances, but with a bit of fleeing, one never needs to waste ammo on 'em.]

Outdoors: Large Size Elevator Control Room

Savpt: no
E-Box: no
Enemy: no
Items: DDK Input Disc L, DDK Code Disc L

Grab the "L" discs here (one found on the corpse) and store that Outdoors Map data from the poster by the lockers.

Outdoors: Passageway to the Power Room

Savpt: no
E-Box: no
Enemy: Pteradactyl (x2)
Items: An. Aid, Med. Pak M/Hemostat

There's 2 pteradactyls to see, but as before, running away should reward the player with no damage. Those two items here are tempting, though -- if y'want 'em badly, wait a bit first. The twisty passage ends up at...

Outdoors: Elevator Power Room

Savpt: no
E-Box: no
Enemy: no
Items: B1 Crane Card, Hemostat

Descend the ladder and collect the B1 Crane Card, as well as the Hemostat 'neath the conspicuous shelf. There's six panels here, each with 3 colored buttons, and they make up the elevator power puzzle. Groups 1-3 and 4-6 each control one half of the pipes; the position of the placed pipe changes depending on what panel the button is pressed on, though. It's less complicated than that explanation suggests.

| [3] [4] |
| [2] [5] |
| [1] [6] |
|_____| Solution: 1Red, 2Green, 3Blue, 4Red, 5Green, 6Blue

With the pipes fitted correctly, the Large Size Elevator is functionable once more.

Outdoors: Passageway to the Power Room

Savpt: no
E-Box: no
Enemy: Pteradactyl (x2)
Items: An. Aid, Hemostat

On the way back, one of the pteradactyls will pick up Regina in a "DANGER" sequence. If the player successfully wriggles out of its hold, that 'dactyl will crash into an industrial fan and get chopped up; fail to, and Regina'll be julienned. This place loses relevance after this event, though, so don't bother tangoing with the remaining ptera.

Outdoors: Large Size Elevator

Savpt: no
E-Box: no
Enemy: no
Items: Handgun/Shotgun (whichever Regina dropped...)

Ignoring that pteradactyl before will have paid off -- it's disappeared now. I suppose this was a polite way of letting Regina pick up her weapon if she'd held off this long or something. In any case, operate the control panel to use the elevator.

B1: Carrying Out Room B1

Savpt: no
E-Box: no
Enemy: no
Items: An. Dart M (x3), Hemostat, Recovery Aid

Regina's back in the place blocked by shipping containers, just on the other side. Other than the darts found across the room, there's a Hemostat under the balcony shelf, plus a Recovery Aid near the far console. Regina can use the B1 Crane Card to operate this place, opening up a helpful shortcut to the other B1 rooms.

_ _	The crane works by a series of input coordinates, then will
1 2	act based on the stored info (it's not real-time). However,
_ _ _ _	only certain movement inputs are given, so it's not quite a
3 4 5	cinch. One tip that isn't obvious is that, if a crate is
_ _ _ _	set in a place already occupied, it reverts to the starting
6 7 8	point. This means Regina can maneuver it easier from this
_ _ _	new position or simply let it hang, avoiding part of the
_ _ _ _ _ _ _	puzzle entirely (if it's the last part).

Thus, to do this puzzle, simply tell it to hook crate no. 3 (up 2, left 1, down 1, hook, right 2, release). Then, hook crate no. 2 and try releasing on any invalid zone; when it reverts to starting position, just exit and there's no need to bother with it anymore!

Regina can now return to the Elevator Hall and continue with the mission. [A dino has spawned in "Hallway for Carrying In Materials" however.]

\ PATH SPLIT #1 ENDS HERE |

B1: Hall B1

Savpt: no
E-Box: no
Enemy: Raptor
Items: n/a

At the descent's conclusion, Regina will be attacked by a raptor hiding in the lift's ceiling (an obvious John McClane fan). Finagle out of its clutches like most "DANGER" sequences, then neutralize it in the preferred manner. The room is spacious enough that Regina can potshot it from across the table, or simply run to the far door containing the "L" DDK lock. [If Regina spawned the raptor earlier on Gail's path, it'll probably be curled up in a corner.] Don't forget to store the map's Facility B1 data either!

So, back to the DDK lock:

LFACBDOEGH
RFACTDOERY
KEY: 345678

The memo here mentioned substituting letters with numbers, so 345678 becomes CDEFGH. Eliminate those from the puzzle to get 'LABORATORY'.

B1: Main Hallway B1

Savpt: no
E-Box: yes (Red/2)
Enemy: Raptor (x2)
Items: n/a

There's a preventative lasergrid that separates Regina and her would-be killers, which means Regina (1) can kill any dino through there with her handgun (2) disable the grid when a dino bumps into it, giving a headstart on fleeing. If one of the raptors is further up the hall, #1 can still be done by luring it to the grid and reenabling it. If Regina ignores the 2nd dino, she can use the alternate lasergrid further up the hall.

Without the pests, the hallway is fully accessible. The southernmost exit leads into the Library Room while the northern one leads to Computer Room. There's also a red e-box near there; should Regina open it:

- 40S&W Bullets (x30)
- Slug Bullets (x10)
- SG Bullets (x10)
- Poison Dart

A veritable treasure trove. However, the S&W bullets can only be used if Regina upgraded her handgun in the F2 Lounge -- they're not compatible with the Glock 34 she begins with. The Library Room only needs to be visited once, technically, so let's only do it once. The northernmost exit leads to...

B1: Computer Room

Savpt: yes
E-Box: no
Enemy: no
Items: Plug, Screwdriver

The plug is near the NW exit and the key item Screwdriver is in the toolbox. One can use the tool immediately to unscrew the latchless panel nearby, but the circuitboard can't be used yet. Other things of interest: a large monitor with two card slots by it, and a security manual that mentions a new method of DDK encryption -- a number could reference a column that should be deleted entirely (i.e. 4 means delete column 4). After saving, go west to...

B1: Research Area Hallway

Savpt: no
E-Box: Yes (Green/2)
Enemy: Raptor (x2)
Items: n/a

There's two raptors here, but as many times as I've played, they end up in the lasergrid-partitioned southern half of the corridor. This means Regina can access the green e-box and the nearby door without ever combating these wastes of ammo. [This also means that quick access to the Library Room is

more perilous, but it can be a fine trade-off to players who don't care about time.] If one wonders what's in that e-box...

- Med. Pak M (x2)
- Recovery Aid
- Intensifier
- Intensifier
- Resuscitation (x2)

Not too bad, especially due to the Intensifiers. If you're good at avoiding danger, though, red (ammo) e-boxes will pay off more in the long run.

B1: Research Meeting Room

Savpt: no
E-Box: no
Enemy: no
Items: Plug, DDK Input Disc E

Besides the two items to find (plug is in cabinet), there's a journal that mentions suspicions about Dr. Kirk's secret B1 lab, and that a researcher named Mike hid proof somewhere in the Library Room. Apparently the good doc has been having private talks with Colonel Clay in the Computer Room...hmm. The computer console here mentions a lock code (7248) for something, too.

B1: Computer Room

Savpt: yes
E-Box: no
Enemy: no
Items: Plug, Screwdriver

All the info we have is that lock code, and sure 'nough, typing that number into the supercomputer releases the 'gas experiment room' lock -- that is, the keyless door adjacent to the meeting room. Head there now!

B1: Gas Experiment Room

Savpt: no
E-Box: no
Enemy: Raptor
Items: B1 Key Chip, Small Size Key

From her position, our protagonist can spot a researcher in a sealed gas room. A panel with three buttons lets Regina mix and match gases at her discretion, but a safety panel gives the lowdown on things: (1) gas levels above 85 are lethal to humans (2) the greener, redder or bluer the gas is, the more lethal it is becoming (3) the clearer the gas, the less lethal everything is.

Diluting the gases ain't so hard, as long as you remember two things: (1) if the gas is almost wholly one color, don't pick the color it most resembles (2) if color A is slightly tinged color B, pick color B again. It can take a bit of trial and error.

With the toxins gone, there'll be a scene with a researcher where Regina gets the key chip (which has '3695' on its exterior), and can loot the Small Size Key from his corpse. That key opens the lockboxes in the B1 Medical Room, remember. HOWEVER, if Regina killed the fellow with her failed chemistry experiment, there is no scene and she cannot get the Small Size Key!

On the way out, Regina will have a "DANGER" sequence with an inquisitive raptor, and quickly eluding it results in it being trapped in the gas chamber. Naturally, one can have fun with the bugger by cranking up the toxic fumes. Hooray for inner sadism!

