

Dino Crisis FAQ/Walkthrough

by The Night Flier

Updated to vFinal on Mar 20, 2002

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

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DINO CRISIS

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FAQ/WALKTHROUGH By The Night Flier.
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PLATFORM: PLAYSTATION
Final Version
Latest Updates: 28/02/2002

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INTRODUCTION

"Raw instinct takes over in this new, adrenaline-pumping journey into Survival Horror. Something is terribly wrong. Your covert mission to infiltrate an isolated, research compound has gone haywire. Now you find yourself pursued by a relentless, pre-historic terror. Suddenly, your mission becomes a desperate fight for survival."

This is the intro given in the cover of one of the best games ever to hit on the market for the console Playstation. The director and producer of this game is Shinji Mikami and is developed by Capcom Entertainment INC. For the complete details, go to www.capcom.com

This entire FAQ is done in the normal mode, but the easy mode is hardly different. This is my first time writing a walkthrough. Reading this may or may not spoil the game for you. I am not giving the solutions to the puzzles in the game in the walkthru. Please try to solve them yourself using the hints I've given. Really, the game will mean nothing if you don't solve the puzzles yourself. It's what makes the game unique. But if you feel really stumped, look up the answers on the section (Puzzle Solutions).

For more information, go to www.geocities.com/dinocrisisone

The most updated version of this FAQ will be at www.gamefaqs.com

Note: Push every box and shelf you come across. Also check and remember every dead body you see.

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LEGAL MATTERS

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night_007_flier@yahoo.com

NOTE: A lot of people have helped me with this FAQ, giving me hints, codes, help, etc. If anything in this document is ripped of from someone else's work, then please mail me. I will remove the offending item at once and give you the e-mail of the guy who sent it to me.

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REVISION HISTORY

Version 13 (Final Version)

- i. 28/02/2002
- ii. Update after 1.5 years
- iii. Excite mail is malfunctioning.
- iv. New address is night_007_flier@yahoo.com

Version 12

- i. 10/07/2000
- ii. Updated Credits section
- iii. Updated Acknowledgements section
- iv. Added Author's Note section
- v. Updated FAQ section
- vi. Cleared all mistakes from walkthrough
- vii. That's it. Goodbye.

Version 11

- i. 8/07/2000
- ii. Finished walkthrough of Operation Wipeout
- iii. Added Special Challenge section

Version 10

- i. 5/07/2000
- ii. Started walkthrough of operation Wipeout
- iii. Added Game Review section
- iv. Added Japanese Codes section

Version 9

- i. 3/07/2000
- ii. Finished walkthrough of operation Dr. Kirk
- iii. Updated Tips, Hints & Strategies section. Added files list.

Version 8

- i. 30/06/2000
- ii. Made walkthrough spoiler free.
- iii. Added Puzzle Answers section.
- iv. Updated FAQ section

Version 7

- i. 26/06/2000
- ii. Updated walkthrough
- iii. Updated FAQ section

Version 6

- i. 23/06/2000
- ii. Updated walkthrough
- iii. Updated FAQ section
- iv. Added Gameshark codes.

Version 5

- i. 19/06/2000
- ii. Updated walkthrough
- iii. Updated Tips, Hints & Strategies section. Added the stuff found in each of the emergency item boxes.
- iv. Updated FAQ section

Version 4

- i. 18/06/2000
- ii. Updated walkthrough
- iii. Updated Tips, Hints & Strategies section. Added ammo list and emergency items box locations.
- iv. Added FAQ section

Version 3

- i. 15/06/2000
- ii. Updated walkthrough
- iii. Updated Tips, Hints & Strategies section. Added enemies list.
- iv. Completed Contact & Contribution section

Version 2

- i. 13/06/2000
- ii. Updated walkthrough
- iii. Updated Tips, Hints & Strategies section

Version 1

- i. 11/06/2000
- ii. Just started walkthrough. Most of the sections empty.

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GAME REVIEW

Dino Crisis is undoubtedly one of the best games in the world. What makes it unique is it takes the genre survival/horror to a new level. There are lots of puzzles to solve that require great thinking and luck. Then there are the many options you have to make throughout the game that may or may not affect the ending. The plot of the story is great and you will stay in suspense till the very end.

The audio is just superb. You have to hear it to believe it. When you walk on metal, you will hear a clang. When you touch a laser beam, you can hear a zap. The sounds of the dinosaurs are very realistic too.

The video, especially the FMV sequences are also great. The graphics are pretty good, but not that good.

The controls are only the main problem. Even though the player's movements are smooth, it takes a long time for a person to master those moves. You will come to know about them as soon as you start playing.

The replayability of this game is a must. Actually, to know the game from all the angles, you must finish the game at least three times. But it won't be boring as you get a different ending with each decision you make.

The gameplay is also good. As I have mentioned before, the different choices you have to make throughout the game makes you more intent on it. Also, each time you play, the items you find on the floor are different and in a different location. But what makes the game really stand out is the high amount of enemy A.I. The dinosaurs in the game try everything to kill you. They sleep, pretend to be dead and even try to sneak up behind you!

But there are some minor flaws. The puzzles just drag the game along. Some puzzles are just plain too tough and meaningless. A key to a room close by will seem like a million galaxies away. The camera, even though is great in some places, blocks the view in others. You can save only in specific rooms. But outside these things, playing Dino Crisis will be a brand new experience.

All in all, Dino Crisis is an awesome game. A must buy, even if you are not a survival/horror fan!

My ratings:

Audio: 10/10

Visual: 8/10

Gameplay: 9/10

Overall: 9/10

Rating: Mature because there are scenes of animated blood and gore and animated violence.

For more info, go to www.esrb.com

"If Resident Evil made you jump out of your seat, then Dino Crisis is going to make you hide in your closet."-PSM

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TIPS, HINTS AND STRATEGIES

1. CONTROLS:

Triangle: Cancel/run

Square: Cancel/run

Circle: Menu Screen

Cross: Action (also shooting while holding L1)

Select: Options

Start: Pause

R1: Aim

L1: Aiming at a different target while holding R1

R2: Turning in the opposite direction

L2: N/A

D-Pad: Up-Move forwards

Left-Turn Left

Right-Turn Right

Down-Move Back

2. DINO TREATS:

In this game, you will get 5 times to continue, but try not to, because then you won't get any dino treats in the game. There are four endings and lots of treats in the end.

If you finish the game for the first time in any difficulty under 5:00 hours, you get the Army and Battle costumes, along with the Extinction Agenda. If you finish the game for the second time, you will get the third costume. It is the Ancient type, where your guns and clothes are different. After you play the third and last ending, you will get the Super Grenade Launcher with unlimited ammo.

3. SAVING & MAPS:

You may only save at the "Save Rooms" They are marked "S" on the map. When you view a map Blue means that's where you are and Red means that's where your going. Grey areas are the ones you haven't been to yet. You will not find save rooms frequently, but there is one before every important point in the game.

4. MIXING & HEALTH:

You get Medical Packs (red, green, blue, yellow) and Cylinders (red, green, blue, yellow). The colours are significant as they show the level of concentration of the item. Red has the most concentration and blue has the least.

The Medical Packs consists mainly of the Hemostat (stops bleeding but doesn't recover health) and Resuscitations, which are your extra life. With it, you can return to life with a 100% health and no bleeding. The yellow Med. Packs heals, but does not stop the bleeding. The green one stops your pain temporarily. The red one stops the bleeding and heals you completely.

The cylinders consist of An. Aid (increases the concentration of items with anesthetic properties), Recovery Aid (increases the concentration of items with recovering properties), Intensifier (intensifies the item) and the Multiplier (multiplies the item).

There are no health bars in this game. Your health is determined by the way Regina walks. If she walks upright and steady, then her life is fine. If you see blood dripping, then you have to stop it. If she is limping, losing blood and catching her stomach, then she is critical. You'll get the hang of it quite fast.

5. LISTS:

A. Enemies List

All the dinos in Dino Crisis are very realistic and have high predatory A.I. When a dino attacks you, you will see the word 'DANGER' on your screen. Bash all your buttons to escape. The different types of dinosaurs that you will encounter throughout this game are given below. Hey Flash The Splash, thanks for this section.

RAPTOR:

Raptors are the most common dinos you will meet. They are relentless and will chomp, bite, scream and even swipe you with their tail. They are very cunning as they pretend to be dead. You can only be sure that they are dead if you see a pool of blood coming from their sides.

Killing raptors are relatively easy; as they will die when about 7-8 handgun shots are pumped into them. The shotgun will take them out with 3-4 shots.

SUPER RAPTOR:

Raptors mutate into Super Raptors, which are pink and black in colour. These guys are basically the same as the previous raptors, except they are tougher and more dangerous. They usually attack you in a group, which makes them harder to kill.

They take a LOT of handgun bullets to die, more than 15. Using the shotgun would be the best idea. Using the grenades won't be a bad idea either.

THEIZINO:

These dinos are mean and savage. They can kill you with one single

swipe. Be sure not to get too close to them. One advantage is that they move very slowly and you can easily dodge them. You will meet these guys only at the later stages of the game, where they are a real pain in the a\$\$\$. The real problem is that you will be in a really small space with them and they are really tough to kill.

Forget killing them with the handgun, its too puny. Slag bullets will be really useful against them and grenades will be bliss.

COMPY:

These guys are very small and won't do any damage to you. But they will annoy you plentifully and its quite fun to watch them die. Just keep shooting away with your handgun. I hope that you won't use your Shotgun or your Grenade Gun at them. Only one handgun shot is needed for them to rest in peace forever.

PTERANODON:

The winged brats. If they get hold of you, they will take a significant amount of your life away. Shooting at them will be a total waste of ammo and time as they reappear. The best strategy around them is to zigzag as you run.

TRYANNASAUROUS REX:

The ultimate boss of this game. The creature that had your team member Cooper, for a light snack. You can't kill the T-Rex, until the end, but mostly you can drive it away. The handgun or the darts are useless against the T-Rex and the only weapon that really works is the Grenade Gun and the shotgun.

