

# Tom Mason's Dinosaurs for Hire FAQ/Walkthrough

by Seraph 0

Updated on Sep 17, 2004

Game: Dinosaurs for Hire, Tom Mason's  
System: Sega Genesis  
Genre: Action  
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Date: September 2, 2003  
September 14, 2004

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1. Introduction  
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This game is based on a comic book series, {at least I think it came first}, where you play as one of three dinosaurs that carry heavy weapons. I know what your thinking, "What were they smoking when they came up with this name!?!", but surprisingly it is actually quite fun and humorous. It plays a lot like the Contra series.

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2. Story  
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I'm not totally sure what the story is, since I never seen the manual or read one of the comic books. From what I gather, a evil tyrant named Shadow Yamato has sent his evil minions to conquer the world and only the Dinosaurs for Hire can stop him.

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3. Dinosaur Bio  
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These are the bios of the dinosaurs. These where taken straight from the game.

Archie

Species                    - Tyrannosaurus Rex

Blood Type	- A, Cold
Height	- 7'6"
Weight	- 1400 lbs.
Shoe Size	- 22EEE, {Air Dinos}
Birth Date	- Unknown
Birthplace	- Unknown
Ambitions	- Wrestle Shadow Yamato
Likes	- Comic books, fast food
Dislikes	- Paleontologists, network executives
Favorite Food	- Just put it in front of him, he'll eat it
Dress Code	- Leather Jacket
Favorite Saying	- "Don't shoot, until you want it!"
Favorite Saying II	- "Is it cold in here, or is it just me?"
Favorite Song	- California Girls
Favorite TV Show	- Face the Nation
Favorite Movie	- King Kong
Favorite Sport	- Miniature Golf
Last Book Read	- Jurassic Park by Michael Crichton
Weakness	- You got to be kidding!

As the tough-talkin' no nonsense leader of the Dinosaurs for Hire, this Tyrannosaurus Rex embodies the very spirit of the group - seek out trouble and eliminate it.

Close Attack - Gun Swing

Lorenzo

Species	- Triceratops
Blood Type	- AB, Cold
Height	- 6'11"
Weight	- 1375 lbs., {give or take a cheeseburger}
Shoe Size	- 19EEE, {Air Dinos}
Birth Date	- Unknown
Birthplace	- Unknown
Ambitions	- A perfectly stocked win cellar, Chinese silk robe, handcrafted action figures
Likes	- Chun Li, videogames, Ex-Mutants, comic books
Dislikes	- Ken, Ryu, lawyers
Favorite Food	- Chilli, Velveeta, Pez
Dress Code	- Hawaiian Shirt, {no polyester}
Favorite Saying	- "Can we stop along the way? I'm hungry!"
Favorite Saying II	- "It's my favorite wine -- the one with the Elvis' picture on the label!"
Favorite TV Show	- Face the Nation
Favorite Movie	- The Sound of Music, {he likes to shoot at the screen}
Favorite Sport	- Boxing
Weakness	- Girls, fast cars

Lorenzo, a Triceratops, is the group's snob: a lover of fine food, fine wine, and fine clothing. An endless supply of hand-tailored Hawaiian shirts keeps him from having to wear the same one twice. Does anybody know how to get bloodstains out of silk?

Close Attack - Head Butt

Reese

Species	- Stegosaurus
Blood Type	- O, Cold

Height	- 7'2"
Weight	- 1500 lbs
Shoe Size	- 26EEE., {Air Dinos}
Brain	- Size of a Walnut
Birth Date	- Unknown
Birthplace	- Unknown
Ambitions	- Keep head down, fire as often as possible
Likes	- Clint Eastwood, Kojak, flashpoints
Dislikes	- World Peace, reloading
Favorite Food	- Cheeseburgers
Dress Code	- Eye patch, gloves
Favorite Saying	- "We're going to need bigger guns!"
Favorite Saying II	- "More ammo!"
Favorite Song	- Eve of Destruction
Favorite TV Show	- Charlie's Angels
Favorite Movie	- Terminator, Terminator II, Terminator III, {he's hoping}
Favorite Sport	- Hockey
Last Book Read	- TV Guide
Weakness	- Itchy trigger finger

Reese, the one-eyed Stegosaurus, is a wild card. Uncontrollable to the point of hysteria, there's no telling what he'll do next. Not one for efficiency, he'll use a cannon to swat a fly.

Close Attack - Tail Swing

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4. Controls  
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Default

D-Pad	- Move Dinosaur
Start	- Pause
A Button	- Close Attack
B Button	- Fire Gun
C Button	- Jump
Down	- Crouch
A+B+C	- Smart Bomb

- Climb a ladder by pressing up or down.
- You can jump down certain platforms by pressing down and Jump.
- Same goes if you want to get to a higher platform, hold up and Jump.
- Your gun is an automatic, so just hold the Fire Gun button.
- Smart Bomb is a full screen attack that destroys all enemies on screen. You can tell how many you have by the small green circles are in the status bar.
- Don't fall down from high heights, you can loose health or die.

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5. Items  
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Through out the game you will get a variety of weapons and items. Each weapon upgrade and item is in a floating crystal and must be shot to open up.

Spread Shot	- Appears as a small sphere that fires to other spheres in a cone formation. Like any Spread Shot weapon, it fires multiple bullets in a cone formation. Level 1 = Fires two bullets Level 2 = Fires three bullets
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- Big Shot - Appears as a small sphere that grows larger. Increases the size of your bullets.  
 Level 1 = 2x larger  
 Level 2 = 3x larger  
 Level 3 = 4x larger  
 Level 4 = 5x larger
- Cluster Shot - Appears a small spheres swirling horizontally. Causes you bullets to get closer together, making it more of a concentrated fire.
- Burger and Shake - Appears as a small green burger and small drink. Restores all Health.
- Dinosaur - Appears as a small gray dinosaur. Gives you an extra life.
- Shield - Appears as a silver shield, with an S on it. Grants you invincibility for about 10 seconds.
- Smart Bomb - Appears as a growing red mushroom cloud. Gives you an extra Smart Bomb attack. You can get more then the status bar show, but I'm not sure how much more.