- One can immediately to go the B1 Medical Room and use the new key to get a few supplies, but the key is single-use and the items received aren't that amazing. It's not SUGGESTED to go do it now...but you could if needed.

B1: Library Room

Savpt: no

E-Box: no

Enemy: Raptor

Items: Handgun Sights, An. Aid, Med. Pak M, Key Card R

One can enter this room from the Hall B1 or the Research Area Hallway, as stated, and both contain two raptors -- go through the route that's least dangerous (usually the former, since we already passed through). There'll be one trespassing reptile, and thanks to the poor overhead camerawork, meeting that sucker can be a harrowing experience -- our gal can often hear the beast before seeing him. [Sometimes that raptor doesn't appear if you enter from the Research Area Hallway, though.]

Most items are on the peripheral path, but those Handgun Sights are in a between-computer corridor. These make critical hits do ridiculous damage, so don't forget 'em! This is the only place to get 'em, too.

One of the computers here reads key chip data, and when the B1 Key Chip is used, use the '3695' password to open a particular storage unit.

1|___| ___ But first, a keychip overwriting puzzle -- that is, make one
2|___| |___| column look like the one the arrows points to. Column "blocks"
3|___| are moved in pairs, and are always taken to the top of the pile,
4|___| ___ pushing those beneath it down.
5|___| |___|
6|___| |___| It's very, very easy to do. A good basis for trial-and-erroring
7|___| ___ through is to make sure the slides at the bottom are correct,
8|___| |___| and work one's way up accordingly.

When the overwriting is complete, a green light will indicate the 3695 storage unit. Find its location and use the B1 Key Chip to unlock it, obtaining the Key Card R in the meantime. A memo stuck inside (that's a fire hazard!) says the newly-acquired card is necessary to enter the secret lab, and that the other one is located in the Chief's Office. But, since we already got that a long time past, there's no need to backtrack for it.

B1: Computer Room

Savpt: yes

E-Box: no

Enemy: no

Items: Plug, Screwdriver

Try to use the Key Card L or Key Card R in the appropriate slot alongside the monitor, prompting Regina to call Gail. After a scene, the lab's hidden door is revealed, along with its "E" DDK Lock. The puzzle is:

THE

THIRDEFNFE

BALL O N
HIRORRSGSY
12345 7 9

If you remember the memo from before, it said numbers can stand for columns to be eliminated entirely. Do that here to get 'ENERGY' as the password.

B1: Experiment Simulation Room

Savpt: no
E-Box: no
Enemy: no
Items: An. Dart L (x3), Shotgun Stocks

Besides the darts in plain sight, this is the only place to find the shotty's stock upgrade (under that pesky cabinet). Using this puppy halves the reload time, making it much better in a firefight -- don't y'dare leave it behind!

So, back to that weird ball of energy we saw. The manual nearby calls it the 'Third Energy' experiment, and roughly describes how to do a replication. Use the control panel nearby to do just that: pick beta (b) or ypsilon (y), then alpha (a) to see a brief flicker of power. [This is impossible to mess up, as the game doesn't won't let Regina ignite power until the other two pieces're intact.]

Since the back computer -- which apparently controls the locked escape hatch nearby -- isn't operational, backtrack a room.

B1: Computer Room

Savpt: yes
E-Box: no
Enemy: no
Items: Plug, Screwdriver

An alarm is activated, locking the two squadmembers in the room without any escape route...or is there? The toolbox's screwdriver can be used to unlock the circuitboard near the west hallway's door, revealing a puzzle.

To override the system, Regina will have to recreate a 3x3 picture in the lower-left corner. This is done by rotating the three fragments displayed and superimposing 'em. There's a definite aspect of trial and error, although by watching how the pieces "spin off" the sample picture at the beginning, it's a little easier. Additionally, look for a piece of the sample picture that is unique to a fragment (ex: a bent line in one corner that no other fragment can duplicate, no matter the rotations). REMEMBER: The order you superimpose the pictures is important!! If you find the picture is correct except for one tiny square, it's because a blank square overrode a crucial segment -- change your order of selection!

After the lockdown's lifted, there's another path branch:

- GAIL'S IDEA: Fight through the area's dinosaurs and ensure both players escape before the lockdown is reinstated permanently. This is the more dangerous path due to going Rambo on these reptiles.
- RICK'S IDEA: Use the lab's computer and escape through the currently sealed hatch. This path requires no fighting whatsoever!

Like before, picking a route means Regina must stick with it, i.e. no siding

with Rick then leaving with Gail.

\ PATH SPLIT #2: RICK'S ROUTE |

B1: Experiment Simulation Room

Savpt: no
E-Box: no
Enemy: no
Items: An. Dart L (x3), Shotgun Stocks

Move to the far terminal and Rick will help Regina crack the hatch's release code. The screen will show some cards, and they will temporarily flip to show a letter -- this is a segment of code. Regina must remember the combos and input the correct sequence when prompted. The code gets progressively faster, harder and longer, so it helps to write the answers down (they're always random). For the 3rd and last sequence, all the cards will flip; the card that briefly hesitates in turning shows the correct character to input.

If Regina's successful, she can access the hatch and automatically take the (one-way) emergency exit to Carrying Out Room B1, the final destination for both paths.

\ PATH SPLIT #2: GAIL'S ROUTE |

Gail has chosen to flex his skill and blow through the dinosaurs before they can infiltrate the computer room. If Regina follows suit, she'll have to take a set path. One of the main reasons to play this B1 floor tactfully is that defeated raptors will respawn, and doing so will have conserved nice amounts of ammo.

Research Area Hall: 2 raptors
Library Room -----: 2 raptors
Main Hallway B1 --: 2 raptors

Since there's no reason to ever return to this northern wing of B1, feel free to completely ignore all enemies here (Gail wouldn't be proud, but since he left them all here, he probably did the same thing!). Using the lasergrids to take potshots, or simply to buy time to run past, is the only tool one needs in an arsenal.

B1: Hall B1

Savpt: no
E-Box: no
Enemy: Raptor
Items: n/a

The raptor from the elevator events will have remained here, but with any luck, it'll be sleeping in a corner -- very easy to leave undisturbed. The security divider is gone, too, letting one immediately enter...

B1: Hallway for Carrying In Materials

Savpt: no
E-Box: no
Enemy: Raptor
Items: n/a

Another raptor lurks here, but there's no reason whatsoever to fight it. Just mosey on into the larger adjoining room...

\ PATH SPLIT #2 ENDS HERE |

B1: Carrying Out Room B1

Savpt: no
E-Box: no
Enemy: no
Items: An. Aid, Hemostat, An. Dart M (x3)

With the doc snared, Gail sets the new destination: the heliport. However, Regina still needs to radio the pickup chopper, so it ain't over yet. There are many ways to get there from this room -- the safest way is going through the Backup Generator B1 Room and surfacing from there, but the quickest way is definitely using the Medical Hallway's staircase. It's all ground we've covered before, so use wise judgement.

F1: Control Room

Savpt: no
E-Box: no
Enemy: no
Items: n/a

Use the ID Card on the elevator here, taking one up to...

F2: Communication Room

Savpt: yes
E-Box: yes (Red/1)
Enemy: no
Items: Slug Bullets (x5), Antenna Key

The slugs are on the ground, and the key item Antenna Key is located in the emergency case near the exit. Should Regina want to use the red e-box here, she'll get:

- 40S&W Bullets (x15)
- SG Bullets (x10)
- An. Aid
- Multiplier

Not much in there, but for 1 plug, it ain't too shabby, and being in a save room is a definite plus. Exit onto the F2 walkway and head north to that antenna room you (may have) visited earlier.

F2: Communication Antenna Room

Savpt: no
E-Box: no
Enemy: no
Items: n/a

Use the Antenna Key on the appropriate slot. That's all there is to do here!

F2: Passageway to the Communication Area

Savpt: no
E-Box: no
Enemy: T-Rex
Items: n/a

Our ol' buddy shows up here, wreaking havoc on this walkway -- it blocks the walkway with debris, severing easy outdoor passage to the other hallway. But no matter...we'll never have to return here. Swallow those sentiments as Regina frantically flees from the brute; if she's slow, Rex knocks her down and deals unneeded damage. Move into the corner near the Communicaton Room's doorway and fire upon the dino when it opens its maw. After a little while, Rick will override the lockdown and Regina will automatically escape. [It's possible to get through this without firing many shots, since the last part is time-based, but Regina's vitality will tank heavily.] Of course, if Rege tries to use any corner, she'll be swiftly chomped in two.