B. Weapons List

You will start the game with a Handgun and some 9mm Parabellum Bullets. You only have 3 weapons to choose in this game. You are however able to upgrade your weapons. Each upgrade will probably be hidden in a safe or in a room.

Glock 34

A pistol like handgun made by Glock of Austria that has little force. It uses the 9mm Parabellum bullets and when attached with the Handgun Slides, it can be used with 40S&W Bullets. Use it mainly against the raptors and the compies.

Shotgun Model PA3

A pump action shotgun made by L. Franchi that is quite useful. It uses the SG and Slag Bullets along with the darts.

40mm HK Grenade Pistol

The most powerful gun in the game made by Hecklerand Koch of Germany. Even though it has huge stopping power, its reloading time is too much. It uses the heat and grenade bullets. Use it against the T-Rex and the

Theizinos.

Weapon locations

Weapon	Location
Handgun	Default Weapon
Shotgun	Facility 1F, Management Office
Grenade Gun	Facility Outdoors, Hangar
Handgun Sights	Facility B1, Library
Handgun Slides	Facility 2F, Lounge
Shotgun Parts	Facility B3, Stabilizer Experiment Room
Shotgun Stocks	Facility B1, Experiment Simulation Room
Grenade Gun Parts	Facility B3, Parts Storage (Level A Door)

C. Ammunitions List

- I. 9mm Parabellum: Bullets for the handgun, which can be found anywhere.
- II. 40S&W Bullets: Ammo for the handgun, when equipped with handgun slides.
- III. Grenade Bullets: Ammo for the grenade gun, which is quite powerful.
- IV. Shotgun Shells: Bullets that are powerful and handy.
- V. Slag Bullets: Bullets for the shotgun that is more powerful than the Slag Bullets.
- VI. Heat Bullets: Ammo for the grenade gun that explodes into a ring of fire.
- VII. Darts: Ammo for the shotgun.

Darts:

You can make a variety of darts by mixing various items. Darts makes the enemy sleep. It can tranquilize with a single shot but the effect of the darts depends on its concentration. You can find darts or you can make them by mixing An. Aids. Then keep on mixing it with other stuff such as An. Aids, Intensifiers, etc., to increase its concentration. Dart Ls and Dart Ms are good. The best is the poison dart, which kills the enemy with one shot. The more the darts you make, the more the ammo you can save, as one dart is enough for one enemy.

It's best for rooms with dinos that you don't have to visit later on.

D. Emergency Item Slot Locations

The following gives the locations of each of the Emergency Item Slots/Boxes in the game. It also indicates how many plugs you need to be able to have access to the slots. For more information on these slots proceed to the next section.

Note: Big Thanx to Brian for providing me with this section!

GREEN SLOTS (Medical Supplies)

LOCATION	PLUG(S) NEEDED
Control Room Hall	1
Research Area Hall	2
Experiment Room Hall	1
Central Stairway	1
Power Freq. Room	1

YELLOW SLOTS (Medical & AMMO)

LOCATION	PLUG(S) NEEDED
Strategy Room	1
Control Room B3	1
Underground Heliport	1
Hovercraft	1

RED SLOTS (Ammo)

LOCATION	PLUG(S) NEEDED
Elevator Hall	2
Main Hallway	2
Communication Room	1
Control Room B3	3
Experiment Room Hall	2
Hovercraft Storage	1
Central Stairway	3
Power Freq. Room	2

E. Emergency Box Items

Green Emergency Boxes. (Medical Supplies)

The following reveals the items found in each of the Green Emergency boxes in the game, so you won't ever waste a plug on an E-Box that doesn't have what you need.

Control Room Hall:

Hemostat	2
Med. Pack M	2
Rec. Aid	2
Resuscitation	2

Research Area Hall:

Recovery Aid	1
Intensifier	2
Resuscitation	2

Experiment Room Hall:

Resuscitation	1
Recovery Aid	1
Intensifier	1
Med. Pack M	2
Hemostat	2

Central Stairway:

Hemostat	1
Intensifier	1
Recovery Aid	2
Resuscitation	1

Power Frequency Room:

Resuscitation	1
Recovery Aid	4

Red Emergency Boxes (Ammo)

The following reveals the items found in each of the Red Emergency Boxes in the game, so you won't ever waste a plug on an E-Box that doesn't have what you need.

Elevator Hall:

9mm Parabellum	34
SG Bullets	10
Poison Dart	1
Intensifier	1

Main Hallway B1:

40S&W Bullets	18
Slag Bullets	10
SG Bullets	10
Poison Dart	1

Communication Room:

9mm Parabellum	17
SG Bullets	10
An. Aid	1
Multiplier	1

Control Room B3:

Grenade Bullets	3
Heat Bullets	3
SG Bullets	5
An. Aid	1
Intensifier	1

Experiment Room Hall:

Poison Dart	1
Slag Bullets	10
40S&W Bullets	18
An. Aid	1
Multiplier	1

Central Stairway:

Poison Dart	1
Heat Bullets	3
Intensifier	2
Multiplier	1
An. Aid	2

Power Frequency Room:

Heat Bullets	3
Grenade Bullets	3
Slag Bullets	10
An. Aid	3
Intensifier	1

Hovercraft:

Intensifier	1
Multiplier	1
An. Aid	1

Yellow E-Boxes (Med. supplies & ammo)

The following reveals the items found in each of the emergency boxes in the game, so you won't ever waste a plug on an E-Box that doesn't have what you need.

Strategy Room:

Med Pack M	1
Hemostat	1
Intensifier	1
Slag Bullets	5
Resuscitation	1

Control Room B3:

Hemostat	2
An. Aid	2

Multiplier 1
Resuscitation 1

Hovercraft

Slag Bullets 10
Recovery Aid 1

Underground Heliport:

Med. Pack M 2
An. Aid 1
Recovery Aid 1
Resuscitation 1

F. Character List

Regina: She is the main playable character. She is a weapons expert with a vast knowledge about nothing. Basically, Regina's a Jack-of-all-trades.

Gail: He is the leader of your team. Hard and uncaring, Gail will sacrifice anything, including his life for the mission.

Rick: Computer and security expert. His character is the opposite of Gail's. He looks after the welfare of his comrades and will sacrifice the entire mission for the life of his team members.

Tom: He is the spy who was sent to Ibis Island undercover and who sent you all the reports.

Cooper: Communications expert who disappears at the start of the mission.

Dr. Kirk: The point of the entire operation. A sly and cunning man, who betrayed his own country for the sake of his research.

G. Files List

This is the list of all the files in the game. It will be really useful for solving puzzles and codes.

1. NEW EMPLOYEE EDUCATION

Please inform the new employee assigned to this department about the "DDK" system as follows :

The Digital Disc Key or DDK is a system that secures our most important areas with an advanced locking device. To release the locks protected by the DDK, prepare and set the following two data discs at the locking device near the door :

"DDK CODE DISC X"
"DDK INPUT DISC X"

The type of the DDK you need is indicated on the door: "A", "B", etc. If the DDK type you use does not match, you cannot release the lock. Before operating the system, make sure that your DDK type matches the door you wish to unlock.

1. JOURNAL OF THE GUARDSMEN

Before tonight's experiment, the chief and Dr. Kirk will be having a meeting at the 2nd floor lounge from 1:00 p.m. Those who are scheduled to guard should keep a preponderant eye on the area in front of the Chief's Room, and the surrounding vicinity.

Before taking positions, be sure to re-supply your ammunition in the custody room. The weapon storage in the custody room can be opened with the combination "0426". Also, we have received information that spies have sneaked into the facility recently.

If anything happens, you may have to enter the rooms of the chief and the professor in order to insure their safety. You will find the disk that contains the information you will need to access their rooms on top of the locker.

That's all for now.

3. CHEMICAL MANUAL

New Product Descriptions:

- I. Recovery Aid
- II. An. Aid
- III. Intensifier
- IV. Multiplier

The four chemicals listed above feature our company's latest advancements. They are designed to perform exceptionally, particularly on the front lines, where only the minimum amount of equipment is accessible.

Features:

By mixing chemicals, the following 2 types of supplies can be created:

- I. Recovering Type: It quickly recovers lost vitality.
- II. Anesthetic Type: Applied to the head of a bullet or needle, it can put the target to sleep.

Supplies that are produced by chemical mixing can be made even more effective with additional mixing.

4. MEMO FROM AN ANTENNA OPERATING ENGINEER

As a result of tonight's experiment, a strong magnetic storm may occur. Consequently, the Communication Department will close at 6 PM. At that time, the antenna will be temporarily stored.

To prepare for the emergency, be sure to check the weapons storage locker in the lounge. You can unlock it with the combination, "8159".

Recently, inexperienced guards have been assigned here, and a common problem is that they do not know how to use the DDKs. Here are some points that may not be clear in the manual.

Make sure that your staff becomes familiar with this important

information. After you set the DDK to the door's locking device, you'll be asked to enter the password code. You will then need to derive the code by using the basic elimination rule. Eliminate the key letters to reveal the correct code. Be sure to try this out by setting an actual DDK to the door-locking device.

For example:

CODE : OXPYEZN

KEY : X Y Z

In the above case, the correct password would be "OPEN".

5. PERSONNEL CHANGES

"Personnel Changes of Researchers"

OLD

Section: Special Aircraft Experiment Room

NEW

Section: Third Energy Physics Laboratory

Registration Number: 57036

Name: Mark Doyle

6. NOTICES TO THE STAFF

Three years have passed since the tragic disaster. The performance of the newest Stabilizer will be tested in tonight's experiment.

Three years ago, the Third Energy destroyed the facility and killed as many as 150 personnel, just from a single overflowing accident. So, to prevent a similar disaster from happening, we will take every possible precaution to reinforce our security.

One more thing...

We recently had a case in which someone used the terminal in this room and forged a fake ID to gain unauthorized access. Today, we are going to have a meeting in the strategy room on how to cope with the problem. In any case, all personnel should protect the security of the terminal. Anyone leaving this room unattended should lock the door without fail.