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 6. Enemies  
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Dinosaurs for Hire have a wide variety of enemies. Most of the enemies will chase you any way the can, from jumping from lower platforms, to doubling back.

Ninja - These are the first enemies you encounter. They try to attack at close range with kicks. They also can throw ninja stars from far away, but rarely do so. Attack from long range if you can, if not, the Close Attack. They can be wearing all black or all dark red.

Torch - A enemy carrying a flamethrower. Wearing heat resistant silver armour, he fires Fireballs that can ignite the ground. Never fight these guys at close range, always long range.

Motorcyclist - This enemy will wait for about 3 seconds, then will try to run you over. If you can't kill him in time, then jump over him.

Skater - Skates across the screen and throws molotov cocktails at you. Although they explode, the cocktails do not ignite the floor. Also, if he gets close enough, he will hit you with his skateboard. Try to get him before he gets to close.

Cockroach - These giant insects spit acid and can jump high. Because of their bodies so low to the ground, its easier to crouch attack them.

Tunneler - These vehicles ride the rails on the lower platform. Like the Motorcyclists, they can take a bit of damage before death. Its weapons are a cannon, and a drill on its front. Its cannon shoots straight or 45\*. Crouch attack is the best method to kill it.

LDS - The LDS, Laser Defense System, is a small cannon that fires small laser beams. It can fire within 180\*, so its weakness is to attack from in the opposite direction it's firing. Can be red or black.

Turret - This double-barreled cannon is attached to the walls. It can fire a bullet in any direction. Attack it from long range.

Rocketeer - These guys fly around with rocket packs and rifles. Fairly easy, just shoot them.

Black Wurm - These black creatures pop out of the walls and cannot be destroyed. You can only scare them away by firing on them.

Vermin - These little demons try to jump on you and scratch you with their talons. Try to keep your distance and fire your gun, their fairly easy.

Spider - These insect may only crawl around it web, but it fires stingers long distances. They can be annoying when you're jumping up from platforms, because they're hard to see.

Decompose - These skeletal remains keep reappearing/disappearing into the ground. When they get the chance, they lounge at you. Fire at them when it reappears.

Weed - Carnivores plants that fire spores at you. They can spit 180\* up, like a half circle up. So, try to attack under it, where it can't reach you.

Gremlin - These living lightnings, can fire bolts of electricity. They can also change themselves into a bolt for a short distance and disappear, they then reappear somewhere else. If you are in the path of the bolt, you will be shocked. Try to hit it just as it appears, before it fires a bolt.

Rifleman - These guys have large guns. What else is there to say?

TLT - The TLT, Toy Laser Tank, fire long beams of energy at a 45\* angle. The best method of destroying is crouch attack

TRT - The TRT, Toy Rocket Tank, fires rockets that move in an arc. The best method of destroying is crouch attack.

Toy Tank - The Tank takes after its real life cousins, fires shells straight on. The best method of destroying is crouch attack.

T. Helicopter - The Toy Helicopter swoops down and fires its machine guns. Like other enemies, they will double back. Jump attack works effective.

Trapdoor - These guys pop out of trapdoors and fire a machine gun at a 45\* angle. Just crouch attack them.

Lizard - These large reptiles have a cannon attached to their back. Not only that, they also have a long tongue to attack you with. Because they're so low to the ground, crouch attack works best.

Droid - This machine is a orb with two rockets on either side. The orb fires three energy rings vertically and have the same range as your Spread Shot. Stay far away, and jump shoot its rockets.

Odd Tank - This weird tank is a cylinder on treads, with a single blinking eye. It fires a small green laser 3x. The lasers cover a large area, so you will have to jump over them. Crouch attack works well. Also, their lasers get be destroyed.

Toy Rocket - It's a small rocket that fires itself you jump over it. "What goes up, must come down", the rocket will fall afterwards, so don't be under it. Crouch attack works well.

Voodoo - A skull on a stick, which hops around and spits acid at you. Just shoot it before it has time to attack.

Blue Box - Once shot, the box will break and unleash four small jumping blobs. Crouch attack works best.

Brown Box - Once it gets close to you, the box will unleash green bombs. Crouch attack works best.

Samurai - These Japanese warriors stand still and fire tornados at you. Easily killed.

Yoshimitsu - These giants have a large katana for short range attacks. They also can fire deadly energy bolts from their eyes.

Wall Hugger - A sphere that travels on a certain path on the wall. It can open up and fire energy bullets at you. Shoot them when they open up to fire.

Robot - These robots have a small body, travel on one wheel, and have a head that's like the Tricerobot's cannon. They can fire pink ion beams from their eye. Crouch shot, works best and dodges the ion beams. Also, you can destroy their ion beams.

Shotguns - These large orbs have a two cannons, which fire large shells. One shot will destroy it.

Orbs - Indestructible little spheres. They travel on a path on the wall and fire laser beams.

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7. Bosses/Midbosses  
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Here is the list of bosses & midbosses, ordered by appearance. These are taken straight from the Walkthrough.

Mega Monster  
Level ?

This creature seems to have magma flowing through its veins. It start climbing up a water dam to face you at the top. It has three attacks: Fire Breath, Lava Bomb and Dam Breaker. Fire Breath is pretty self-explanatory. Lava Bombs explode on the ground and cause it to ignite. Dam Breaker is when he hits his fist on the dam, causing the screen to shake and you to fall to your death. Dodge the Fire Breath by crouching, dodge the Lava Bombs by going down the ladder, and dodge the Dam Breaker by jumping. The best strategy to beat this boss is to go down the ladder and shot his arm first, then diagonally shot his head.

Defense System  
Level 1

This boss is easy, but annoying. It fires three bullets, rather straight at you, or in arc, {it depends on how far away you are}. The annoying part is that

the floor opens up and Ninjas keep popping out. Its hard it hit the Ninjas with bullets when they are in the air, so just wait for them to fall to the ground. As for the DS, just keep shooting it until it explodes.