F2: Communication Room

Savpt: yes
E-Box: yes (Red/1)
Enemy: no
Items: Slug Bullets (x5)

Regina will alert the helicopter, the final step needed to start moving to the helipad extraction zone. Begin the journey by moving to the "Front Area of Entrance" section Rick conveniently marks on the map.

- There won't be an e-box for a little while, so make sure to clear up some inventory space before committing!

F1: Front Area of Entrance

Savpt: no
E-Box: no
Enemy: Pteradactyl (x2)
Items: SG Bullets (x5), An. Aid

Two overgrown roosters now occupy the skies here, but as before, speedy movements should avoid any contact with 'em. This is harder if Regina's very injured, naturally!

Outdoors: Passageway to the Heliport

Savpt: no
E-Box: no
Enemy: Raptor (x2)
Items: n/a

Regina finally steps foot into the north Outdoors section, and is greeted by a thin corridor with dinos about. In fact, the two raptors will leap into the concrete walkway, hoping to scare up (PUN) some food. Thus, it's prudent to sprint the entire way forward, immediately entering the single white door at the end -- the other's locked.

Outdoors: Hangar

Savpt: no
E-Box: no
Enemy: no
Items: Grenade Gun, Grenade Bullets (x6), An. Aid

This area's rich on crates and poor on enemies -- a winning combination. Use the ladder-accessed balcony to snag the grenade gun and some bullets, the 1st time Regina can get 'em on Normal. [On Easy, she starts with 'em.]

```
  _ _ _ _
  | | _ | _ | Now, back to the crates. Regina can push browner ones manually,
  |   | _ |   opening up a clear path forward. Do it in this order:
  | _ _ _ _ |
  | | _ | _ | • Out of first two crates, push southernmost east.
  |   _ _ | _ |
S | | _ _ | | • Out of next group of 3 crates: push easternmost crate south,
  | | | _ |   then middle crate west.
  | | | _ ]   |
N | _ _ _ |   • Of remaining three crates, push westernmost south, then the
  _ _ _ | |   middle one east, opening up a path through.
      ENTER
```

With that part out of the way, the southern area of the hangar is accessible. Both the An. Aid and Grenade Bullets are sitting in plain view, so there's little else to mention (...except how many times "hangar" gets misspelled).

Outdoors: Heliport

Savpt: no
E-Box: no
Enemy: T-Rex
Items: n/a

For a monster with a walnut-sized brain, this tyrannosaurus sure has good sense of direction. It shows up AGAIN after the cool video, threatening the closed-off helipad. This becomes a race against time, as Regina must thwart its advancing fury! There's one rule and one rule alone: DO NOT WASTE AMMO ON IT! It can't be killed in this way, so don't bother -- it'll only hurt in the long run. Instead, use the burning helicopter as a shield, and move around it in circles (yes, that's possible!) to prevent Rex from a nice supper.

After about two minutes of cat and mouse, Rick will have fixed the NE lift, so make a break for it immediately.

Outdoors B1: Liaison Elevator No. 2

Savpt: no
E-Box: no
Enemy: no
Items: n/a

There's nothing to do here -- and it can never be reentered after the scene -- but it does let the player know the lifts' power has been demolished, so exiting immediately is out of the question.

Outdoors B1: Underground Passageway to the Facility

Savpt: no
E-Box: no
Enemy: Compsognathids
Items: n/a

Regina soon finds that these lovable, huggable, deadly mini-dinos have found her current location, and they'll inhabit this B1 hallway from then on. Like before, wasting ammo on these guys is futile, as a quick tour of the corridor

shows there's plenty of openings for 'em to stream from. Instead, visit the southern elevator.

Outdoors B1: Liaison Elevator No. 1

Savpt: no
E-Box: no
Enemy: no
Items: n/a

Rick will be here doing repairs. Regina only has to come here to see what he's up to (mandatory), then backtrack to the previous hall's east anteroom.

Outdoors B1: Materials Room

Savpt: no
E-Box: no
Enemy: Compsognathids
Items: C.O. Pass Card, An. Aid

The munching sound draws Regina near, only to find the obvious. Take the corpse's pass card and held item, then read its memo on a box -- this is the first time the facility's port is mentioned as a possible escape route.

Outdoors B1: Liaison Elevator No. 1

Savpt: no
E-Box: no
Enemy: no
Items: n/a

This'll be fixed by the time Rege returns with memo's info, hauling the duo on a one-way trip to...

Outdoors: Large Size Elevator

Savpt: no
E-Box: no
Enemy: no
Items: n/a

Just a quick scene before shuffling to...

B3: Carrying Out Room B3

Savpt: no
E-Box: no
Enemy: no
Items: Grenade Bullets (x3)

Since the power's screwy, none of the doors out of this room are accessible, save the maintenance door in the SE. Some grenade bullets are sitting around one of the corners, also.

B3: Backup Generator Room B3

Savpt: no
E-Box: no
Enemy: no
Items: Startup Batt. W, Slug Bullets (x5)

The battery-powered generator here wants Level C clearance to activate, but that doesn't stop Regina from taking its white battery -- eat it, regulations! There's some slug bullets underneath the pushable shelf, if y'can hold 'em.

Use this battery in the device Rick is standing by to return power to this B3 area. This opens up the Control Room in the NW, and lets Regina know that the alternate door requires a C.O. Area Key to operate.

B3: Control Room B3

Savpt: yes

E-Box: yes (Yellow/1, Red/3)

Enemy: no

Items: Slug Bullets (x5), B3 Crane Card 1, B3 Crane Card 2, Plug

The plug's under the shelf, but everything else is sitting around. This awesome save room has two e-boxes, including a very expensive ammo box. Like usual, the ammo box is unquestionably better, although if one's been running low on supplies, yellow may fit the bill. Use smart judgement.

YELLOW

- Hemostat (x2)
- Multiplier
- An. Aid
- An. Aid
- Recovery Aid
- Resuscitation

RED

- Grenade Bullets (x3)
- Heat Bullets (x3)
- SG Bullets (x5)
- Intensifier
- An. Aid
- An. Aid

A memo here says that someone named "Alan" has a DDK, and is probably in General Weapon Storage, wherever that is.

B3: General Weapons Storage

Savpt: no

E-Box: no

Enemy: Black Raptor (x2)

Items: Resuscitation; DDK Input Disc W (not available yet)

Walk forward a bit to see a "DANGER" sequence involving a black raptor, which is basically a more deadly form of the regular brand. [Those silver talons ain't for knitting, folks!] A successful evasive maneuver ensures Regina isn't squished, but the b-raptor will still cut the pulley holding freightage, and will block her from investigating the corpse.

B-raptors are the poster children of running away -- they take a lot of guff, so if you're not lobbing grenades, the best bet is to blow past or tranq like a master. There's no lasergrids here, so Regina would be a sitting duck. But, at this time, there's no need to fight this brute. Ignore the ladder and take the garage door alongside it. [There's a Resuscitation in the small blindspot around here; it can be gotten before encountering the dino, also.]

B3: Transport Passageway

Savpt: no

E-Box: no

Enemy: no

Items: B3 Crane Card 3, C.O. Area Key

This tiny hallway is easy to explore, since one room is partitioned by lasers

and the others all require A-level clearance. The two keycards are sitting on the vehicle, and are easy to get -- unless Regina ignored the dinosaurs in the adjacent room. In that case, they'll appear and try to pick a fight.

B3: General Weapons Storage

Savpt: no
E-Box: no
Enemy: Black Raptor (x2)
Items: Resuscitation, DDK Input Disc W

A glimmering silver lining: if Regina left both dinosaurs alive here earlier, and they followed her into the weapons storage area, they may not appear here when she returns. Hooray! Regina should have all three B3 Crane Cards now, and can operate the crane atop the ladder. [Each is required for ignition!]

```

_____
|1| |2| Regina will have to do another crate-moving activity, this time
_ | | | in a 5x4 room. The goal is to open a path to the body between
| | |4|3| crates 7 and 8. Here's my method of doing it (there's many):
| | | |
| |6|5| | • Left2, Hook #8, End; Release
_ | | | | • Up3, Left2, Down1, Hook; Up3, Left2, Release
|7| |8| • Left2, Up3, Hook; Up3, Down1, Left2, Release
___|_|___|_ • Up3, Hook
```

As before, if one enacts an sequence that doesn't include a release, the pulley will return to starting position with the hooked crate. This usually opens new drop locations. Also, for the final step, no release is needed, as the crane never needs to be used again. [Just make sure not to block the two exits into this 5x4 block!]