7. MEMO ON THE WHITEBOARD

The change of personnel documents for this individual have not been turned in yet:

Paul Baker

Pager Number: 1123

Researcher Personnel Changes:

OLD

Section: Special Aircraft Experiment Room

NEW

Section: Third Energy Stabilizer Experiment Room

Registration Number: 58104

Name: Paul Baker

8. DEAD MAN'S MEMO 1

"Today's to do"

Prepare the DDKs needed to enter the Laboratory Area. Tomorrow I have to go to the Computer Room to do maintenance on Dr. Kirk's computer. But, I think I left a DDK at the Large Size Elevator Control Room when I went there yesterday to do the elevator maintenance. I'll have to check it later today.

As for the other DDK, I think the rookie guy Tom, who was recently assigned to the Laboratory Area, has it. I'll have to borrow it from him. I have no idea how that jerk approached Kirk, but he seems to have gained his complete trust. It's weird how nobody knows his past history...

9. MEMO TO THE DOCTOR ON DUTY

Dr. Sherwood,

The ID Card on the desk belongs to one of my patients. Please hand it to Colonel Clay when he shows up. He told me that he was going to hold a meeting in the Strategy Room on the 1st floor to make preparations for tonight's experiment.

Please make sure to hand the card to him since one is required to enter the Strategy Room.

10. DATA FOR OPERATION MEETING

Subject: Reinforcement of ID Management

Earlier in the week, there was a case in which someone used the terminal that rewrites the ID Cards to gain unauthorized access.

This person acquired the fingerprint data from the corpse of a staff member who had died in the accident. He forged the dead man's ID by using the fingerprint data, and entered the laboratory area by way of elevator.

The problem is that the Fingerprint Collecting Device can acquire usable fingerprint data, even from a corpse. Since we will be having an experiment today, there will be many outsiders visiting this facility.

When creating the ID Cards for the guests, keep a careful eye on the device.

11. SECURITY MANUAL VOL. 1

"DDK", the electronic lock system of this facility, has been updated. A more intricate code system has been introduced, and the security level has been improved.

You will need to be aware of the following information when entering the password.

Number-Based "KEY" Decoding, Part 1

In a case where numbers are written instead of letters in the "KEY" field, the numbers could represent the codes for the corresponding characters. Here is an example of a corresponding chart between the letters and the code numbers. A=1, B=2, C=3....

12. RESEARCHER'S JOURNAL 1

March

"Third Energy"...

It is the system that can produce infinite energy from the air. The completion of this system will signify the end of one of society's greatest problems...

It is true that the system was initially developed for military use, but we took part in the project because there is a silver lining in it for our future.

But something is terribly wrong. The military has been giving us excessively favorable treatment for the simple development of a fundamental energy system. I must discover the true purpose of this project, before irreparable harm is done. What on earth is that kid planning to do...?

April

...I haven't found any clues in the past month. He is indeed a genius. He seems to have noticed our secret investigation activities. I heard that he established a secret lab in this floor somewhere. The only way to learn of his true intentions will be to find that lab.

July

At long last, Mike has found a clue pertaining to the location of the secret laboratory. He said that he hid the clue in our secret place inside the Library Room.

Kirk has been meeting frequently with Colonel Clay, the leader of the project, in the Computer Room lately. What are they up to...?

13. SECURITY MANUAL VOL. 2

"DDK", the electronic lock system of this facility, has been updated. A more intricate code system has been introduced which improves the level of security.

You will need to be aware of the following information when entering the password.

Number-Based "KEY" Decoding, Part 2

In a case where numbers are written instead of letters in the "KEY" field, the numbers could indicate the rows to be deleted. For example, if "2" is in the "KEY" word, you should delete all of the letters from the second row of the "CODE".

14. MEMO IN DATA STORAGE

Dear Paul,

I finally found the clue. This is the key card that you need to enter his secret lab. The only chance to enter it is during tonight's experiment. Obtain the other key card without hesitation.

The other key card is in the Chief's Room. I heard the secret codes for the safe are written on the Panel Keys.

Now, if we find out where the laboratory is, everything will be solved. I'll leave that to you.

Good luck.

Mike

15. DOCTOR'S JOURNAL

It is easy to unleash any kind of power. The real task is keeping the power under control. The improvement of the "Initializer" ignition device has enhanced energy efficiency to the maximum.

Despite that progress, we have been unable to advance the development of the "Stabilizer" safety valve since the accident that happened three years ago.

The "Third Energy Theory" will surely alter human history drastically. But as long as there is an uncertain element regarding the control of this power, even if it is only 0.1% of a probability, my work will be nothing but a terrible failure. The restraining power of the "Stabilizer" we used in tonight's experiment was insufficient. The area affected by the excess energy is estimated to be a radius of 3,300 feet.

The result of tonight's experiment may please the military people in a sense. The giant creatures that emerged just after the experiment have given me much inspiration.

The most important thing to do right now is to leave here safely. As soon as I finish analyzing the data, I'll evacuate via the bottom floor.

16. DEAD MAN'S MEMO 2

Where the heck did these monsters come from? I managed to slip away, but I've been cornered here in the basement ever since. The only way I can get out is through the port on level B3. I should be able to find a boat or something used to transport research materials.

The only problem is getting there in one piece...

17. STAFF MEMO

Attention: Alan

The weapon container at the General Weapon Storage will be carried out from the port next week. Please finish the maintenance of the crane within the week.

I will hand you the DDK to enter the port so that you can finish the job.

Make sure that you keep it on you at all times.

18. NOTICE MESSAGES 1

Since we are going to move the experimental generator outside today, we expect to see external staff within the test area. As a final reminder, if the "overload" occurs in this laboratory, it will mean the obliteration of the entire facility.

If you don't want to be evaporated, guard the area with extreme caution today. The staff has been working double overtime recently. Dr. Kirk in particular has locked himself in his private quarters for nearly a week. Nobody has seen him. Take good care of the researchers and remember that the experiment's success depends upon their ability to think.

Recently the credibility gap of Dr. Kirk has been varied among the staff. Keep your eyes on the ID Rewriting Device here to prevent illicit use. There has been an instance of someone abusing the Rewriting Device on the first floor.

Keep your eyes open.

19. NOTICE MESSAGES 2

Those who attend the activation of the Generator for the first time in tonight's experiment should remember the following procedures :

To activate the Generator, the following two devices have to be set in advance.

Initializer
Stabilizer

The functions of the two devices are as follows.

Initializer: Generates the necessary energy for the first reaction when activating the Generator.

Stabilizer: The Third Energy reaction takes in the air and generates the energy in a chain reaction under a certain level.

You will find the models of the two parts in the case set at the center. If you have not seen them, be sure to check and see what they look like. If you split the numbers that you use when obtaining the Core Parts and add "0" to each of the split numbers, they will give the pass numbers you'll need when obtaining the other two protective parts.

Be careful when handling the pass numbers of the Core Parts.

20. RESEARCHER'S JOURNAL 2

The kid pointed out the mistake in my calculations of the estimated value. The simulation of the Stabilizer, I mean. It seems that I miscalculated the timing of the energy reaction at its critical point by 6 nanoseconds.

I admitted that I made a mistake, but he has a serious attitude problem. He doesn't seem to understand we're all exhausted from having to work all day and night on a regular basis.

From: M

To M,

Everyone feels the same way about Kirk as you do. It's time to let him know how we feel. I heard that you could create a lethal poison by mixing certain drugs together. They said you just have to mix the strongest anesthetic with something else.

...Well, that may be going a bit too far, I suppose...

From: K

To K,

You are pathetic. Can't you see Dr. Kirk devotes himself to the experiment without a care of anything else? Blaming others for your mistakes only exemplifies your cowardice.

I hold all of you responsible should the experiment go wrong thanks to your blundering. Maybe you should be the one watching your back in case someone should "accidentally" inject you with poison.

From: ???

21. RESEARCHER'S JOURNAL 3

Since I was assigned to this department, all I've done is sample the simulation data of the Generator. Even a college student could handle these tasks. Why doesn't Kirk want us to operate the Generator? Doesn't he trust our ability and skill?

From: O

To O,

I don't think the problem is so simple. Because his ID Card is required to operate the Generator, once an accident occurs, Kirk is the only person who can stop it. I don't see what the military is planning to do with this conniving nonsensical procedure...

From: N

To N,

I have an idea. It's about that guy Tom who was recently assigned to the B1 area. He often comes to me to ask about our job...

I guess he can't resist my charming personality. Why don't we invite him into our group and have him spy on Dr. Kirk? This should work, as he is good at gaining the confidence of other people.

From: B

To B,

Don't be so simpleminded. Have you already forgotten how you'd been trying to get Kirk's attention until recently? Learn to think a bit more logically first. At any rate, the male researchers here don't seem to know much of anything beyond research. Maybe you ought to try showing the next one you become close friends with the wonders of shampoo and the washing machine.

From: C

22. GENERATOR INSTRUCTION MANUAL

"How to activate and control the generator"

1. Prepare to activate the Generator by operating the main panel on the upper floor of the Control Room.
2. Move to the B3 area of the Generator to set an Initializer.
3. Operate the panel near the Initializer to connect the "inhale shaft" to the Generator.
4. Move to the B2 area to set a Stabilizer.
5. Activate the Generator.
6. Go back to the Control Room and adjust the output on the lower floor.

When activating the Generator, make sure the Doctor is present. To avoid accidents, the Generator cannot be activated without Dr. Kirk's ID Card.

23. RESEARCHER'S MEMO

Kirk has been hiding everything from the researchers recently. In a demonstration of solidarity, the B1 lab area staffs have decided to investigate what Kirk and the military personnel are up to.

As a start, we managed to set a wiretapping device at the Parts Storage area where they've been holding meetings. The device is sound activated and records automatically. It can also play back the recordings. It may be the best way to come up with some clues. We need Kirk's ID Card to check the Generator. We already know his registration number. It is 31415.

All we need now to forge his ID Card is his fingerprint data...

24. NOTE TO THE STAFF FROM DR. KIRK

Notice:

Preparing the Stabilizer and the Initializer.