#### Panzer Tunneler

Level 2-2

This large tank has three weapons, other then its own body. It has a mid-range flamethrower in the back, it can fire mines on the higher platform, and it fires homing missiles from its main cannon. The mines explode and ignite the floor. You don't really need to worry about the missiles, it rarely fires them. After you hit it a couple of times, you will notice it increases speed. It will do this until its destroyed. Also, when it increases its speed, the flamethrowers stream stretches. First, get the Smart Bomb item above you, then go the other end. When its coming form the left, moving right, shoot it as many times as you can and then jump to the higher platforms. Wait for it to pass, then go down and repeat the process. After a while it may be to fast, so stay at the top, attack diagonally while jumping. Sooner or later it will explode. I suggest you grab the Burger and Shake when you need it, or quickly after the fight.

#### Mega Minotaur

Level 3

This beast has two attacks. He shoots ion beams from his eyes 4x, and he throws his ball-and-chain. You can easily dodge the lasers, but they electrocute you if hit. The ball-and-chain is very accurate, so it's harder to dodge. Not only that, but you can only attack his hand when he throws it. After a while, his hand will blow off, reviling that he is a robot. Start attacking his other hand, and soon it will blow off with the receiver, but make sure you're not under it. Also, get on the highest platform, because he will start moving and you will fall down to the lower platform. He reveals a new weapon in his recently blow off hand, his arm know fires four homing missiles. Quickly destroy the rest of his arm and the attack his head.

#### Mega Monster

Stage 5

This time you fight this reptile for real, and he is a lot tougher then before. It has three attacks: Fire Breath, Lave Bomb and Dam Breaker. Fire Breath is pretty self-explanatory. Lava Bombs explode on the ground and cause it to ignite. Dam Breaker is when he hits his fist on the dam, causing the screen to shake and you to fall to your death. Dodge the Fire Breath by crouching, dodge the Lava Bombs by going down the ladder, and dodge the Dam Breaker by jumping. You have to change the strategy a bit. Climb the ladder down and hit his left hand. When it explodes, the monster will breath fire on the platform and break apiece off. Now you must use this piece to get to the other side and shoot his other hand. Continue shooting when your taking you ride and the other hand should blow off before you get to the end. Now the monster will continually spit Lava Bombs and breath fire on you. Since its to hard to dodge, I suggest just take the beating and jump shoot it.

#### Contraption

Level 6

Don't no what else to call it. Two Riflemen sit on opposite sides working the controls to this odd machine. The machine can drop bombs from the bottom and can fire bullets from the Riflemen's computers. Because of the speed, the bullets move right. These guys are easy, just shoot the Riflemen and it will explode.

Toy Cannon  
Stage 7

The cannon can only fire at 45\* angles, so if you at the far left end of the screen, you wont get hit. Continue firing until its destroyed.

Tricerabot  
Stage 7

The robotic version of a Triceratops. It has a dual plasma cannon on its back, that can raise and lower itself, and also can charge you. You can dodge the plasma bolts easy, but the charge maybe to fast to dodge. Try to stay on the left side, you have a better chance of jumping the charge. Fire your gun at its legs. When they blow off, a little satellite pops out of the strange machine near the top right. it fires a green rings that repair the robots legs. You have to destroy this thing, before you destroy the robot. After the satellite is destroyed, destroy its legs and it won't be able to move. Now finish off the head and the cannon.

Mega Droid  
Level 8

This guy can become a pain. First, he drops glass spheres that contain lizards and can swoop down and hit you with its metal arms. Hit the rocket for a while, and it will separate into two machines. The first machine is like the Droid, only a large cylinder and the rockets rotate around it, making it harder to hit. Not only that, its weapon is a powerful laser cannon that it fires vertically. Jump or run over to the opposite side of which is moving, before it fires the laser cannon. Jump shoot the rockets and continue this process until its destroyed. The second machine will fall down and fire energy rings from its shoulder joint. The rings, however, can move in a wave or straight on, so jumping over it is harder. It can also head butt you. To make easier, use a Smart Bomb when its in the middle of the screen and shoot its head.

Mechanical Hand  
Level 9

This machine has a mid-range flamethrower in the middle of the "hand". It can also extend itself to get better chance of hitting you. Stay on the far left and fire you gun and sooner or later, it will fall

Action Figure  
Level 9

This giant toy has a few attacks. He can fire cannonballs out of his right arm, he has a strong left arm that can throw stray cannonballs, and he spits out those small blobs from the Blue Box. Shoot off his left arm first, but now he can fire the cannonballs just as fast as if you threw them. Shoot the other arm, then his head. Finally fire one bullet in his torso and it will blow up.

Cannon  
Stage 10

It fires a high cannonball and a low cannonball. You can dodge the high with a crouch, and jump over the low. Continue firing and it will blow up sooner or later.

Shadow Yamato, Fire  
Stage 10



The longest battles in the game. He has multiple attacks and when he attacks, he is invincible. You only have the short time in between the attacks to shoot him, and you can also use Smart Bombs. He uses these attacks in order and repeats. First, he surrounds himself with three fireballs and moves in a lower arc, back and forth once. Then, he summons a firestorm, which is many fireballs raining on you for about 8 seconds. Lastly, he fires two swirling fireballs to the ground and ignites the floor, 3x. Crouching in the far left can easily dodge the first attack corner. The second attack is a little tricky, just continually jump in the far left side of the screen. Another tricky attack, first go under him, then far left of him, and lastly in the middle. Continue dodging and shooting until he runs away.

Shadow Yamato, Wind  
Level 10

This battle is a little easier. Try to get all the way to the end and fire your gun up, for a head start. His first attack is dropping tornados slowly in a wave movement, then once they hit the ground, they move quickly at you. His second attack is he turns his lower torso into a tornado and bounces off the walls for about 12 seconds. Then he can fire tornados in a slope movement. The first attack can be easily dodged by jumping over the incoming tornados. The second attack is a little tricky, you basically watch his movements and move in the area that he won't hit. The last attack, you just get right under him to avoid the sloping tornados. Continue dodging and shooting until he runs away, again.