Regina can now collect Alan's DDK and, with the new C.O. card, open up the door in back of Carrying Out B3. Definitely save before entering.

B3: Passageway to the Carrying Out Room

Savpt: no
E-Box: no
Enemy: Black Raptor (x2)
Items: Slug Bullets (x5) or Multiplier

This dangerously thin hallway is congested with two dinos, and they'll start right near Regina's insertion point. If she tries to pick a fight here, it's almost assuredly a game over (after she gets knocked down in a single blow, of course). Instead, run past these bozos -- Regina will always have the upper hand in speed, thankfully. The lone item's near the exit.

B3: Rest Station

Savpt: no
E-Box: no
Enemy: no
Items: Plug

Outside of a dead researcher (carrying plug) and a recordable B3 map, most of the things here are locked up tight. The elevator isn't usable, and the port entrance is locked with the "W" DDK. In short, we're half way there. The only way to go is north...

B3: Central Stairway

Savpt: no
E-Box: yes (Red/3)
Enemy: Black Raptor (x2)
Items: Plug

Most of this place is sectioned off by lasergrids that can't be tampered with, so quickly run to the stairway entrance before these pests become problematic. For reference, behind the grids are a plug and red e-box:

- Poison Dart
- Heat Bullets (x3)
- Intensifier
- Intensifier
- Multiplier

B2: Passageway to the Experiment Area

Savpt: no
E-Box: no
Enemy: Raptor
Items: An. Aid

Surely y'didn't think we'd skip B2!? Our first foray into this unknown tier begins with a raptor around the corner. Given how often this section gets revisited, and how easy it is to tranq/shotgun this trespasser, taking 'im out can pay off in spades. Ignore the ventilation hatch and continue to...

B2: Security Room

Savpt: yes
E-Box: no
Enemy: no
Items: DDK Input Disc S, B2 Key Chip 1

The metal detector will trip off when Regina tries to pass forward, so enter the station and disable the alarm (permanently) with the supercomputer. Both the DDK disc and key chip are sitting in plain view. There's a device for rewriting ID cards and reading key chip data here, but neither is useful now.

The "S" DDK door here can't be used, so backtrack to the previous hallway and use the ventilation shaft.

B2: Piping Check Passageway B2

Savpt: no
E-Box: no
Enemy: no
Items: An. Aid

Normally I'd skim over this tiny portion, but there IS an An. Aid here, so yeah. This'll drop Regina into the northern...

B2: Experiment Room Hall

Savpt: no
E-Box: yes (Red/2, Green/1)
Enemy: Raptor (x2)
Items: An. Dart L (x2), Key Card Lv. C; Resuscitation (not available)

Like downstairs, there's two e-boxes here, at the far east end.

GREEN

- Hemostat (x2)
- Med. Pak M (x2)
- Intensifier
- Recovery Aid
- Resuscitation

RED

- Poison Dart
- Slug Bullets (x10)
- 40S&W Bullets (x15)
- Multiplier
- An. Aid

In the northern branch, when Regina goes to take the key card, she'll face a "DANGER" event with a raptor hiding beneath the floor grate. Scramble up and blast it with buckshot -- it should take about 5 Slug Bullets. There'll be another one spawning up the hall, too, so be prepared. [NOTE: If you can get through this part without fighting the dinos, that's fine, since the next time the story calls Regina back up, they'll have respawned.]

The new key card unlocks the door near the floor grate, although you can inspect the room nearest the e-boxes for a small scene.

B2: Researcher Rest Room

Savpt: no
E-Box: no
Enemy: no
Items: n/a

After a brief reunion, Gail leaves Regina to snoop around. Besides a memo suggesting dissent in Kirk's ranks, there's nothing of particular use right now (that A-level clearance computer may hold some secrets though.)

B2: Stabilizer Design Room

Savpt: no
E-Box: no
Enemy: no
Items: DDK Code Disc W

Unlocked thanks to C-level clearance, Regina gets to inspect the Third Energy stabilizer's room. The computers here all require a "Planning Disc", and the memo speaks of some nebulous password for obtaining Core Parts, whatever those are. For now, we won't bother. Now that we have both "W" DDKs, we can unlock the path to the port -- head there now.

B3: Central Stairway

Savpt: no
E-Box: yes (Red/3)
Enemy: Black Raptor (x2)
Items: Plug

Rick will call in at this time to say he opened some shutters -- these are the ones nearby, plus ones on B2. He will do this only if Regina did B2 events AND saw the scene with Gail in the Researcher Rest Room. Putting off this scene causes all kinds of headaches later on, so make sure it's done now.

B3: Rest Station

Savpt: no
E-Box: no
Enemy: Black Raptor

Items: Plug

If Regina ignored the black raptors in the stairway hall, one will follow her in here, so be careful -- they have a large attack range in exchange for their slowness. Quickly run to the DDK panel for deciphering.

WBADTHERIRC

DDDHW

CBCGA

FGHIY

23456789

This time, the numbers stand for letters BCDEFGHI; once eliminated, they'll leave the player with 'WATERWAY' as the password. I highly suggest 86ing the b-raptor here as this place gets a bit of foot traffic and the dino does NOT leave. A good thing about b-raptors is that mid-range shotgunning interrupts their advance, something that is absolutely crucial to avoiding damage.

Disembarkation Immigration Office

Savpt: yes

E-Box: no

Enemy: no

Items: Plug, B2 Key Chip 2

The corpse here has a plug, and approaching the controls will summon Rick to the place -- this'll be his new base of operations. Additionally, the dead man's radio will signify that his friend is arriving via the main elevator, and Regina'll have to save him.

- Note that once the radio event starts, there is no possible way to revisit previous areas at one's leisure -- B2 and B3 will make up the remainder of the game. Thus, reload if y'really wanted something important, such as forgotten plugs. (Regina can briefly and optionally return to 1F rooms and such later on, but this'll be a gigantic time-waster.)

The destination is now the Main Elevator, conveniently marked on the map. Nab that key chip before rushing back to the lobby.

B3: Carrying Out Room B3

Savpt: no

E-Box: no

Enemy: no

Items: Grenade Bullets (x3), Startup Batt. W

There'll be a small scene that explains why access to the above world is now over (don't bother peppering the incapacitated beast with gunfire...it won't do anything). Although the elevator is inoperable thanks to the power outage, Regina can take that battery she delivered earlier and redeliver it to Backup Generator Room B3. Put it in the window, coordinate the batteries with the levers (as we've done several times by now), and provide some pooowahhhh.

B3: Main Elevator

Savpt: no

E-Box: no

Enemy:

Items: Port Card Key, DDK Input Disc D, Plug

Three bodies, three items -- get 'em all. All that's left is to return to Rick with the new port key.

B3: Disembarkation Immigration Office

Savpt: yes
E-Box: no
Enemy: no
Items: Plug, B2 Key Chip 2

Rick and Regina will automatically inspect the adjacent hallway...

B3: Passageway to the Port

Savpt: no
E-Box: no
Enemy: no
Items: DDK Code Disc S; Multiplier (not available)

A whirling vortex of Third Energy prevents the rescue squad from proceeding, but there's a DDK disc here that's managed to survive. This opens a door in the B2 Security Room, remember, so head there. [Another raptor will have spawned in "Passageway to the Experiment Area" also.]

B2: Security Room

Savpt: yes
E-Box: no
Enemy: no
Items: DDK Input Disc S, B2 Key Chip 1

Use the "S" DDK door to reveal...

```
SAT URDAY
  BABY
NILLGHIT
ZF  EVE R
  2  567 9
```

This time, eliminating the numbered columns reveals 'STABILIZER' as the password. But that's not all! Regina can put the two key chips she has into the wall computer and use the number written on one of them (0392) to start an overwriting process. This one's actually quite easy -- Regina needs to make a single column out of the 8 slides, with the rightmost column having 4 oranges on the bottom and 4 whites on the top.

This is easiest done by doing the oranges first (4 oranges on bottom, 4 blanks on top), then doing the same for the whites. Then, move white pairs to the top of the right-hand column, in exchange for the blanks. Note that rewriting these now isn't required, but it'll have to be done eventually, so might as well do it now, eh?

B2: Parts Storage

Savpt: no
E-Box: no
Enemy: no
Items: GG Parts, Plug, Core Parts 1, Core Parts 2 (none can be gotten now)

The small room here contains all available items, but requires A-level access

we lack. Regina can unlock the north door to give easier foot access to the hallway with the two e-boxes. She might as well, since the "D" DDK door is missing a piece...