Make sure these two devices are ready in time for the experiment.

Each of these two devices consist of the following three parts

Core Parts

Protect Part A

Protect Part B

This means six parts are needed in all. These parts are separately stored in the Experiment Room, the Stabilizer Design Room and the Parts Storage Room. Once you have acquired all 6 parts, you can assemble them in the Experiment Room. The Weightless Manipulator must be operated by staff of level A class.

25. OLD DOCUMENT

"Third Energy as the Final Weapon"

By Edward Kirk

If the Third Energy reaction exceeds the critical point, it evokes the "overload" phenomenon. When this happens, we can't control it. The huge amount of energy creates chain reactions and begins to disintegrate the surrounding air. The ensuing explosion will vaporize anything in the near vicinity.

If we could control the area where the "overload" occurs, the Third Energy will literally become the "Ultimate Weapon."

The power of the weapon depends on how much energy we can restrain before the explosion occurs. In other words, the capability of the Stabilizer is the key to everything.

The Third Energy was supposed to be the project of the development policy: "Create the basic power source for the Permanently Stationed Weapon."

If we change the policy of the project here and now, this government will be able to obtain the most deadly destructive device in the world. However, our current budget is completely out of the question. You'll find my estimate of the budget in the next chapter. Please review and consider.

5. STRATEGIES:

* Use the shutters to shield yourself from the dinos. You can use the laser shutters to trap the Dinosaurs and then shoot them. This becomes very useful when you play Operation Wipeout given that you will be given a lot of 9mm and 40SW bullets, which doesn't even scare the dinosaurs.

* Learn to mix items in order to create deadly darts. When mixing, lay more emphasis on level than volume. The more level the dart has the deadlier it is. In my opinion, darts are much better than bullets. You can use the anesthetic darts on rooms you don't have to visit later and save your bullets.

* Only kill enemies that are in rooms that you will need to revisit later on.

* Save your ammo so that you don't have to hunt for them later on.

* Keep running, as this will enable you to dodge predators faster and lessen the game time.

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WALKTHROUGH : OPERATION DOCTOR KIRK

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THE BEGINNING:

You got mail.

Three years ago, a Research Scientist in the name of Doctor Edward Kirk died in an explosion during one of his experiments. He was one of the country's top leading man in the field of energy research.

Earlier this year, Agent Tom was sent to Ibis Island on a secret assignment. His mission was to infiltrate the facility under the guise of one of the researchers. The mission had been more than successful, as Tom had found Dr Kirk, who had earlier thought to be dead. The Doctor was the head of a non-military research on the island.

Your mission as Regina is to infiltrate the island, locate, secure and repatriate Dr Kirk swiftly. You will be accompanied by an Elite Task Force (whatever the hell that means!).

Next, you are in the air and in parachutes. You land with Gail and Rick. Gail orders the team to go ahead without Cooper. You are the Ammo and weapons expert, Rick is the security and computer expert, Gail is leader and Cooper is the communications expert.

You will never see Cooper again because he becomes dino dinner in the next scene you watch.

Let the Operation Dr. Kirk begin...

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{Okay, this is the First Checkpoint. Playtime is officially over, kiddies. Something's wrong. The lights in the Guard House are out. }

Regina will start at the gate of the Backyard of the facility with Gail and Rick. {After a brief conversation, Gail gets bossy and goes off to investigate by himself. Rick will now go infiltrate the facility and occupy the Control Room to gain access the security system.} Once Rick goes off to the Control Room, you will gain control of Regina.

Turn left and go see what Gail is up to. Watch the puzzling cut scene.

{There is a large hole in the fence as if something powerful ripped through it. Also, the guards were shooting at something.}

Once you regain control of Regina, go inside the green door in front of you. You are now in the Material Storage room. Head to the shelf on your left and pick up the Back-up Generator Area Key. Push the shelf next to you to gain access to the item at the back. Now exit the room.

Now go right and look for a box you can push to get an item. Look behind and you will find a locked gate. The gate leads to a Back-up Generator for the Underground Area. Now go to where you first

started. The game will take over.

{Rick will call you. The place is deserted. All the power in the facility has been cut. You need to gain access to the Back-up Generator. Gail over-heard the last part of the conversation. He will grab the key from you and take charge. Man, this guy has a serious attitude problem}. Once you regain control of Regina, follow Gail and head out to the Backyard. Go to the gate on your right and you should be at the passageway to the Back-up Generator. The game will take over when you reach Gail.

{You will see Gail checking a human corpse. It is completely torn in half}. This is your first corpse. Check the body and take the item. Then talk to Gail again. He will tell you that he will stand guard and you to take a look around. Now, enter the Backup Generator Room 1F (the room behind Gail).

Inside the Backup Generator Room 1F, go to the end where you will see two panels; one in front of you (first panel) and the other on your right (second panel). This is the first puzzle you must solve and it's very easy. HINT: notice the colours in the first and second panel (see Puzzle Answers, Colour Puzzle Solutions for the answer).

That should activate the generator. Now exit this room and.....

{Before that you will hear a yell and gunshots}. Continue to exit this room. Outside, the game will take over. You will notice that Gail is missing. Walk forward and you will see another cut scene.

[RAPTOR]

This is your first encounter. You have a choice of shooting or running. You can kill it, but it's not necessary. There is no point in killing it, as you won't meet him again unless you decide to come back here (now why would someone want to do that, huh?). Just run to the other end and exit the Passageway to the Backup Generator. After you arrive at the Backyard, another scene takes place. Quickly enter the door and you will be back where you started. If you decide to kill it, well... I can only say that it takes a helluva lot of bullets to kill a raptor. If you are playing for the first time, you will only have a handgun and this miserable little peashooter doesn't even scare the dinos!

After all that, the game will take over again. {Rick will call you. Rick finds out you have lost Gail. (He will be heart broken). Then you will tell him that you saw some kind of dinosaur but he thinks that you're playing April fool's on him. He tells you to go to the Control Room.} Head to the small passage in front of you and enter the door. Go down the hallway and turn left until you reach a Ventilation Outlet. Go up the Ventilation Outlet and proceed forward in the shaft. Go down the first hole you see. Proceed forward and turn left. Pick up the item and you will notice an Item Emergency Box on the wall. You need a plug to access the box so you can't open it yet. Now enter the Control Room in front of you. The game will take over.

Regina will have a brief conversation with Rick. {You now need to gain access to the Underground Area. To do that you need to first restore the power to the area. For now you need to explore the current area for any useful items and information.}

Get out and go to the other room at the end of the passage. This is the Management Office and it's a Save Room. Inside the Management Office, take the Shotgun (finally, a useful weapon). Then walk to the door in front of you. Next to the door, there's a red blinking switch. Press it. Then take the DDK Input Disc H from the table and also the plug.

(Inside the cardboard box). Now read the info from the computer, and then enter the other part of this room. There, you will see another dead man. Take the Panel Key 2 near it. Then open the safe. The combination number is (0426). Take the Entrance Key and the Resuscitation. Exit through the door near the switch you just pressed and save if you have to. You will be at the Management Office Hallway. Another scene will take place. {Rick will say he just unlocked the laser shutters.}

Quick! Open the laser fence and enter it, then shut the fence behind you. Now, you can easily kill the raptor with even the puny handgun without getting a scratch. After you have disposed the raptor enter the opposite room (Locker Room).

Take the stuff on the floor and read the manual, but the most important thing in this room is the DDK Code Disc H on top of the locker. Exit from this room.

Now enter the double doors in front of you. This is the Main Entrance. Take all the items on the floor. Go to the big blue double doors and head outside. Go around the divider till you reach a dead body. Collect all the stuff lying around here and check the body. I will introduce him to you later. Now head back inside and go to the second floor upstairs. There's an An. Aid hidden in the crate. Push it and take the item. Enter the Hall 2F. Go ahead and use a dart on the raptor. Take the stuff on the floor and enter the door in the left. It is the lounge. Use another dart on the Dino in this room. Open the safe at the wall on the back room. The combination number is (8159). Take the Handgun Slides. Before exiting from this room take the Resuscitation and read the file. Right now you should have 2 DDK-H Disc; one is the input disc and the other is the code disc. Go to the door leading to the Chief's Room. Press X on the switch beside that door. HINT: eliminate the key from the code.

Enter the Chief's Room once you have unlocked the door. The game will take over.

{Regina will meet a survivor. To make things easier for him, Regina lies to him about being there with a rescue team. Before he dies, he passes you the Panel Key 1 with the words "SOL" written on it.}

Once you regain control of Regina, look for an item on the floor. Pick up the DDK input disc "N" from the shelf. Do not go to the direction of the door. Look for a framed picture on the wall with two medals on it. Insert Panel Key 1 into the left slot and the other one into the right slot. It will now prompt for a numeric code. Even if you read the clues to this puzzle, you will not get it, as the clues are very very vague. It is not even a puzzle. The names on the panel key (SOL & LEO) are not letters but numbers turned upside-down. Enter: [705037]. Once you have opened the safe, take out Key Card L. Now stock up your shotgun with SG shells and head for the door. The game will take over.

[T-REX]

{You will be introduced to the Boss of the game, the one and only Tyrannosaurus Rex. It should take four shots to drive him away}. Exit the room if you survive. Go down to the Main Hall on the First Floor. Once you are at the Main Hall, go to the double door underneath the stairs on the south wall. The game will take over. {Rick will call you and tell you to look up a room on the first floor.}

Examine the panel next to the door and you will be prompt to use the DDK disks "N". Accept and solve the puzzle. HINT: again eliminate the key from the code.

Go into the Elevator Hall. Pick up any item on the floor and push a box on the left to get an item. Record the map data from the board. There is an Emergency Box in this room and also a dead guy. I will introduce him also to you later.

Unlock the other door and go in the corridor. Deactivate the laser shutters and go in the first door on your left. If you go any further than this door, you will be trapped by two raptors. Dispose of the Raptor in the office room. I need you to come back here later. Read the memo from the Whiteboard. Use the phone on the desk and it will prompt you to page Paul Baker. Head to the computer on the far side of the room. It is a device that can rewrite the data of an ID Card. Unlock the double door but don't go through it. Exit the room the same way you came in.