Shadow Yamato, Lightning  
Level 10

This can be the hardest battle of the three. His first attack is gathering energy and summoning four bolts of lightning to the ground. When you hit him enough, he will start teleporting, via lightning, for about 12 seconds, so don't touch him. His last attack is summoning two continual bolts of lightning at the same a time and close them in on you. Then he does the same thing, only outwards. You can see a definite pattern first attack. First get straight under him, then when the first bolts hit, move about two steps right. You can only shoot him before he summons the bolts. As for the second attack, try staying in the middle of the screen, once he left the middle. The last attack is more tricky, you have to stay under him until the first wave passes, then quickly run out. This can get tedious, so I suggest get him with a Smart Bomb and gun fire, for the first attack. Then when he descends, quickly fire your gun and kill him.

Gargoyle  
Level 10

This odd monster has two attacks. He can fire multiple pink spheres, which move in a full circle. The spheres can turn you into stone. The second attack is pink needles that fire from its back and track your last movement. The first attack is tricky, because the full circle can take place in different parts of the screen. I suggest crouching in a corner, or get in the middle of the circle. You can get out of stone by pressing the D-Pad and jump button madly. The needles are fast, so try to time your jumps right. The needles have a second effect, if you are turned to stone and the needles hit you, you're dead. You can only attack it when it is firing its pink spheres. Use a Smart Bomb if you have any.

Mega Lizard  
Level 10

This reptile is virtually indestructible. He has one attack, and a environmental hazard. He has a Fire Breath attack, which travels in arcs. The environment is also your enemy, because the low temperature are creating deadly ice projectiles that fall on you. You can hit the freezing button when he lower his head. Jump to the highest platform on the left side and crouch shoot, when you get the chance. Although, you can't just wait there, it will breath fire if you stand still to long. You have to trick him to lower his head by waiting below the platforms and then jump before he breaths fire. Hit the button 6x before it stays frozen.

Pterandon  
Level 11

No, that was not your Pterodactyl friend in the background. It has two attacks: tail swipe and it drops firebombs that detonate after a short period of time. Fairly easy, just shoot it and get away from the bombs.

Mutant  
Level 11

An odd looking monster. It can fire a fireball the not only moves fast, but can cause a small wall of fire when it hits the ground. It can also fire acid out of its, what can only be describes, tail ass. Its weakness is its head, so continue jump shooting until it falls.

Automaton  
Level 11

First, it tries to hurt you with its long mechanical claws. Blow them off and the core falls. Now, it two "eyes" literally drop energy bullets. Blow those up and the core will rather open up and fire tesla bolts or start swinging back and forth. If it starts shooting the bolts, you haven't shot it enough times. Once it starts swinging, you have to jump through the rings that keep it attached to the ceiling. As you do this, shoot the core, it may not look like your not doing anything, but you are. A piece will break off sooner or later, revealing the true core. Also, if you stand in the middle of the black and yellow stripe tape, you should not get hit. Continue jumping and shooting until it goes back to riding the rails. Know it will start dropping multiple bullets, like the eyes did. This is annoying, because they drop so quickly its hard to dodge.

Vice  
Level 11

This guys has large clamps for hands. At first it just keeps punching the ground, but when it starts moving lower, it may fire dual tesla bolts. The problem is, you have to get in the middle when it moves in a lower path, to avoid the hands. When in the middle of it, try to stay near the arms, because you have a better chance not getting hit by the bolts. First, blow off the arms, then it will rapidly fire its dual energy bolt cannons, as well as drop energy bullets like the Automaton. it moves very quickly in this form too. Now shoot the armour off and then the core.

Clone Reactor  
Level 11

Like the Pterodactyl said, you have to hit the clone creators first. They our in the foreground, not background, and look like red spheres. There are 4 of them, and as your attacking them, you will be attacked by green clones of you

and your friends, as well as other creatures. When you blow up one, the green ooze starts to attack you with giant pillars, so try jumping over them at the right time. Continue until all of them are destroyed and the level will start to spin. A large sphere will pop out of the ooze, as well as two arms. Stay at the left side first, this way the arms can't hurt you. Then go to the right side when the arms coil up and repeat. Shoot at the sphere when you have the time. When its explodes and the arms disappear, it will open its front up to reveal a red eye. The eye can fire large tesla beams, as well as shoot little shock orbs from its openings. You can only hit it when the eye opens up. Sooner or later, it will blow up and you have won the game.

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8. Walkthrough  
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Level ? - Final Boss?

Mega Monster

This creature seems to have magma flowing through its veins. It start climbing up a water dam to face you at the top. It has three attacks: Fire Breath, Lava Bomb and Dam Breaker. Fire Breath is pretty self-explanatory. Lava Bombs explode on the ground and cause it to ignite. Dam Breaker is when he hits his fist on the dam, causing the screen to shake and you to fall to your death. Dodge the Fire Breath by crouching, dodge the Lava Bombs by going down the ladder, and dodge the Dam Breaker by jumping. The best strategy to beat this boss is to go down the ladder and shot his arm first, then diagonally shot his head. Well done, you have finished the game!

Those programmers are real pranksters. A Pterodactyl will come out and explain the problem. Now the real game begins.

Level 1 - Tenement House

Enemies - Ninja  
          Motorcyclist  
          Torch

Start moving right and watch out for the Ninjas. They can get annoying in great numbers and come out from anywhere on the screen. Continue right until a Motorcyclist tries to run you over. Behind him is you first weapon upgrade: the Spread Shot. Continue right until another Motorcyclist. Finish him off and go up the ladder. Continue left and watch out for Ninjas jumping down from higher rails. At the last rail, with the ladder, there is a Torch waiting to bust out of the middle window. Jump on the left roof and continue left until you get a Big Shot crystal. Continue up the ladder and right. The last two rails have Torches in the third window from the right, second to left. Go up the ladder and get the Spread Shot Crystal. Continue left, jump the top roof and continue right. There will be Ninjas jumping from gliders, so watch out. Continue right and at the far end is a Burger and Shake crystal. Continue down, get another Big Shot crystal and continue down the ladder and right. Your first boss awaits.