B2: Experiment Room Hall

Savpt: no
E-Box: yes (Red/2, Green/1)
Enemy: Raptor
Items: An. Dart L (x2), Resuscitation

The raptors we eliminated previously will have returned, but since Rick's (hopefully) turned on shutter control, Regina can make for the west lasergrid and hide behind it, getting that Resuscitation in the meanwhile. If y'wanna eliminate those dinos from safety, don't bother with Parabellum rounds, as it'll take two full clips, if not more.

B2: Stabilizer Experiment Room

Savpt: no
E-Box: no
Enemy: Raptor
Items: DDK Code Disc D, Plug, Shotgun Parts
: Protect P. 2-B, Stabilizer, Initializer (can't be gotten yet)

There'll be a raptor somewhere around here, but if y'hear munching sounds, it's preoccupied -- hooray! Outside of the disc and plug sitting around, the locked cabinet in the back houses Shotgun Parts, which can upgrade the shotty to a SPAS12. The code to this cabinet (1281) is actually learned a bit later, but if y'want to get it now, feel free. An A-level keycard is required to do other things here, so it's time to hit the road.

B2: Parts Storage

Savpt: no
E-Box: no
Enemy: no
Items: GG Parts, Plug, Core Parts 1, Core Parts 2 (none can be gotten now)

Now that both "D" DDKs are found, operate the panel...

04 15 03
20 15 18
06 11 09
18 11 07

The input disc says "GF" which, as we know, is 6 and 7 in numerical code. By eliminating those, and substituting letters for the others, we arrive at "DOCTORKIRK" as the password.

B2: Passageway

Savpt: no
E-Box: no
Enemy: no
Items: An. Aid

A dull name for a dull place. Inspecting the slot here says '0392' on it, so we know it's for that key chip found earlier. Regina should've overwritten the key chips in the B2 Security Room (if y'haven't, go do it!), so putting

them into the slots here will open up passage to...

B2: Third Energy Area B2

Savpt: no
E-Box: no
Enemy: no
Items: n/a

Regina will be in the main Third Energy reactor now. The nearby door is locked from the other side and the tiny lift (goes to Third Energy Area B3) isn't vitally important now. Further down the walkway, hit the lit-up button to create a catwalk connected to the reactor's controls; then, find the west exit.

B3: Third Energy Area B3 (OPTIONAL FOR NOW)

Savpt: no
E-Box: no
Enemy: no
Items: Plug

Accessed by the previous area's tiny lift, there's nothing here but a plug near some controls. This reactor will have importance later, though, so don't forget about it. [It's worth noting this area is only accessible by that small lift...just a curio.]

B2: Third Energy Control Room

Savpt: no
E-Box: no
Enemy: no
Items: Key Card Lv. B, Intensifier, Plug

The tiny stairway here reveals a tier under the catwalk -- an Intensifier is under the pushable cabinet, and the key card is on a control panel. A journal down here also reveals that Kirk's card is required to operate the generator as he's the only one who can stop it.

- Using the elevator to visit the Rest Station is nice for quick access (for saving, especially) but beware: the first time this is used, there'll be a scene where a black raptor enters the area! This is actually the raptor from "Passageway to the Experiment Area," so if they were both slain, it may not appear.

The upstairs portion contains a plug, an elevator (goes to B3 Rest Station) and a particularly interesting computer near the south exit: it controls the generator itself. However, trying to operate it gives a message that there's no connected power source...d'oh. The manual gives the order of installation:

- 1) Operate this control panel
- 2) Set Initializer in B3 area of generator
- 3) Operate panel near Initializer's cell
- 4) Set Stabilizer in B2 area of generator
- 5) Activate generator

Nothin' we can do about it now, though.

B2: Power Freq. Room

Savpt: no
E-Box: yes (Red/2, Green/1)
Enemy: no
Items: Recovery Aid (x4), Resuscitation

A map reveals all of B2's rooms, and a dying, unconscious researcher can be found here (although there's nothing to interact with). A memo here also says that the suspicions on Kirk were great enough for his colleagues to do secret wiretapping, and the device is in Parts Storage...interesting. It also gives Kirk's ID registration number: 31415.

Two more e-boxes are here, too, should they catch yer fancy:

RED	GREEN
• Heat Bullets (x3)	• Recovery Aid
• Grenade Bullets (x3)	• Recovery Aid
• 40S&W Bullets (x15)	• Recovery Aid
• Intensifier	• Recovery Aid
• An. Aid	• Resuscitation

A monitor on the wall can divert emergency power from the facility to the Third Energy generator -- agree to it. This will start another circuitboard fragmentation puzzle, not unlike that in the B1 Computer Room so long ago. This one's even easier than that time, though, since there are unique traits that easily determine placement (such as the sample's southeastern tile, the westward curve, that's only found on one fragment). Remember: the order of superimposition matters, as the blank/worthless spots need to erase each other in order to correctly make the figure.

B2: Third Energy Control Room

Savpt: no
E-Box: no
Enemy: no
Items: Key Card Lv. B, Intensifier, Plug

With the power back on, Regina can operate the console directly across from the Power Freq. Room entrance. It'll turn on, but now displays a new problem: a special keycard is required to start the generator. A lone gunshot rings out from the previous room, though, arousing our gal's suspicions.

B2: Power Freq. Room

Savpt: no
E-Box: yes (Red/2, Green/1)
Enemy: no
Items: Recovery Aid (x4), Resuscitation

The unconscious researcher from before is now dead, and Regina can pluck the key item "Researcher Memo" from her corpse. It reads simply '1281', which is actually the cabinet code for the Stabilizer Experiment Room on this very same floor. The other door in this area is unlocked now, so give chase...

B2: Passageway to Personal Lab

Savpt: no
E-Box: no
Enemy: no
Items: n/a

Continue giving chase...

B2: Dr. Kirk's Personal Lab

Savpt: no
E-Box: no
Enemy: no
Items: Key Card Lv. A, Planning Disc

After a few scenes, Regina gets the keycard and disc, and has to make another path-splitting choice. Kirk says there are generator parts already assembled, but they're in the B3 A-clearance rooms which are crawling with dinosaurs -- not for the faint of heart. Rick's idea is to use a computer program to make the parts from the components and, as usual, his idea looks out for Regina's wellbeing. [Although, as it turns out, his path may be a bit more perilous this time.]

B2: Dr. Kirk's Library Room

Savpt: no
E-Box: no
Enemy: no
Items: Med. Pak M

Before doing anything on either path, go into where Gail's keeping our fave medical practitioner and get his fingerprint data. (Remember the memo that talked about fudging his keycard?) There's also an item in the far corner.

B2: Security Room

Savpt: yes
E-Box: no
Enemy: no
Items: Comm. ID Card

Use the ID rewriter here, along with Kirk's fingerprint data and registration number (31415). With Kirk's ID card, the facility is our oyster!

\ PATH SPLIT #3: RICK'S PATH |

Rick's path doesn't require going anywhere on B3, luckily. A memo in Kirk's lab tells that, to remake the Stabilizer and Initializer, she'll need 2 each of Protect Part A, Protect Part B and Core Parts. The same memo also says they're found in the Experiment Room, Design Room and Parts Storage Room, but can only be assembled in the former. This turns out to be great, actually, as it's the natural progression west.

Head out for Parts Storage next. There'll a new raptor in "Passageway," but beyond that, it's smooth sailing.

B2: Parts Storage

Savpt: no
E-Box: no
Enemy: no
Items: GG Parts, Plug, Core Parts 1, Core Parts 2

Regina can enter the A-level room now. Outside of the GG parts, which will upgrade the grenade gun's reloading times, Regina can push a suspicious shelf

aside to reveal a wiretapping device. This actually betrays Kirk's secret password, although instead of telling numbers or letters, there's a particular sequence of sounds.

Use the Planning Disc on the terminal to find a weird code input -- it looks like a numerical puzzle. However, what's important is duplicating the tapper's aural sequence. [Replay it if y'forgot what it was.] Through some trial and error, Regina can figure out the code as: 367204. This allows her to take the Core Parts 1 and Core Parts 2 from the retractable cases. Well, we're a third of the way there!

According to the previous memo, the next westward stop is the design room. The "Experiment Room Hall" will have two more dinos in it, erasing efforts Regina did here...again.

B2: Stabilizer Design Room

Savpt: no

E-Box: no

Enemy: no

Items: Protect P. 1-B, Protect P. 1-A, Protect P. 2-A

The memo here alludes to the password that will allow Regina to get the rest of the necessary parts -- this is done by splitting the previous password and adding '0'. Doing this, we arrive at '0367' and '0204'. [If you put the zero at the end of each triplet, it won't work!] Using these passwords via the Planning Disc consoles, Regina can get all three protect parts available here.