Continue follow the path until you reached another dino and you see a dead man. Take the plug from the dead man. You can access the Red Item Slot now. Enter the Lecture Room. Take the BG Room B1 Key on the end of this room (near the whiteboard). A cut scene will take place.

{After Gail saves your sorry little ass, he tells you that he has to go talk to Rick to fix something.} Hmmm, guess Gail's not so bad anymore. After the scene you can go back to the Control Room 1F, but I suggest you save time and head outside the building where you started from. The easiest way of doing that is to head out through the double doors from the office room. Deactivate the laser shutters on your left. You may get surprised here and there or while coming back.

Go back to the Backyard of the Facility. Enter the door near the site where you pushed the wooden box. Take the item if necessary. Go down the stairs to the Backup Generator Room B1. On the West wall of this room you will see a panel with a flashing green light. It's the battery charger. Take the Startup Battery Red. Then use the Battery on the panel on the wall left of you. Play the colour game again to switch on the power. Don't forget to take the plug (you must move the shelf first).

Rick will ask you to meet him at the Control Room 1F. Go there. After arriving at Control Room 1F, the game will take over. {Gail will say that he saw something on the basement, then Regina will receive a distress signal from someone, maybe Cooper or Tom. Rick wants to save him, but Gail wants to search the basement for the survivor, coz it might be Dr. Kirk. Gail and Rick will argue. You will then be given an option. Choose whatever you want because it doesn't affect the ending.}

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A) FOLLOW GAIL !

Exit from the Control Room 1F. Turn left to go down the stairs to the underground. You're now in the Medical Room Hallway. Walk forward to meet our tiny little friends in this cut scene.

(COMPY)

Use your handgun to take care of the little pests. Now enter the door on your right, the Medical Room (Save Room). Take the items on the shelf and the ID Card on the desk. Enter the other half of this room and take the stuff here and note the small boxes on the table. Before exiting the room, don't forget to take the plug next to the files.

Check the dead dinosaur and continue down the passage. Enter Hall B1. Here, you will meet Gail. The game will take over. {Gail saw someone and chased him, but the gate between Gail and Regina closed before Regina could get across. So Gail tells you to find another way, which is through the elevator from the first floor.}

Now, go through the other door and to the door at the end of the passage. Before you get there, you might be jumped. Deactivate the laser fence and continue to go through the door. Get the stuff and read the memo. Then go through the other door and you will be in the other part of the Hallway for Carry In Materials. Go through the door straight ahead of you. You will be back where you played the colour puzzle. Head back outside and go to the place where you first started. {Rick will call you saying that Tom didn't make it.} Enter the Large Size Elevator Passageway. Two Dinos are waiting for you. You don't have to kill them, as you won't see them again. In this area there are lots of items to take. Enter the Large Size Elevator. [Note: don't come back here or you will die.] Another scene, where you meet the winged things from Hell.

(PTERANODON)

After the scene, take back your weapon. It is useless trying to kill these birds as they reappear later. The best way to avoid these birds is to run zigzag. Enter the Large Size Elevator Control Room. Inside, take the DDK Input Disc L and check Tom's body to receive the DDK Code Disc L.

Enter the second part of this room. Take the Facility Outdoors Map on the wall. Enter the Passageway to the Power Room. Avoid the bird and take the item. Enter the Elevator Power Room. Descend the ladder. Take the B1 Crane Card and stuff after pushing the shelf. In the center of this room, you will see six panels. HINT: fit the pipes in the right colour (check Puzzle Solutions, Pipe Puzzles for the answer). After solving this puzzle exit this room. Then

If you survive, you will see a great scene. If you don't you will still see a great scene. Go back to the Large Size Elevator. Press the green switch to activate the elevator. There will be some more scenes. You are now in the Carrying Out Room B1. Ascend the ladder. Use the B1 Crane Card on the crane machine. Now you must solve another puzzle. HINT: move the boxes to make a way to the other side of this room (check Puzzle Solutions, Crane Puzzles for the answer).

Take the stuff (push the shelf) and exit to the Hallway for Carrying in Materials. Go to the door down the hallway and enter, the place where you saw Gail last. Now make your way up to the save room next to the Control Room (Management Office).

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B) FOLLOW RICK !

Go back to the Backyard of the Facility and to the place where you started from.. Enter the Large Size Elevator Passageway. There are two Dinos in this area. You don't have to kill them, as you won't see them again. In this area there are lots of items to take. Enter the Large Size Elevator. [Note: don't come back here or you will die.] Another scene, where you meet the winged things from Hell.

(PTERANODON)

After the scene, take back your weapon. It is useless trying to kill these birds as they reappear later. The best way to avoid these birds is to zigzag. After the scene, take your weapon and enter the Large Size Elevator Control Room. Inside, you will meet with Rick and Tom. Tom is dying. He will give you the DDK Code Disc L. Take the DDK Input Disc L from the table. Enter the second part of this room. Take the Facility Outdoors Map on the wall. Enter the Passageway to the Power Room. Avoid the bird and take the item. Enter the Elevator Power Room. Descend the ladder. Take the B1 Crane Card and stuff after pushing the shelf. In the center of this room, you will see six panels. HINT: fit the pipes in the right colour (check Puzzle Solutions, Pipe Puzzles for the answer). After solving this puzzle exit this room. Then.. ..

If you survive, you will see a great scene. If you don't, you still will see a great scene. Go back to Rick. Activate the Large Size Elevator by pressing the green switch. Go back to Tom. There will be some more scenes. You are now in the Carrying Out Room B1. Ascend the ladder. Use the B1 Crane Card on the crane machine. Now you must solve another puzzle. HINT: move the boxes to make a way to the other side of this room (check Puzzle Solutions, Crane Puzzles for the answers). Take the stuff (push the shelf) and take An Dart M (near the door) Exit to the Hallway for Carrying in Materials after checking the body. You will see a scene where Tom tries to save Rick !!!!! Deactivate the laser shutters and take more stuff. Go to the door down to the hallway. There's a surprise along the way. Continue to the Medical Room Hallway. You will see a scene.

(COMPY)

Use your handgun to take care of the pests. Check the dead dinosaur. Now enter the Medical Room (save room). Tom is dead. This is the time you will start to feel like clobbering Rick with your shoe. Get the plug near the files and stuff near the bed. Take note of the small boxes on the table. You can also get stuff in the shelf. Take the ID Card from the table next to the shelf. Now go back to the save room next to the Control Room (Management Office).

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Back to the Management Office. . . .

Enter the Management Office Hallway. Deactivate the Laser fence and enter the left door, the Toilet. Inside the Toilet there's some stuff. Exit and enter the other room, the Strategy Room. Inside the Strategy Room take the DDK Code Disc E, plug, and the Fingerprint Collecting Device. Now you have two choices for collecting fingerprints.

John Doyle.
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Go back to the main hall with the stairs and head outside through the big blue double doors. Remember when I said I would introduce him? This is John Doyle. Go around the divider till you reach him and then use the Fingerprint Device on his body. Now, go back to the Office in the lift lobby (the office with the phone and computer). Use the ID Card on the computer. The combination number is (57036). The lifts are working now.

Paul Baker.

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Go to the lift lobby. You will hear a beeping noise near the body. This is Paul Baker (you paged him, remember?). Deactivate the beeper and use the Fingerprint Device on the corpse. Then head to the office (the one with the telephone) and use the computer. Input the ID card and the code (58104). The lifts are working now.

Go back to the Elevator Hall. Use the left elevator. After you reach the bottom ... Look out! A Dino will pop-out from the top of the elevator. Put it to sleep. There is stuff here and there. Get the map on the wall and unlock DDK lock door. HINT: A more intricate code system has been introduced. In this case, numbers are written instead of letters in the "KEY" field. The numbers represent the codes for the corresponding letter. Example,
A = 1, B = 2, C = 3. Eliminate those from the code.

Enter the Main Hallway B1. Deactivate the laser fence. Two Dinos are waiting to be killed. Enter the Library Room and be careful. There's a Dino lurking in this room. There are also some stuff and handgun sights in this room. Enter the Research Area Hall. Two more Dinos. Deactivate the laser fence and enter the Research Meeting Room. Take the DDK Input Disc E and a plug from the shelf. Exit from this room as you can't open the gas chamber yet. Continue to follow the path and enter the Computer Room (Save Room). Take a plug and a screwdriver. Activate the computer near the yellow files. The combination number is (7248). The lock to the gas chamber is open. While heading out, take note of the big CTV on the wall. Go out through the other door. In this way, you can access the Red Item Slot. Go back to the Research Meeting Room and open the brown door. You're now in the Gas Experiment Room. Take the stuff. Push the panel in front of the gas chamber. Push the buttons in this order to unlock the gas chamber. HINT: look at the rules sheet in the whiteboard in the Research Meeting Room (check out Gas Chamber solutions). Enter the gas chamber. Another scene. {You will say to the dying man that you are from the rescue team. He will give you a B1 Key Chip.} Check the dead man to receive a Small Size Key. (If you kill that man with the gas, you will not receive the key. You can use the key in the Medical Room. Inside the Medical Room you will see two small boxes. You can only open one. The left contains one Resuscitation and one Med Pak M. The right contains one Multiplier and one Med Pak M. So decide which one that you need most). Exit from the gas chamber and... .. Trap the useless thing in the gas chamber and gas him to death by pressing any colour. Go back to the Library Room. Use the B1 Key Chip on the computer on your left side. The combination number, of course, is (3695). It's on the B1 key chip. Here's another puzzle for you. HINT: match those two images (check Puzzle Solutions, Match Puzzles for the Answers).