Defense System

This boss is easy, but annoying. It fires three bullets, rather straight at you, or in arc, {it depends on how far away you are}. The annoying part is that the floor opens up and Ninjas keep popping out. Its hard it hit the Ninjas with bullets when they are in the air, so just wait for them to fall to the ground. As for the DS, just keep shooting it until it explodes.

## Level 2-1 - Subway

Enemies - Skater  
Cockroach  
Tunneler

Begin moving right and continually fire your gun, so that you don't have to deal with the Skaters. Soon after you will encounter a Cockroach. Continue right, but watch out for the collapsing ceiling and electric cables. You have to jump down to the rails to avoid them. Behind the collapsed ceiling is a Big Shot crystal, get it and continue right. There will soon be a Cockroach and behind him a ceiling that will collapse. Behind the collapsed ceiling is a Burger and Shake crystal, get it and continue right. Watch out for the Tunneler on the low grounds when your getting you crystal. Shortly after, another Tunneler and some Skaters will attack. Continue right, kill the Cockroach and shortly after, another Cockroach with some Skaters behind it. Soon after a collapsing ceiling and Tunneler. Yet again, another crystal behind the ceiling and its a Big Shot. Continue right, passing all the enemies until the next collapsing ceiling and Burger and Shake crystal. Continue once again until the next collapsing ceiling. No crystal, wrong. There's one hidden by the pillar, its a Spread Shot. The end of the level is near, and protecting it is a lot of Skaters. There is a crystal with a Dinosaur in it at the end.

## Level 2-2 - Subway

Enemies - LDS  
Turret  
Tunneler

Begin moving right, then up and you will see a LDS. Always attack from behind these enemies. Before continuing, jump up and you will see another LDS to take out. Continue right, but near the end you need to jump, because there is a LDS. You will see stray bullets coming from above that is a Turret and cannot be attacked right now, so time you descend down. Although there is a Burger and Shake at the far right end, go up first, because there are too many Turrets, LDS', and Tunnelers to make that item seem worthless. Go up and destroy the Turret that was plaguing you earlier. At the top are a LDS and two Turrets. If you don't have Level 2 Spread Shot, then jump left to get one. Jump on the right moving platform and I suggest shooting diagonally down right, when you jump to the next platform. This should hit a lot of annoying Turrets. I also suggest doing this with you jumping down further. On top of the next set of platforms is a Shield item crystal, get this and take out all the Turrets and LDS'. There is another Burger and Shake item at the top of the next set of platforms. The next set of platforms has a Smart Bomb item. At the end of the platforms is a Big Shot. If you need a Burger and Shake, then I suggest you go back to the rails. Just watch out for the Tunnelers. Continue down the ladder and right, the mid-boss awaits.

## Subway Midboss

This is a small room, with a Smart Bomb above you, and a Burger and Shake at the other end.

## Panzer Tunneler

This large tank has three weapons, other then its own body. It has a mid-range flamethrower in the back, it can fire mines on the higher platform, and it fires homing missiles from its main cannon. The mines explode and ignite the floor. You don't really need to worry about the missiles, it rarely fires them.

After you hit it a couple of times, you will notice it increases speed. It will do this until its destroyed. Also, when it increases its speed, the flamethrowers stream stretches. First, get the Smart Bomb item above you, then go the other end. When its coming form the left, moving right, shoot it as many times as you can and then jump to the higher platforms. Wait for it to pass, then go down and repeat the process. After a while it may be to fast, so stay at the top, attack diagonally while jumping. Sooner or later it will explode. I suggest you grab the Burger and Shake when you need it, or quickly after the fight.

### Level 3 - Empire State Building

Enemies - Rocketeer  
Ninja

Start by jumping on the metal grate. It will automatically go up as soon as you land on it. you will be hit by two waves of Rocketers, then some Ninjas. They're very predictable, so you should not have any trouble. When you get to the top, go right and the Pterodactyl will explain what's happening. Apparently, a terrible beast know as Mega Minotaur is disrupting the cable TV receiver on top of the Empire State Building and the subscribers are pissed. You have to hit his hands, before you hit his head.

### Mega Minotaur

This beast has two attacks. He shoots ion beams from his eyes 4x, and he throws his ball-and-chain. You can easily dodge the lasers, but they electrocute you if hit. The ball-and-chain is very accurate, so it's harder to dodge. Not only that, but you can only attack his hand when he throws it. After a while, his hand will blow off, reviling that he is a robot. Start attacking his other hand, and soon it will blow off with the receiver, but make sure you're not under it. Also, get on the highest platform, because he will start moving and you will fall down to the lower platform. He reveals a new weapon in his recently blow off hand, his arm know fires four homing missiles. Quickly destroy the rest of his arm and the attack his head. Shortly after, it will fall.

### Level 4 - Cavern

Enemies - Black Wyrms  
Vermin  
Spider  
Decompose  
Weed

Before venturing up, you must not get to close to the wall, because of the indestructible Black Wyrms. The level is pretty much jumping up from platform to platform, so continually fire up when you jump to get any enemy that jumps down. Sooner or later there you will come across Smart Bomb item. Continue up and watch out for Weeds. Continue up and you can get a Spread Shot item if you need it. Further up is a moving platform, and near it is a Smart Bomb item. If you are full of Smart Bomb, I suggest using one up. When you are on the platform that moves up, the platform next to it will collapse after a certain amount of time that you are on it. You can either take the left platform, which goes to a Big shot, or take the right platform all the way up to a Cluster Shot. Shortly after the Cluster Shot is a Spread Shot, and just above that is a Burger and Shake, but the platform is collapsible. Continue up, and make sure you continually fire the direction your going, so there are no surprises. When you get to the top, there is a Burger and Shake protected by a Vermin and Black Wyrms, far left of the screen.