B2: Stabilizer Experiment Room

Savpt: no

E-Box: no

Enemy: no (!?)

Items: Plug, Shotgun Parts, Protect P. 2-B, Stabilizer, Initializer

If y'haven't gotten the Shotgun Parts from the locked cabinet, do so now -- the password was revealed by the shot-dead researcher's memo (1281). The other half of the room contains a Planning Disc case containing the final protect part.

Now, Regina must assemble the parts using the console nearby (this is done by selecting an applicable key item from the menu, not using the p. disc). Our protag will have to assemble the pieces in a vacuum, simply by rotating them. It's quite easy -- just align each portion as it floats. There's a bit of leeway here, but obvious failures will result in having to rebuild one or both of the pieces.

Regina gets both the Stabilizer and Initializer at this time, so that's it for the penultimate path split. Return to the generator area.

\ PATH SPLIT #3: GAIL'S PATH |

Selecting the more dangerous of the two options earmarks a B3 destination, a room slightly north of the control room. Use the B2 control room's elevator for quick B3 access. [There aren't any surprises, except perhaps b-raptors in "General weapons Storage".

B3: Transport Passageway

Savpt: no
E-Box: no
Enemy: Black Raptor (x2)
Items: Grenade Bullets (x3), Plug (x2)

It's the same as last time, except now Regina can toggle the lasergrid to pick off the b-raptors. This isolated storage area also has grenade bullets and two plugs, so it's definitely worth a look-see.

B3: Special Weapons Storage

Savpt: no
E-Box: no
Enemy: no
Items: Med. Pak M, Initializer, Stabilizer

There's a med pak in the surveillance area, and with the A-level card, Rege can access the sealed chamber. Use the small lift to reach the frigid tier where the biological agents are kept, along with the initializer/stabilizer we so dearly need. All that's left is to return to the B2 generator area.

\ PATH SPLIT #3 ENDS HERE |

With Regina finally having the Initializer and Stabilizer, she'll have to return to...

B2: Third Energy Control Room

Savpt: no
E-Box: no
Enemy: no
Items: Key Card Lv. B, Intensifier, Plug

Thanks to Kirk's ID card, Regina can activate the experiment via the usual console. This is the first step: now Regina must set the two pieces she nearly lost her life to get.

B2: Third Energy Area B3

Savpt: no
E-Box: no
Enemy: no
Items: Plug

Regina can get here by taking the small lift near the shortcut door into Kirk's lab. Near the end, press the button to open a small chamber that'll house the Initializer; after it's placed, operate the nearby computer.

B2: Third Energy Area B2

Savpt: no
E-Box: no
Enemy: no
Items: n/a

Upstairs, do the same thing, just with the Stabilizer. This'll complete the prerequisites to operating the generator. Regina will automatically run to the Third Energy Control Room following this and, via Rick's instructions, sabotage the thing. Meanwhile, in Kirk's library room, Gail will have some

trouble. Naturally, Regina will want to return there...

- Kirk's card also allows the control room elevator to visit 1F (Elevator Hall), making it a good place to use as a savepoint. This is the only way to return to 1F and other areas Regina was previously blocked from.

B2: Dr. Kirk's Library Room

Savpt: no
E-Box: no
Enemy: no
Items: Med. Pak M, Pulse Receiver

After a scene, Regina gets the Pulse Receiver that reveals Dr. Kirk's current location.

B3: Disembarkation Immigration Office

Savpt: yes
E-Box: no
Enemy: no
Items: Plug

Regina automatically comes here with her comrade, and gets slapped with the final path branch: follow Gail in pursuit of Kirk, or shirk one's duty and escape this hellhole with Rick.

Unlike other branches which were just variations on a theme, Regina's choice here WILL affect the ending she gets. They are:

- Picking Rick's path and doing it fully
- Picking Gail's path and doing it fully
- Picking either path and entering one of the optional A-level clearance rooms, leading to the discovery of an alternate escape route.

\ PATH SPLIT #3: RICK'S PATH |

Rick just wants to get the hell outta dodge, and to do this, he suggests ignoring the rest of this farcical mission and making right for the getaway vehicle. If Regina wants the best ending, do the 'optional' stuff listed below; or, to do Rick's path normally, skip that optional stuff and read what's listed below.

B3: Port Transport Passageway (OPTIONAL)

Savpt: no
E-Box: no
Enemy: no
Items: Slug Bullets (x5)

If you want to get the best ending, Regina needs to explore the remaining A-level areas on B3. Since they're connected, the easiest way to do this is enter the Central Stairway and go north, into this titular area. There's one lateral transport here, and can deliver Regina to...

B3: Heliport Transport Passageway (OPTIONAL)

Savpt: no
E-Box: no

Enemy: no
Items: n/a

A lateral lift similar to the last, take it to...

B3: Underground Heliport (OPTIONAL)

Savpt: no
E-Box: yes (Yellow/1)
Enemy: no
Items: Slug Bullets (x5), Plug, Grenade Bullets (x6)

Regina catches her prey here, and can pick up the items around here, as well as the last e-box:

- Med. Pak M (x2)
- An. Aid
- Recovery Aid
- Resuscitation

Exit this room to continue.

B3: Heliport Transport Passageway (OPTIONAL)

Savpt: no
E-Box: no
Enemy: T-Rex
Items: n/a

Regina will fight the t-rex one last time here, so get out the grenade gun. As with all the endings, unloading a full clip on it ends the skirmish, but that still leaves the tyrannosaurus wiggle room to bite. Position Regina at the platform's furthest point from the boss and let 'im have it. There'll be an escape scene afterwards, ending the game.

B3: Passageway to the Port

Savpt: no
E-Box: no
Enemy: no
Items: Multiplier

If Regina just wants to do the normal ending, go here via the Disembarkation Immigration Room. Nothin' here but an item, though. Continue to...

B3: Port

Savpt: no
E-Box: no
Enemy: no
Items: Recovery Aid

Regina can snoop around this empty, circular place if she wants. One thing may catch a detective's eye -- a case of Nucleum, man-made nuclear energy, that our protag says could be taken, if she had a recepticle.

B3: Hovercraft Storage

Savpt: yes
E-Box: yes (Red/1)

Enemy: no
Items: Energy Tank

There's a red e-box hidden up the concrete stairway here, but...

- Intensifier
- Multiplier
- An. Aid

...it's got no ammo. Curses! Rick will say that the hovercraft will need some fuel and repairs. Regina calls dibs on fuel and gets an Energy Tank she can put it in.

B3: Port

Savpt: no
E-Box: no
Enemy: no
Items: Recovery Aid, Nucleum

On the south side of the map, near the waterline, Regina can fill the energy tank via the Nucleum (use from key item menu).

B3: Hovercraft Storage

Savpt: yes
E-Box: yes (Red/1)
Enemy: no
Items: Plug, Grenade Bullets (x6)

Deliver the goods to Rick, cuing a t-rex's approach. Rick will toss Regina a bundle of items, useful for combating troublesome tyrannosaurs.

- Med. Pak M (x2)
- An. Aid
- Recovery Aid
- Resuscitation

B3: Port

Savpt: no
E-Box: no
Enemy: no
Items: Recovery Aid

Finally, a boss battle worth our time! As one may have expected, this circular room plays host to the t-rex standoff, and the critter wastes no time in demolishing portions of the place -- including quick access to the hovercraft area. Lead the beast in circles, and firing grenades only when the game displays a "FIRE!!" prompt. After a few shots, an escape scene will play out.

\ PATH SPLIT #3: GAIL'S PATH |

Gail will give chase to Kirk, and Regina will want to follow him. The Pulse Receiver marks Kirk's location as the B3 Special Weapons Storage room, a place we'll have already visited (if one sided with Gail during the third path branch). Return there now.

B3: Special Weapons Storage

Savpt: no
E-Box: no
Enemy: no
Items: Med. Pak M, Secret Disc

After a scene, Regina will get the Secret Disc from Gail, ending Gail's path quickly. HOWEVER, if Regina -- before entering this room -- entered the northern heliport accessible by A-level clearance only, then everyone here will evacuate there. Regina doesn't get the Secret Disc if this happens, but it matters little.

B3: Underground Heliport (OPTIONAL)

Savpt: no
E-Box: yes (Yellow/1)
Enemy: no
Items: Slug Bullets (x5), Plug, Grenade Bullets (x6)

There's some bullets here and a yellow e-box; additionally, during the escape sequence here, Regina finds a plug and explosive bullets have spawned near the copter.