Now use the B1 Key Chip on the locker with the green light. You will receive Key Card R. Go back to the Computer Room. Use the Key Card R on the right switch of the big CTV I was talking about earlier. The game will take over. {Say yes when it asks if you will call Gail. After a while Gail will enter the room and help you with the computer. Unlock the door. }

HINT: From this point onwards, the security level has been upgraded. In a case where numbers are written instead of letters in the "KEY" field, the numbers represent the columns to be deleted. If "1" is displayed, you should delete the letters on the first column (by this time you must have known where to check)

Enter the Experiment Simulation Room. Push the shelf for a weapon upgrade and take the items. Take note of the computer at the end with an Emergency Exit just next to it. Press the panel you pressed earlier to switch off the vortex if you want to learn more about it. Exit the room the same way you came in and the game will take over.

{A Security Lock Down has been activated. Someone has tripped over one of the sensors; it must have been Dr Kirk. You now need to find a way out of there. You need to release the lock.}

Approach the small panel next to the red toolbox. Open it with your screwdriver and you will have to play another puzzle. HINT: you will be faced with three panels. You must turn them to match the image in your lower left corner (check Puzzle Solutions, Grid Puzzles). Another scene, and as usual Rick and Gail argued (Boy, was that a mistake or what to put them in the same team!) {There is another problem. The emergency bypass of the lock lasts only for ten minutes. If you are not out of there, the entire area will be sealed off completely. Gail wants to break out of the area relying on his skill, but Rick wants you to go through the escape hatch by solving another puzzle.} Choose well.. ..

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A) Gail's Way !

Make sure you are fully loaded. Exit this room and enter the Research Area Hall. There are two Dinos in this room. Kill them. Go to the Library Room. Again, two Dinos in this room. Exit to the Main Hallway B1. Two Dinos in this room. Go back to the Hall B1. One Dino in this room. Now, go to the Carrying Out Room B1. Make your way to the area with the ladder and the game will take over. You will meet up with Gail again and your future 'pain in the a\$\$.'

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B) Rick's Way !

Now, I want you to pause the game and get a pen and paper. Just obey Rick and you will be fine. It is so simple.

Enter the Experiment Simulation Room and use the computer at the end. You will be given a code. Each code you input will unlock one of the safety locks on the Emergency Escape Hatch. The catch is, you are down to two chances. Don't worry, because even if you screw up, you won't be sealed in. You can always follow Gail and get the Hell outta there. Once you opened the hatch, go down the ladder and you will be in a small underground tunnel. When you come up at the other end, the game will take over. You will meet up with Gail again and your future 'pain in the a\$\$.'

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{Gail would have found Doctor Kirk. Now you will notice that Gail is acting mighty strange. The Doctor will give you the access key to the lift in the control room. Then Gail will go off with Doctor Kirk to take care of some 'unfinished business'. Your job is to go to the Communications Room and call in the extraction chopper.}

Go back to the Control Room 1F. On the way there you can get the stuff from the medical room I was talking about. Use the elevator inside the Control Room 1F. You are now in the Communication Room (Save Room). In this room, there are ammunition and a Red Item Slot. Then take the Antenna Key inside the emergency box next to the door. Exit to the Passageway to the Communication Area. Enter the Communication Antenna

Room. Use the Antenna Key on the emergency box. Then there is a small scene where you activate the Satellite. Exit from this room. But before that, do whatever you have to, coz the T-Rex is back to say hello to you. Rick will contact you, and the T-Rex will try to have you for dessert. All the exits have been locked down. You need to make a run for the Communication Room. At the end, make your stand. You need to shoot the T-Rex at least 5 times with the SG shells.

IF you survive, the game will take over.
{You will call the chopper and tell it to pick you up at the Heli-Port. Rick will say that he will meet you there with Doctor Kirk. The Heli-Port is on the map if you're lost.}

Once you regain control of Regina, take the elevator back to the 1F control room, then head over to the Main Hall. Now go through the big double door. Avoid the birds out here, and run around the bend and through the large door at the end. Run through the passage, and take care of the raptors that ambush you. Take the items on the floor. Run into the next room and ascend the ladder. Run to the end of the metal walkway and get the grenade gun and other stuff.

Now go down the stairs and it's time to do another puzzle. HINT: push the boxes to make a passage. If you make a mistake, don't worry, just go outside and the boxes will reset (check the Push-A-Box Puzzle in Puzzle Answers).

After your passage is finally secured, pick up any other item that you find and exit the room. The game will take over.

[FMV]

{Your plans are ruined. Dr. Kirk has escaped and there is a big huge hungry lizard on your tail. Yes, it's the T-Rex again and this time, he really means business. First, you must find Rick. He is at the lift at the top right corner. Check the lift and Rick will ask you wait a little while longer.}

You now must run with the T-Rex on your tail. You do not have to shoot Him for it would be in vain. Just run around the fallen chopper at least six times before Rick will call for you. Run to the lift the moment Rick calls for you and the game will take over.

{We are screwed!! The chopper is history!! We have to find another way out of here}. Once you regain control of Regina, go forward until the game takes over. Kill the little scavengers or ignore them. There is a small door on your right.

Enter the Material's Room and look for a dead body. Pick up the C. O. pass card, pick up any other item of use and above all you must read the memo from the dead guy, otherwise you can't leave. After that exit the room and move to the other end of the passage. Enter the lift and the game will take over. {You have found a way out through the port. After the scene you will be at the Basement level 3.}

{The power has been cut. Your first priority is to get the power back. One of the batteries on the main generator is damaged. You need to find a replacement.}

Go to the Basement 3 Back-up Generator room on your left. Push the shelf to get an item. Go to the main battery case. Take out the white battery and bring it back to Rick. He will put it in for you. Once the power is back on, Rick will go off to work on the security system while you will have to handle the escape route. Once you regain control of Regina, follow Rick into the B3 Control Room (Save Room). Read the

staff memo; pick up the B3 crane card 1 and 2 and whatever item of use. There are two Item Emergency Box in this room. This is also a save room. Prepare yourself and exit the room via the next door.

(THEIZINOS)

You will be in the General Weapon Storage area. Move forward and you will be introduced to them, the meanest dinos ever. Run to the shutters and don't kill the two dinos. Kill that damn Dino inside or put it to sleep. Take the C. O. Area Key and the B3 Crane Card 3. Quickly get out and head straight to the ladder. Ascend another ladder. Use the B3 Crane Card 1 on the crane machine. Now you have another puzzle to solve. Hint: make a way so you can get to the dead man (check Puzzle Solutions, Crane Puzzles For the answers).

Go back down the ladder and follow the newly opened path and get the DDK Input Disc W from the dead guy. Note that the dinos have disappeared. Go back through the Save Room and into the other room. Use the C.O Area Key on the western double door.

Run through the hallway, and kill the 2 dinos here. Go through the door at the end. Get the Map on the here, and check the body. Then enter the next door and into the greenish hallway (Central Stairway). Dispose of the 2 more dinos here, and then go up the stairs. Kill the raptor at the top, and head through the door at the end of the hallway (which is a save room). This is a very important room and is called as the Security Pass Room. I need you to come back here later. Access the computer and shut-off the alarm. Now grab the B2 Key Chip and the DDK Input Disc S. There is also a plug in the boxes.

Leave the room and go into the vent near the door. Follow the vent to the next opening, and drop down into the T-Junction. This is a very important area of the game so remember it well. Now enter the room straight ahead of you at the end of this hallway. In here, blast the mutated raptor that attacks you, and then grab the Key Card Level C off of the ledge. Now enter the room and blast the second raptor that attacks. In this room, take the DDK Code Disc W from the counter, and then exit back into the hallway, and into the room at the other end. You will meet Gail in here. He is really upset looking for Doctor Kirk. After the cut-scene, grab the items here. This is actually the Researchers Rest Room and I want you remember the panel on the wall. Leave and use the vents again to get back to the stairs. At the stairs, go down them and into the green hallway, and you will get a call from Rick saying that he unlocked the shutters. Head back into the Lounge to the door next to the dead body. Set the DDKs. HINT: B=2, C=3, D=4, etc. Eliminate those from the code.

Enter this save room. The game will take over. {You'll talk with Rick ASAP. The radio in the dead guy's hand will beep and someone will ask him to meet him at the Large Size Elevator. Grab the B2 Key Chip, check the body, and then go back into the large room where you put the battery in. Head towards the elevator and the game will take over. {AAAGGGHHHH!!!! It's that @#!@*\$ T-Rex again ! No, wait, you killed it. Yeah right! Now you need to get the power back online again.}

Grab the battery you took earlier and then head into the Back Up Generator Room B3 to put in the back up generator. You will find another simple battery puzzle. Hit the switch to start the power, and then head into the Large Size Elevator. Search all of the corpses to

get the DDK Input Disc D, the Port Card Key, and a plug. Leave the elevator and go back where Rick is. The game will take over. {You will give the Port Card Key to Rick who will then open a door. You will see a strange vortex, which is the side effect of the Third Energy, and it's blocking your escape route.} Before exiting, grab the DDK Code Disc S then head back to the Green hallway. Now go to the Security Pass Room. Now place the B2 key chips into the computer in the wall. Enter (0392), solve the puzzle and receive the data. HINT: match the images (check Puzzle Solutions, Match Puzzles).

After solving this puzzle, go to the other door and set the DDK and enter. HINT: Delete the columns (same as DDK E Puzzle).

This is the Parts Storage and this is also a very important room. Take note of the door that has Level A on it and the other door which uses the DDK discs D. Then exit from this room by going straight. You will find you are in the T-Junction. Head to the door with the laser fence and deactivate it. Enter the Stabilizer Experiment Room. Take care of the Super Raptor. Take the DDK Code Disc D. Open the locker in the far side of this room. The combination number is 1281. Take the Shotgun Parts. Go back to the Parts Storage. Unlock the other door with the last DDKs (finally, the nightmare's over!). HINT: each number in the code stands for a letter. (Egs), 1=A, 2=B, 3=C, etc. Then minus the key from the code.