## Level 5 - Beneath Hoover Dam

Enemies - LDS

Gremlin

Careful, the pipe acts like a slide. Try to jump to the platform, so the LDS can't hit you. If you do fall, press and hold left, so the turbine doesn't chop you up. You can blow up the turbine to get a Spread Shot. Before continuing left, go as far as you can right and fire your gun everywhere, so you don't have to deal with some of the enemies. When you go left, a steam burst from the machine will make a trapdoor for you, but watch out for the steam going down. If you want the Cluster Shot below you, there is a hidden passage in the left wall. Continue right and there is a Dinosaur item hidden within the blue walls. Continue up, and there is a Big Shot protected by a LDS at the highest platform. Continue right and there is another slide with a turbine at the bottom. Blow the Turbine for a Burger and Shake, then continue up. If you can't reach the ladder, then jump on the pipe between the gaps for a little help. Go left and you have to jump on the pipes ends to get to the top. If you need a Big Shot, go left. Go between the right set of pipes, the horizontal ones, and press Down and Jump. Watch out for the Gremlins in this area, there are plenty of them. The next platform has a Spread Shot near the bottom. Go to the tesla machine on the right and you can get a Burger and Shake, but time it so you don't get shocked. Also if you really need a Smart Bomb item, there's one the left sidewall of the tesla machine. Go past the tesla machine, on the next platform, down the ladder and left. Go within the walls of the tesla machine and there is a hidden path going down. Get the Shield and continue right. Jump on the pipe ends and go up the ladder and if you need it, a Burger and Shake. Continue up and if you need it, a Big Shot awaits you at the top far right. Continue left, passing the pipes and jump on the platform. Watch out for the large bolts from the tesla machine. Continue up the ladders and into the next boss.

Your Pterodactyl friend will appear and explain the situation. Apparently, the Mega Monster is going to destroy the dam. You have to stop him for the tourist's sake! He tells you to shoot his hands off first, then go for the head.

Mega Monster

This time you fight this reptile for real, and he is a lot tougher than before. It has three attacks: Fire Breath, Lava Bomb and Dam Breaker. Fire Breath is pretty self-explanatory. Lava Bombs explode on the ground and cause it to ignite. Dam Breaker is when he hits his fist on the dam, causing the screen to shake and you to fall to your death. Dodge the Fire Breath by crouching, dodge the Lava Bombs by going down the ladder, and dodge the Dam Breaker by jumping. You have to change the strategy a bit. Climb the ladder down and hit his left hand. When it explodes, the monster will breath fire on the platform and break a piece off. Now you must use this piece to get to the other side and shoot his other hand. Continue shooting when your taking your ride and the other hand should blow off before you get to the end. Now the monster will continually spit Lava Bombs and breath fire on you. Since its too hard to dodge, I suggest just take the beating and jump shoot it. It will fall eventually, but this is not the end of your mission.

## Level 6 - Jet Ski Adventure

Enemies - Rifleman

Oh No! Bad memories of Battle Toads are flooding back. You will automatically

move forward and I suggest you hold you Fire Gun button all the way to the end. There are mines and fire hazards littering the course. After the first two ramps, there will be two ramps with fire after it. Timing you jumps is hard, because the controls for this event are clunky. After those two there will be a three mines in a row, so shoot, or better yet, crouch shoot. Soon there will be a long fire hazard, with two Burger and Shakes items to get. Pass this and there will be another long fire hazard, only this time with platforms you can jump on to avoid them. After a while, there will be Riflemen in the rafters, but luckily there is a Shield item on the way, as well as a Burger and Shake and Dinosaur. After all the items, a sort of mid-boss.

#### Contraption

Don't no what else to call it. Two Riflemen sit on opposite sides working the controls to this odd machine. The machine can drop bombs from the bottom and can fire bullets from the Riflemen's computers. Because of the speed, the bullets move right. These guys are easy, just shoot the Riflemen and it will explode.

#### Level 7 - Hollywood

Enemies - Toy Laser Tank {TLT}  
Toy Rocket Tank {TRT}  
Toy Tank  
Toy Helicopter

Cool, its a set for a "Godzilla" movie. Move right and you will be confronted by a TLT and TRT. TLTs are the most annoying of the toy series. After those toys, a Toy Helicopter, Toy Tank, and TLT will confront you. Continue forward and if you need a Spread Shot, there is one near by. Continue forward with you guns a blazing and you get a Burger and Shake soon. Continue forward with your button held down, but when it looks like you hit four toy enemies, stop. Soon you will encounter a sort of mid-boss.

#### Hollywood Midboss

##### Toy Cannon

The cannon can only fire at 45\* angles, so if you at the far left end of the screen, you wont get hit. Continue firing until its destroyed.

Shortly after, you will encounter the boss.

##### Tricerabot

The robotic version of a Triceratops. It has a dual plasma cannon on its back, that can raise and lower itself, and also can charge you. You can dodge the plasma bolts easy, but the charge maybe to fast to dodge. Try to stay on the left side, you have a better chance of jumping the charge. Fire your gun at its legs. When they blow off, a little satellite pops out of the strange machine near the top right. it fires a green rings that repair the robots legs. You have to destroy this thing, before you destroy the robot. After the satellite is destroyed, destroy its legs and it won't be able to move. Now finish off the head and the cannon.

#### Level 8 - Blue Line Train

Enemies - Trapdoor  
Lizard  
Ninja

## Droid

This level is fairly short. Began by crouch attacking the Trapdoor. Jump on the next kart and there be a Lizard and a few Ninjas waiting for you. There is a Big Shot if you need it on this kart. At the end is a Trapdoor, destroy it and continue to the next kart. This kart is like the last kart, only with more Ninjas and a Droid. After the Droid is a Smart Bomb, get it and continue to the next kart. Just watch out for the Lizard and Trapdoor on the way. This kart has more of the same, even another Droid. The item on this kart is a Burger and Shake. Continue to the next kart, where the boss awaits and a Dinosaur.