- Med. Pak M (x2)
- An. Aid
- Recovery Aid
- Resuscitation

When ready, exit this room (preferably with at least 1 Resuscitation) and find...

B3: Heliport Transport Passageway (OPTIONAL)

Savpt: no
E-Box: no
Enemy: T-Rex
Items: n/a

Rick will have brought a "friend" with, so Regina will have to stuff that behemoth back whence it came. The only suitable weapon for this is the grenade gun, so equip it immediately and start blasting that t-rex in the face. Back up to the edge of the platform, too, and when the full clip is unloaded, the team will make their escape in a hilarious video.

B3: Disembarkation Immigration Office

Savpt: no
E-Box: no
Enemy: no
Items: Recovery Aid

Back to the normal process. If Regina visited the Special Weapons Storage before discovering the helipad, she'll have no choice but to return to Rick and continue the planned escape.

B3: Passageway to the Port

Savpt: no
E-Box: no
Enemy: no

Items: Multiplier

Except for the item, there's nothing notable here. Continue to...

B3: Port

Savpt: no

E-Box: no

Enemy: no

Items: Recovery Aid

There's an injured t-rex here for some reason, but it's unconscious.

B3: Hovercraft Storage

Savpt: yes

E-Box: yes (Red/1)

Enemy: no

Items: n/a

On this path, Regina and Rick automatically enter the hovercraft, preventing the red e-box from being accessed. [Which is fine since it had no ammunition in it anyway!] Instead, everyone automatically goes to...

B3: Hovercraft

Savpt: no

E-Box: yes (Yellow/1)

Enemy: no

Items: Plug, Grenade Bullets (x6)

Like the other final acts, there's a plug/grenade bullet combo to take. And,

- Med. Pak M (x2)
- Recovery Aid
- An. Aid
- Resuscitation

Nothing that amazing, really. Since the t-rex can chomp Regina in a single hit, this is mostly for current upkeep and foresight (resuscitation!). Exit the hovercraft into the...

B3: Channel

Savpt: no

E-Box: no

Enemy: T-Rex

Items: n/a

The final battle. Equip the grenade gun if y'haven't already and lob those explosives at the abomination. Using a full clip ends the battle successfully, but Regina can still get eaten if she doesn't time her shots right. Basically, fire grenades into the advancing tyranno's mouth to stall its attack. There's a fun scene after this.

Here's a list of the normal and key items found throughout the game, and what their purpose is. Note that DDKs unlock doors, but one must own the code AND input discs to do so (i.e. Code Disc D and Input Disc D to open "D" door).

KEY ITEM	FUNCTION
Antenna Key	Operates antenna in Communication Antenna Room (F2)
B1 Crane Card	Operates crane in Carrying Out Room B1
B2 Key Chip 1	Accesses Third Energy generator via Passageway (B3)
B2 Key Chip 2	Accesses Third Energy generator via Passageway (B3)
B3 Crane Card 1	Operates crane in General Weapons Storage (B3)
B3 Crane Card 2	Operates crane in General Weapons Storage (B3)
B3 Crane Card 3	Operates crane in General Weapons Storage (B3)
B1 Key Chip	Opens storage device in Library Room (B1)
BG Area Key	Opens door in Passageway to the Backup Generator (F1)
BG Room B1 Key	Opens generator hatch in Backyard of the Facility (F1)
C.O. Area Key	Accesses "Passageway to the Carrying Out Room" (B3)
C.O. Pass Card	Accesses B3 area from the outdoor Large Size Elevator
Comm. ID Card	Authorizes holder to operate Third Energy generator
Core Parts 1	Required to recreate Stabilizer/Initializer (B2)
Core Parts 2	Required to recreate Stabilizer/Initializer (B2)
DDK Code Disc D	Opens door to Passageway (B2)
DDK Code Disc E	Opens door to Experiment Simulation Room (B1)
DDK Code Disc H	Opens door to Chief's Office (F2)
DDK Code Disc L	Opens door to Main Hallway B1
DDK Code Disc N	Opens door to Elevator Hall (F1)
DDK Code Disc S	Opens door to Parts Storage (B2)
DDK Code Disc W	Opens door to Disembarkation Immigration Office (B3)
DDK Input Disc D	Opens door to Passageway (B2)
DDK Input Disc E	Opens door to Experiment Simulation Room (B1)
DDK Input Disc H	Opens door to Chief's Office (F2)
DDK Input Disc L	Opens door to Main Hallway B1
DDK Input Disc N	Opens door to Elevator Hall (F1)
DDK Input Disc S	Opens door to Parts Storage (B2)
DDK Input Disc W	Opens door to Disembarkation Immigration Office (B3)
Energy Tank	Used to collect Nucleum from Port (B3)
Entrance Key	Opens front door at Main Entrance (F1)
F.C. Device	Collects fingerprint data from bodies
Initializer	Used to power Third Energy generator (B3)
Key Card L	Opens secret door in Computer Room (B1)
Key Card Lv. A	Accesses A-clearance doors on floor B2/B3
Key Card Lv. B	Accesses B-clearance elevator in T.E. Control Room (B3)
Key Card Lv. C	Accesses C-clearance doors on floor B2
Key Card R	Opens secret door in Computer Room (B1)
Panel Key 1	Opens secret safe in Chief's Office (F2)
Panel Key 2	Opens secret safe in Chief's Office (F2)
Planning Disc	Operates certain computers on floor B2
Plug	Used to open emergency boxes (e-boxes)
Port Card Key	Opens door to Disembarkation Immigration Office (B3)
Protect P. 1-A	Required to recreate Stabilizer/Initializer (B2)
Protect P. 2-A	Required to recreate Stabilizer/Initializer (B2)
Protect P. 1-B	Required to recreate Stabilizer/Initializer (B2)
Protect P. 2-B	Required to recreate Stabilizer/Initializer (B2)
Pulse Receiver	Shows Dr. Kirk's location (B3)
Researcher Memo	Gives password for Stabilizer Experiment Room (B2)
Secret Disc	Contains secret experiment data
Screwdriver	Opens circuitboard in Computer Room (B1)
Small Size Key	Opens lockbox in Medical Room (B1)
Stabilizer	Used to power Third Energy Generator (B2)

Startup Batt. W	Powers B3 backup generator and Carrying Out Room B3
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NORMAL ITEM	FUNCTION
40S&W Bullets	Bullets for the Glock 35
9mm Parabellum	Bullets for the Glock 34 (default handgun)
An. Aid	MIXING AGENT: Increases power of anesthetic items
An. Dart L	Puts enemy to sleep for long duration
An. Dart L+	Puts enemy to sleep for long duration
An. Dart L++	Puts enemy to sleep for long duration
An. Dart M	Puts enemy to sleep, but effects are short-lived
An. Dart M+	Puts enemy to sleep, but effects are short-lived
An. Dart M++	Puts enemy to sleep, but effects are short-lived
An. Dart S	Puts enemy to sleep, after a few shots
An. Dart S+	Puts enemy to sleep, after a few shots
An. Dart S++	Puts enemy to sleep, after a few shots
Grenade Bullets	Explosive bullets for grenade gun
Heat Bullets	Incendiary bullets for grenade gun
Hemostat	Stops bleeding, but doesn't restore vitality
Hemostat+	Stops bleeding, but doesn't restore vitality
Hemostat++	Stops bleeding, but doesn't restore vitality
Intensifier	MIXING AGENT: Increases power of item it's mixed with
Med. Pak L	Fully restores health
Med. Pak L+	Fully restores health + stops bleeding
Med. Pak L++	Fully restores health + stops bleeding
Med. Pak M	Fully restores health
Med. Pak M+	Fully restores health
Med. Pak M+	Fully restores health
Med. Pak S	Restores health temporarily
Med. Pak S+	Restores health temporarily
Med. Pak S++	Restores health temporarily
Multiplier	MIXING AGENT: duplicates more of item it's mixed with
Poison Dart	Kills enemy in one hit
Recovery Aid	MIXING AGENT: increases power of recovery items
Resuscitation	Upon death, revives Regina in last room
SG Bullets	Normal shotgun shells
Slug Bullets	Extra-powerful shotgun shells

FACILITY MAPS

[FCLT]

Here's the facility's maps, in order of appearance. ('x' means area can be accessed via ventilation duct).