Enter the Passageway. Use the B2 Key Chip 2 on the green switch. Next, use the B2 Key Chip 1 on the next switch. Take the items. Enter the Third Energy Area B2. Press the switch on your right to activate the bridge. Enter the Third Energy Control Room. Descend the stairs. Take the Key Card Lev B on the computer on the wall. Ascend the stairs and take the plug in front of the smoke screen. Enter the Power Freq Room. Take the Facility B2 map on the North wall. Examine the board on the wall that looks almost like a computer.. Here comes another puzzle. HINT: match the image. You have already solved a puzzle similar to this (for the answer, check the Grid Puzzle answers).

Go back to the Third Energy Control Room. Activate the computer in front of you. After the scene, go back to the Power Freq Room and you will see that she's dead. Examine the corpse and you will receive the Researcher Memo. Use the Fingerprint Collecting Device on the circuit box near the corpse. Walk forward and a scene will take over. You are now in the Passageway to Personal Lab. Enter Dr. Kirk's Personal Lab. Move forward. The game will take over. {Dr. Kirk will put his gun to your head, but fortunately Gail comes to save you're a\$\$ yet again. Doctor Kirk will go on blabbering about his research, but finally, you will get to control Regina and you will receive the Key Card Lev A.

Yeeesh ! Those two are at it again! I wonder if they will ever stop! Yes, you guessed it right, Rick and Gail are arguing again. And again, this choice won't affect your ending. }

=====
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A) Choose Gail

Well, you chose an easy way out. Yeah right!! Truthfully, you did chose an easy way if you have managed your ammo well. Exit the room via the other door. Now you must go to the Arsenal Storage (the place where you first met the Theizinos) to get the Stabilizer and Initializer. There will be A LOT of Dinos on your way, especially the Theizinos. On your way there, go back to the Security Pass Room and upgrade your ID card at the computer next to the corpse. Enter (31415). After arrive at the Arsenal Storage in one piece, enter the laser

shutters and get the plug so you can enjoy the Item Slots that were previously denied. Now go to the shutters with the Level A on them and enter the Special Weapons Storage. The Initializer and the stabilizer are upstairs. Take the elevator in the next room. After all that proceed to the Third Energy Control Room.

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B) Choose Rick

If you agreed with Rick, you will receive a Planning Disc. Even though you chose not to fight Dinos, you will run into one or two. I'm going to be very brief about this. Every thing you need is at the Parts Storage and at the T-Junction. Go to the Parts Storage. Enter the door, which require a Level A card to enter it. Use the Planning Disc on the computer. The combination is (367204). And where is the clue to it? Push the shelf and listen to the conversation. The beeping at the end of it is actually the code. Take the items and the Core Parts 1 and the Core Parts 2. Don't forget to take the Grenade Gun Parts in the other part of this room. Now, go back to the Stabilizer Design Room. Use the Planning Disc on the computer on the wall. The combination number is (0367). Take the Protect Parts 1-B. Use the disc on another computer on the opposite wall. The combination number is (0204). Take the Protect Parts 1-A and the Protect Parts 2-A. Now go to the Stabilizer Experiment Room. Enter the Level A door. Use the Planning Disc on the glass shelf on the corner of this room. Take the Protect Parts 2-B. Now use all the parts on the computer in front of you. This is NOT a scene; it's an easy puzzle. You just have to fit the parts together. You will then receive the Initializer and the Stabilizer

Go back to the Security Pass Room. Use the ID Card on the computer near the corpse. The combination number is (31415). Go back to the Third Energy Control Room.

=====
Back at the Third energy Control Room.

Activate the computer which you had used earlier and where you heard the gunshot, in front of the door. Go back to the Third Energy Area B2. Go to the two doors on the East wall past the bridge. Once there, look right and you will see an elevator. Go down to the Third Energy Area B3. Follow the path. Press the green switch near the box like thing and use the Initializer here. Continue following the path till you reach a computer. Take the plug and activate it. Now go back up the elevator and cross the bridge. Press the green switch and use the Stabilizer. Activate the computer alongside it. Now the game takes over for a really long time. Sigh.. ..

Once you regain control over Regina, go to Doctor Kirk's Library Room. Again, the game takes over.

Now the choices you make determines the endings you get.

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A) AGREE WITH GAIL

(DR. KIRK : RECAPTURED, GAIL : DECEASED)

Go back to the Stabilizer Experiment Room. The game will take over.
{Gail will give you some kind of disk and then he dies.}
Once on the hover boat, the T-Rex comes back. Take the grenades and
there is a yellow item slot on the boat. Get out and just do it.

[FMV]

At the end you would have saved Rick and Doctor Kirk, but Gail dies.
You also managed to retrieve a disc.

=====
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B) AGREE WITH RICK

(DR. KIRK : UNKNOWN, GAIL : ALIVE)

Enter the Hovercraft Storage and descend the stairs. Take all the stuff
you find on the way. Rick will say that he needs fuel. Go back to the
Port and use the Energy Tank on the barrels you just passed. Go back to
the Hovercraft Storage and descend the stairs. Take the grenade
bullets. Exit from this room. Man, this thing just won't give up. This
is your last battle with the T-Rex. Now, the T-Rex seems faster in this
final part. Don't stand there and fire at will. Every time the words
'FIRE' appear on your monitor, quickly shoot the T-Rex. After a couple
shots, it's all over.

[FMV]

At the end, you would have saved Rick and Gail, but Dr. Kirk dies.

=====
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C) THIRD ENDING

(DR. KIRK : RECAPTURED, GAIL : ALIVE)

There are two ways to gain the third ending.

1. Agree with Gail

Don't go to the red area. You must go to the Underground Heliport.
There are three ways to reach the Underground Heliport (from the
hardest to the easiest):

=====
Enter the Passageway to the Carrying Out Room. There are two Dinos in
this room. Another pair of Dinos in the General Weapons Storage.
One Dino in the Transport Passageway. Enter the Heliport Transport
Passageway. Press the green switch to activate the elevator. Enter
the Underground Heliport.

=====
Go to the Researcher Rest Room. On the East wall of this room, you will
see a computer on the wall; activate it and you must solve the puzzle.
After you solve it a door will open and if you enter it you will arrive
at the Heliport Transport Passageway. Press the green switch to
activate the elevator. Enter the Underground Heliport.

=====
Enter the Central Stairway. There are two Dinos in this room. Enter the security Level A door. You're now in the Port Transport Passageway. Enter the Heliport Transport Passageway and enter the Underground Heliport.

=====
Back to the Underground Heliport.

Go to the center of this room, and you will see a helicopter. Now exit and go to the red area on your map (it different depending from your choice on how to get the Stabilizer and the Initializer). You will see a scene and after the scene, exit the room and ride the elevator. You will see another scene and you must deal with the T-Rex one last time. After a couple shots, it's over.

[FMV]

At the end, you would have saved everyone.

2. Agree with Rick

Don't go to the red area; instead use your Pulse Receiver to locate Dr. Kirk. He's in the Underground Heliport. There are three ways to reach the Underground Heliport (from the hardest to the easiest):

=====
Enter the Passageway to the Carrying Out Room. There are two Dinos in this room. Another pair of Dinos are waiting in the General Weapons Storage. Another Dino is in the Transport Passageway. Enter the Heliport Transport Passageway. Press the green switch to activate the elevator. Enter the Underground Heliport.

=====
Go to the Researcher Rest Room. On your right, you will see a computer on the wall; activate it and you must solve the puzzle. After you solve it, a door will opened and if you enter it you will arrive at the Heliport Transport Passageway. Press the green switch to activate the elevator. Enter the Underground Heliport.

=====
Enter the Central Stairway. There are two Dinos in this room. Enter the security Level A door. You're now in the Port Transport Passageway. Enter the Heliport Transport Passageway and enter the Underground Heliport.

=====
Go to the center of this room. You will see Dr. Kirk trying to escape with the helicopter. You try to sneak out behind him, but Rick blew it all, that f##&r. (You will see another scene. Take the bullets. Exit this room. Some more scenes. Now you must fight the T-Rex for the last time (Yeesh! Can't it take a hint?) After a couple shots it's finally over. This is the best ending ever.

[FMV]

At the end, you would have saved everyone.

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MISSION: OPERATION DR. KIRK SUCCESSFUL
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OPERATION WIPEOUT

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In Operation Wipeout, you have to kill dinosaurs with limited ammo and stuff. You can't save and you can't use your maps. Use mine if you are confused. Not only is this a walkthrough, but also I am giving you hints to complete the mission successfully as well.

Note: Remember, in all maps, # represents a Dinosaur. And all maps are not 100% accurate. I have only drawn what is necessary. Also to view the maps properly, your font must be Courier New and size 12.

MISSION 01

TIME LIMIT 05:00
TARGETS 10
LOCATION FACILITY B1

WEAPONS

1. Shotgun
2. Handgun Custom
3. Grenade Gun

ENEMIES

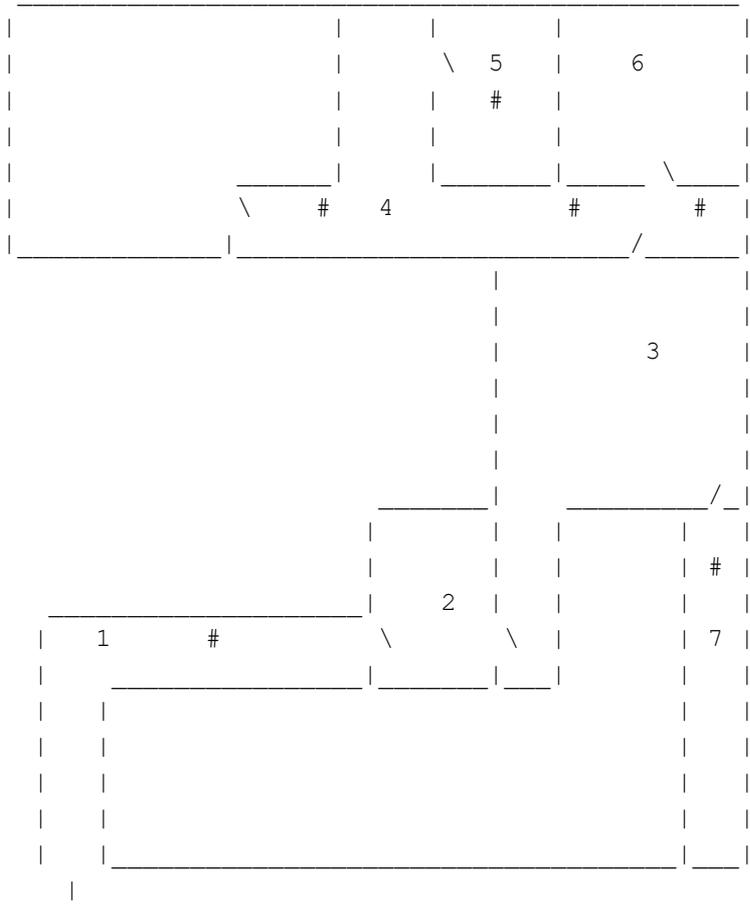
4. Raptors

SUPPLIES

5. Med Pak M 02
6. Hemostat 02
7. 9mm Parabellum 68
8. 40S&W Bullets 30
9. SG Bullets 05
10. An Dart M 03
11. An Dart S 03
12. Poison Dart 01
13. Grenade Bullets 01

INSTRUCTIONS : Eradicate all dinosaurs within the time limit, and then return to the drop zone and escape.