## Mega Droid

This guy can become a pain. First, he drops glass spheres that contain lizards and can swoop down and hit you with its metal arms. Hit the rocket for a while, and it will separate into two machines. The first machine is like the Droid, only a large cylinder and the rockets rotate around it, making it harder to hit. Not only that, its weapon is a powerful laser cannon that it fires vertically. Jump or run over to the opposite side of which is moving, before it fires the laser cannon. Jump shoot the rockets and continue this process until its destroyed. The second machine will fall down and fire energy rings from its shoulder joint. The rings, however, can move in a wave or straight on, so jumping over it is harder. It can also head butt you. To make easier, use a Smart Bomb when its in the middle of the screen and shoot its head.

## Level 9 - Toy Factory

Enemies - Odd Tank  
Toy Rocket  
Voodoo  
Blue Box  
Brown Box

Begin moving up the platforms and on the left is a Cluster shot. Ride the conveyer belt and time your jump on the rotating platform, if you miss your dead. Also, the platform above the rotating platform is a small conveyer belt. If you need a Spread Shot, there is one on the small conveyer belt. Continue riding the belts to the end and jump on the platform. Be ready for Toy Rockets and Odd Tanks. Continue to the end and a Voodoo will be protecting the ladder. Finish him off, and continue down the ladder and ride the belts. Its best to crouch, because there are fire streams from the ceiling. At the end is a Big Shot, get it if you need it and continue down, unless you need the other Big Shot at the far left end. Go down and watch out for the fire streams. Pass them, and there will be three crushing machines to worry about. They might be slow, but don't get caught between them. Jump on the pipes that spit out fire, and jump left to the end to get a Burger and Shake. Go down the ladder and jump over the pit. Continue right and the a sort of midboss awaits you at the end.

## Toy Factory Midboss

### Mechanical Hand

This machine has a mid-range flamethrower in the middle of the "hand". It can also extend itself to get better chance of hitting you. Stay on the far left and fire you gun and sooner or later, it will fall

Jump over the pit, ride the belt, and time your jump on the rotating platform. Get the Burger and Shake, jump on the belt platforms and jump on the descending platform. The second platform has a Dinosaur crystal and the last platform leads to the real boss.



## Action Figure

This giant toy has a few attacks. He can fire cannonballs out of his right arm, he has a strong left arm that can throw stray cannonballs, and he spits out those small blobs from the Blue Box. Shoot off his left arm first, but now he can fire the cannonballs just as fast as if you threw them. Shoot the other arm, then his head. Finally fire one bullet in his torso and it will blow up.

Level 10 - Japan

Enemies - Samurai  
Yoshimitsu

Begin moving forward, killing any enemy in your way. When you get to the bridge, you will face your first Yoshimitsu. Continue on, and watch out for pieces of falling bridge. Jump on the turtle and ride it to the a Yoshimitsu. When riding turtles, jumping causes them to stop, so use this to destroy hard to kill enemies, like the Yoshimitsu who block your path. Continue doing this until the end, and don't forget to grab the Burger and Shake if you need it. When you get to the end of the screen, blow up the door to reveal a sort of mid-boss.

Japan Midboss

Cannon

It fires a high cannonball and a low cannonball. You can dodge the high with a crouch, and jump over the low. Continue firing and it will blow up sooner or later.

Pass the door, and into the first of three battles.

Shadow Yamato, Fire

The longest battles in the game. He has multiple attacks and when he attacks, he is invincible. You only have the short time in between the attacks to shoot him, and you can also use Smart Bombs. He uses these attacks in order and repeats. First, he surrounds himself with three fireballs and moves in a lower arc, back and forth once. Then, he summons a firestorm, which is many fireballs raining on you for about 8 seconds. Lastly, he fires two swirling fireballs to the ground and ignites the floor, 3x. Crouching in the far left can easily dodge the first attack corner. The second attack is a little tricky, just continually jump in the far left side of the screen. Another tricky attack, first go under him, then far left of him, and lastly in the middle. Continue dodging and shooting until he runs away.

Continue right and kill all enemies in your way. When you get to the end, Shadow Yamato takes on a new element, wind.

Shadow Yamato, Wind

This battle is a little easier. Try to get all the way to the end and fire your gun up, for a head start. His first attack is dropping tornados slowly in a wave movement, then once they hit the ground, the move quickly at you. His second attack is he turns his lower torso into a tornado and bounces of the walls for about 12 seconds. Then he can fire tornados in a slope movement. The first attack can be easily dodged by jumping over the incoming tornados. The second attack is a little tricky, you basically watch his movements and move in the area that he won't hit. The last attack, you just get right under

him to avoid the sloping tornados. Continue dodging and shooting until he runs away, again.

Continue forward, and ride the turtles to the end of the level. Just watch out for the Yoshimitsus, some are a little tricky to dodge and shoot. At the last platform is a much needed Burger and Shake, get it and continue to the end. Shadow Yamato takes on lightning.

#### Shadow Yamato, Lightning

This can be the hardest battle of the three. His first attack is gathering energy and summoning four bolts of lightning to the ground. When you hit him enough, he will start teleporting, via lightning, for about 12 seconds, so don't touch him. His last attack is summoning two continual bolts of lightning at the same a time and close them in on you. The he does the same thing, only outwards. You can see a definite pattern first attack. First get straight under him, then when the first bolts hit, move about two steps right. You can only shoot him before he summons the bolts. As for the second attack, try staying in the middle of the screen, once he left the middle. The last attack is more tricky, you have to stay under him until the first wave passes, then quickly run out. This can get tedious, so I suggest get him with a Smart Bomb and gun fire, for the first attack. Then when he descends, quickly fire you gun and kill him.

Shadow Yamato apparently was a pawn, and a greater evil still lives. Continue forward, and you will get to large pits that can't be jumped over. You have to crouch shoot the gears to move a small platform up and jump on it quickly. If you want the items, the first is a Dinosaur and the other is a Cluster Shot. Move on until you meet the Gargoyle.