FACILITY 1F

				01: Backyard of the Facility		
		12		02: Material Storage		
				03: The Backyard		
				04: Passageway to the Backup Generator		
10	8	x	11	x	05: Backup Generator Room 1F	
					06: Office Hallway	
17x			13	'	15	07: Control Room Hall
	18	x		14		08: Management Office Hallway
		17	x			09: Control Room 1F
					2	10: Locker Room
		9				11: Main Entrance

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| | _ _ | 16 | | 1 | 12: Front Area of Entrance
| _ _ | | _ _ | _ _ | 13: Elevator Hall
| 5 | | 4 | ' 3 | 14: Lecture Room Hallway
| _ | | _ _ | _ _ | 15: Office
| | | | 16: Lecture Room
| | ) ) 17: Toilet
| | _ _ , ' / 18: Strategy Room
| _ _ , '
| _ _ |

```

The first area visited is also the largest and most frequently explored of them all. Regina starts the game in the "Backyard of the Facility" and gradually learns the ins and outs. Locations that collect to other parts of the facility: Backyard of the Facility (B1), The Backyard (Outdoors), Main Entrance (F2), Control Room 1F (F2), Control Room Hall (B2), and Front Area of Entrance (Outdoors).

FACILITY 2F

```

| _ _ | _ _ |
| 4 | 5 | | 01: Hall F2
| _ _ | _ _ | | 02: Lounge
| 3 | _ _ | 1 | 03: Passageway to the Communication Area
| _ _ | | | 04: Communication Antenna Room
| _ _ | | | 05: Chief's Office
| | 2 | | 06: Communication Room
| | |
| | _ _ | Accessed from the F1 Main Entrance and the F1 Control Room,
| 6 | this place is visited a few times. The Lounge contains the
| _ _ | first handgun upgrade, while the antenna must be raised 'fore
| _ | Regina can visit the heliport.
| _ |

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FACILITY B1

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| 13 | 01: Backup Generator Room B1
| _ _ | 02: Medical Room Hallway
| 9 | _ _ | 03: Medical Room
| | 10 ' 12 | 11 | 04: Hall B1
| | _ _ | _ _ | 05: Hallway for Carrying In Materials
| _ _ | | _ | 06: Carrying Out Room B1
| 8 | | | 07: Main Hallway B1
| _ _ | | 08: Library Room
| | _ _ | 09: Research Area Hall
| 7 | 10: Research Meeting Room
| | | 11: Computer Room
| _ | | _ | 12: Gas Experiment Room
| _ | | | 13: Experiment Simulation Room
| 4 | _ _ |
| _ _ | | | _ _ | Hall B1 is locked up to start with, preventing
| _ _ | _ _ | 5 | anyone from going north into the Main Hallway B1.
| 2 | 3 | | | 6 Regina will need a duped ID Card to get down that
| | _ _ | | 1 | elevator, accessed from the F1 Elevator Hall. This
| _ _ | | _ _ | area is explored on both of the 2nd path branches.

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FACILITY OUTDOORS

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| 6 | _ _ | 01: Large Size Elevator Passageway
| _ | | _ | _ _ | 02: Large Size Elevator
| _ _ | | | _ | 03: Large Size Elevator Control Room
| 7 | | | 04: Passageway to the Power Room
| | 8 | | 05: Elevator Power Room

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|_____|_____| 06: Passageway to the Heliport
|_____|_____| 07: Hangar
|_____| 3 | 4 | 08: Heliport
|_____|_____| |
| 2 |_____| |
|_____| 5 | |
|_____|_____|
|_____|_____|
| 1 |_____|
|_____|

```

The outdoors section is split in half -- the southern reaches are always visited first, and contain the Large Size Elevator and generator areas. The northern section contains the route leading to the heliport. Outdoors B1 access is mandatorily given there.

OUTDOORS B1

```

|_____| 1 | 01: Liaison Elevator No. 2
|_____|, | 02: Underground Passageway to the Facility
|2|_____| | 03: Materials Room
| |_____| 04: Liaison Elevator No. 1
|_____|_____|
|_____| 3 | This tiny area is accessed only once in the game, and both
| 4 |_____| elevators become useless afterwards. Thus, there's little
|_____| | to say on the subject...

```

FACILITY B2

```

|_____|_____| |_____| 01: Passageway to the Experiment Area
| 7 | | 5 | 4 | 02: Security Room
|_____| |_____|_____| 03: Experiment Room Hall
|_____| x3 |_____| 04: Researcher Rest Room
|_____|_____| |_____| 05: Stabilizer Design Room
|_____|_____| |_____| 06: Parts Storage
|_____|_____| |_____| 07: Stabilizer Experiment Room
|_____|_____| |_____| 08: Passageway
|_____| 2 | | | 09: Third Energy Area B2
| x |_____| | 8 | 10: Third Energy Control Room
|1|_____| | | 11: Power Freq. Room
| | | | 12: Passageway to Personal Lab
|_____|_____| | | 13: Dr. Kirk's Personal Lab
|_____|_____| | | 14: Dr. Kirk's Library Room
| 10 | 9 | 13 | | |
|_____| | | |
|_____| | | | 14 |
|11 |, 12 |_____|

```

B2 is accessed from the Central Stairway and the elevator in the control room, which connects to the Rest Station below, and Hall B1/1F Elevator Hall above. This elevator requires a B-level clearance card to use, note.

FACILITY B3

```

|_____|_____| | 15 | 01: Large Size Elevator
|_____|_____| 02: Carrying Out Room B3
|_____| | -14 | 03: Backup Generator Room B3
|_____|_____| | 04: Control Room B3
|_____| 19 |_____| 05: General Weapons Storage
| 17 | | | | | 13 | 06: Transport Passageway
| |_____| | | | 16._____| 07: Passageway to the Carrying Out Room
| | | | |_____| | 08: Rest Station
| | | | |_____| 5 |_____| 09: Central Stairway
| | | 16 | 9 | |_____| | 10: Disembarkation Immigration Office
| | |_____| | |_____| | 4 |_____| 11: Passageway to the Port
|18| | | | 8 | |_____| | 12: Third Energy Area B3
| | | | |_____| | | . | 13: Special Weapons Storage

```


will have to go visit Gail in the Special Weapons Storage. Note that Gail dies if he's visited before the escape copter is found!! Anyway, in both paths, Rick will arrive at the transport passageway and bring a pursuing t-rex with him. Regina'll have to defeat it using the grenade gun. After that, there'll be a fun escape scene where Rick flash-fries the boss with an unguided incendiary bomb. Yay!

After beating an ending, the player can create a 'clear' save that remembers which endings have been completed. Thus, one can keep playing Dino Crisis and collecting missed endings that way. There's unlockables based on the number of endings collected:

- 1: Unlock Army/Battle outfits; can start new game with shotgun
- 2: Unlock Ancient outfit (cavewoman...it's hilarious)
- 3: Start new game with grenade gun (infinite ammo)

If you beat the game in under 5:00 on any difficulty, you unlock Operation Wipeout, a fun little time trial for killing dinosaurs. There's nothing to win from it, but it's nice for honing some mad skillz.

V. FREQUENTLY ASKED QUESTIONS

[FAQZ]

If anyone has good questions to ask, I'll put 'em here, too.

[Q] - I can't upgrade my weapon even though I have the right pieces!

[A] - It's usually because you have the wrong weapon equipped. Once that's done, choose to equip the upgrade and it'll automatically (permanently) augment the handgun, shotgun or grenade launcher -- whichever applies.

[Q] - What's the phone for in the F1 Office?

[A] - It's to ring the pager of Paul Baker, letting Regina know which corpse is his. If Regina enters the Elevator Hall after calling him, the pager will ring nonstop until she deactivates it.

[Q] - Can I get free healing in the Researcher Rest Room?

[A] - Regina's description of the temperature-controlled beds suggests so, but I've never seen any way to do it...sadly.

[Q] - Rick hasn't radioed in to turn off shutters on B2/B3!

[A] - Meeting with Gail in the B2 Researcher Rest Room, although relatively minor and ultimately quite useless, is also required, in addition to normal events. If y'haven't done it, see that scene and descend that Central Stairway to immediately get the radio call.

VI. UPDATES & CONTRIBUTORS

[UPDT]

3-11-12 -----+ Started walkthrough

3-20-12 -----+ Finished walkthrough

THANKS TO...

- Sailor/Ceej, for hostin' my junk

- Rick, for not taking any BS from Gail!

NOTES TO SELF

- Correction(s) on variable item spawns
- Large Size Elevator: how long can Regina continue w/o dropped weapon?

VII. LEGALITY

[LGLT]

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