#### Gargoyle

This odd monster has two attack. He can fire multiple pink spheres, which move in a full circle. The spheres can turn you into stone. The second attack is pinks needles that fire from its back and tracks you last movement. The first attack is tricky, because the full circle can take place in different parts of the screen. I suggest crouching in a corner, or get in the middle of the circle. You can get out of stone by pressing the D-Pad and jump button madly. The needles are fast, so try to time your jumps right. The needles of a second effect, if you are turned to stone and the needles hit you, your dead. You can only attack it when it is firing its pink spheres. Use a Smart Bomb if you have any.

When you blow off the Gargoyles head, your Pterodactyl friend tells you of the situation. Apparently, Mega Lizard, a Jurassic monster, is unfreezing himself and you must hit the freeze button to freeze him once more.

#### Mega Lizard

This reptile is virtually indestructible. He has one attack, and a environmental hazard. He has a Fire Breath attack, which travels in arcs. The environment is also your enemy, because the low temperature are creating deadly ice projectiles that fall on you. You can hit the freezing button when he lower his head. Jump to the highest platform on the left side and crouch shoot, when you get the chance. Although, you can't just wait there, it will breath fire if you stand still to long. You have to trick him to lower his head by waiting below the platforms and then jump before he breaths fire. Hit the button 6x before it stays frozen.

Enemies - Wall Hugger  
- Robot  
- Shotguns

This level is annoying, because there are cannons that fire tesla bolts of vertically and are hard to run passed. Begin by shooting the Wall Hugger and continue forward slowly. Soon you will encounter the Robots, crouch shoot them and move forward. Soon you will come across a lot of Wall Huggers, kill them all and go into the elevator. You will fight a sort of mid-boss.

Pterandon

No, that was not your Pterodactyl friend in the background. It has two attacks: tail swipe and it drops firebombs that detonate after a short period of time. Fairly easy, just shoot it and get away from the bombs.

Get the Burger and Shake, under the elevator, and continue left. Another bunch of Wall Huggers, destroy them and continue left. After the two Robots, don't go pass the yellow and black stripe tape, its a trapdoor that reveals a sort of mid-boss.

Mutant

An odd looking monster. It can fire a fireball the not only moves fast, but can cause a small wall of fire when it hits the ground. It can also fire acid out of its, what can only be describes, tail ass. Its weakness is its head, so continue jump shooting until it falls.

Blow up the door and you must now travel on spinning platforms, while destroying the Shotguns. When your spinning, crouch shoot when your spinning left and shoot up just as your about to spin right. This will hit the Shotgun coming from the bottom and the Shotgun coming from the top. When you reach the top, you will face another sort of mid-boss

Automaton

First, it tries to hurt you with its long mechanical claws. Blow them off and the core falls. Now, it two "eyes" literally drop energy bullets. Blow those up and the core will rather open up and fire tesla bolts or start swinging back and forth. If it starts shooting the bolts, you haven't shot it enough times. Once it starts swinging, you have to jump through the rings that keep it attached to the ceiling. As you do this, shoot the core, it may not look like your not doing anything, but you are. A piece will break off sooner or later, revealing the true core. Also, if you stand in the middle of the black and yellow stripe tape, you should not get hit. Continue jumping and shooting until it goes back to riding the rails. Know it will start dropping multiple bullets, like the eyes did. This is annoying, because they drop so quickly its hard to dodge.

Once that's out of the way, continue right. Crouch in the doorway, so the Robots don't continually move towards you. Garb the Burger and Shake and go down the later. If you really need another Burger and Shake, grab the one to the left. Start jumping over pits and take the platform down. Watch out for Orbs, they cannot be destroyed. Continue left and face yet another sort of mid-boss.

Vice

This guys has large clamps for hands. At first it just keeps punching the

ground, but when it starts moving lower, it may fire dual tesla bolts. The problem is, you have to get in the middle when it moves in a lower path, to avoid the hands. When in the middle of it, try to stay near the arms, because you have a better chance not getting hit by the bolts. First, blow off the arms, then it will rapidly fire its dual energy bolt cannons, as well as drop energy bullets like the Automaton. it moves very quickly in this form too. Now shoot the armour off and then the core.

For the last time, your Pterodactyl friend comes out and explains the situation. This is the final boss and no one has made it this far. You have to start by shooting the clone creators on the vat rim. After that, the Pterodactyl does not know.

#### Clone Reactor

Like the Pterodactyl said, you have to hit the clone creators first. They are in the foreground, not background, and look like red spheres. There are 4 of them, and as you are attacking them, you will be attacked by green clones of you and your friends, as well as other creatures. When you blow up one, the green ooze starts to attack you with giant pillars, so try jumping over them at the right time. Continue until all of them are destroyed and the level will start to spin. A large sphere will pop out of the ooze, as well as two arms. Stay at the left side first, this way the arms can't hurt you. Then go to the right side when the arms coil up and repeat. Shoot at the sphere when you have the time. When it explodes and the arms disappear, it will open its front up to reveal a red eye. The eye can fire large tesla beams, as well as shoot little shock orbs from its openings. You can only hit it when the eye opens up. Sooner or later, it will blow up and you have won the game.

#### Ending

As the credits roll, you and your dinosaur friends play soccer with Ninjas.

#### ----- 9.Review -----

Graphics = 4  
Sound/Music = 3  
Gameplay = 4  
Overall = 4

Like I said before, its one those games you ask yourself, "Dinosaurs for Hire, yeah right". Don't let the name fool you, it's actually a fun game. Graphics are pretty good. Good detail, nice animations, but some of the enemies can blend in with the background. Before I say anything about the Sound/Music, you should know that the Sega Genesis has the worst audio chip of the 16bit era. That being said, the music and sound fits well with the game, but it sounds like they only used one instrument. Gameplay is like Contra, fast and full of surprises, but it lacks what Contra has, loads of weapons. Overall, it's a fun, long action packed game you should play through at least once.

#### ----- 10. Copyright -----

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