You're in the Medical Room Hallway. No Dinos here. Enter the Hall B1. Two Dinos are there in this room. Shoot one dino with An Dart M and take care of the other one with the 40S&W bullets. By this time, the



Escape Point

Map Legends:

- 1. Passageway To The Experiment Area
- 2. Security Pass Room
- 3. Parts Storage
- 4. Experiment Room Hall
- 5. Stabilizer Design Room
- 6. Researcher's Rest Room
- 7. Passageway To The Third Energy Area

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MISSION 03

TIME LIMIT 03:00
 TARGETS 7
 LOCATION FACILITY B3

WEAPONS

- 1. Shotgun Custom
- 2. HG Custom + Sight
- 3. GG Custom

SUPPLIES

- 1. Med Pak M 02
- 2. Hemostat 02
- 3. 40S&W Bullets 60
- 4. Slag Bullets 60
- 5. An Dart M 03

- 6. An Dart S 03
- 7. Poison Dart 01
- 8. Heat Bullets 02

INSTRUCTION: Your new targets are large and vicious. Be careful at all times so you can return alive!

This is the final and the hardest mission. All the Dinos here are the Theizinos. (They can kill you with one hit). The time limit is also very short. You have hardly any ammo. Thus, you are screwed. Royally. Good luck.

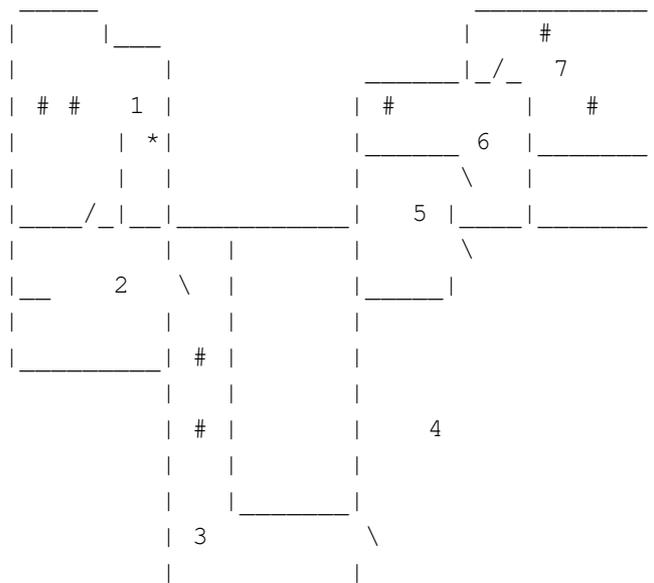
You're in the Central Stairway. There are two Dinos in this room. Quickly avoid the two dinos and trap them behind the laser shutters. Then take care of the first one with your handgun and the next with the Slag bullets. Enter the Rest Station. No Dinos in this room.

Enter the Passageway to the Carrying Out Room. Two more Dinos are in this room. Take care of the first one with the Poison Dart. Hit the other one with An Dart M. Then finish it off with the Slag Bullets.

Then go to the Carrying Out Room B3. Go all around to the Control Room B3 and through it into the General Weapons Storage. Avoid the dino that charges at you and quickly run to the shutters and put the dino inside to sleep. Then deactivate the laser shutters and activate them once you are through. Take care of the two dinos safely.

After that, take care of the remaining dino outside with the Heat Bullets. Now quickly run back to the stairway and escape. You did it!!!! Congratulations!!!! You have officially completed DINO CRISIS!!!

MAP:



Map Legends:

- 1. Central Stairway
- 2. Rest Station

3. Passageway To The carrying Out Room B3
4. Carrying Out Room B3
5. Control Room B3
6. General Weapons Storage
7. Transport Passageway

* = Escape Point

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OPERATION WIPEOUT SUCCESSFUL.

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FREQUENTLY ASKED QUESTIONS

Q : What should I do when the word "DANGER!" appears?

A : Bash all your buttons like crazy.

Q : How do I save a game?

A : You can save only in certain save rooms. A S in your map marks them. When you try to exit a save room, an option will come up asking if you want to save or not.

Q : Do I use bullets or darts to kill dinos?

A : I personally prefer darts, as the enemy will go down in one shot.

Q : Should I follow the good guy, Rick and forget about that (**CENCORED**) Gail?

A : No. Gail, even though he has some problem with the world, is your leader and does everything for the mission. Think carefully, Gail saves your a\$\$ two times during the game, but all Rick has done is get you into trouble and disagree with Gail. Gail's ways are actually easier than Rick's.

Q : Is Dino Crisis any different From the Resident Evil series?

Dino Crisis, contrary to people's beliefs, it is just not a substitution of dinos for zombies. Even though it is based on Resident Evil game play, its story is very different.

Q : How many endings are there in this game?

There are four endings and loads of dino treats at the end of this game.

Q : What's the difference between DDK-L disks and the L-Card?

A : The DDK-L Disks are used for opening the lock on a door with the password DOCTORKIRK. The L-Card is used to open the doorway in the Computer Room.

Q : Do darts work on the T-Rex?

A : No, they don't. Don't ask me why not.

Q : Which is the easiest ending in the game?

A : I personally think that the first ending is the easiest, where Dr. Kirk dies, but Gail survives.

Q : How do you know if Regina's injured without a health bar?

A : If Regina is healthy, she will walk and stand straight. If she's a little hurt, she will begin to limp and bleed a little. If the bleeding doesn't stop, then she will start bleeding like crazy and will start crawling almost. This is her critical condition.

Q : How come your Gameshark codes are not working?

A : You must have the wrong version.

Q : What's with all these choices?

A : The choices you make throughout the game are a great innovation from the game makers. It will make the game more interesting and you will get more fun when you play the game a second time, as with each different choice, you will get a different ending. Actually to know the entire story from all angles, you should play the game at least 3 times.

Q : What is the whole concept behind mixing stuff?

A : The concept about mixing stuff is to create more deadlier or powerful darts so you can save your bullets for the later stages of the game and to design you own meipacks according to the situation at hand.

Q : What are the boxes on the walls?

A : The boxes on the walls are the Emergency Item Slots. You can open them with plugs and take any items you need and leave behind the ones you don't want. The good thing about them is that you can access any Item Slot you have already opened from any other Slot.

Q : How did you get the code 705037?

A : The codes are actually in the SOL and LEO keys. Put them upside down and you will get the code (LEOSOL).

Q : How did you get the code 367204?

A : Push the shelf in the Parts Storage room and listen to the beeps at the end of the conversation. The beeps are the code. YEAH, I know, it's pretty dumb. I wasted about 30 min. just to figure out what the beeps were.

Q : Does the phone in office have any significance?

A : Yes, the phone in the office is used to identify Paul Baker. First read the memo in the board right of the phone. Then activate the phone and press yes to call Paul Baker. But no one will answer, so press yes

to put it on hold. Then if you go back to the Elevator Hall, you will hear a beeping sound coming from the corpse near the map board. Go near it and press yes to turn of the beeper. Thus it's proved that this is the body of Paul Baker.

Q : What are DDK disks? How can I find their codes?

A : The DDK disks are keys which open doors locked with DDK locks. You have to study the notes, files and books lying around to get a clue to the answer. Then you have to solve the puzzle.

Example :

Code: OXPYEZN

Key: X Y Z

Ans:

Remove the XYZ to get OPEN

Q : Why is Dino Crisis so hard to play?

A : All the codes and finding their keys make Dino Crisis a very hard game to play, not mentioning the controls. But that's why I made a walkthrough of the game; to help you.

Q : Is there any way I can escape these cut scenes?

A : No, not in any way I know. They can be a real pain in the a\$\$ sometimes, especially if you are playing the game for the second or third time.

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JAPANESE CODES

For the benefit of the people having the Japanese version of the game, I have included the Japanese codes and where to use them.

ENGLISH CODES

JAPANESE CODES

LOCATION

0426

0375

Management Office

8159

7687

Lounge

57036

47812

Office with phone. (Doyle)

58104

46079

Office with phone. (Baker)

7248

5037

Computer Room

31415

78814

=====

PUZZLE ANSWERS

Well, well, well. We are finally here. As I've said many times before, please refer to this section only after you tried solving the puzzles by yourself.

1. Colour Puzzle Answers:

This is one of the easiest puzzles. All you have to do is to match the colours of the batteries in front of you with the colours of the levers in the side of you in the same order, i.e., arrange the batteries in this order:

Red-Blue-Green-White

And then hit the switch to bring the generator to life!

For the puzzle in the Backup Generator Room 1F, press Right, Center, Right

For the puzzle in the Backup Generator Room B1, press Right, Center, Center, Right, Center, Right

The Backup Generator Room B3 puzzle is slightly different. You have to press A, C, D.

2. DDK Solutions

DDK H Solution: Head

DDK N Solution: Newcomer

DDK L Solution: Laboratory

DDK E Solution: Energy

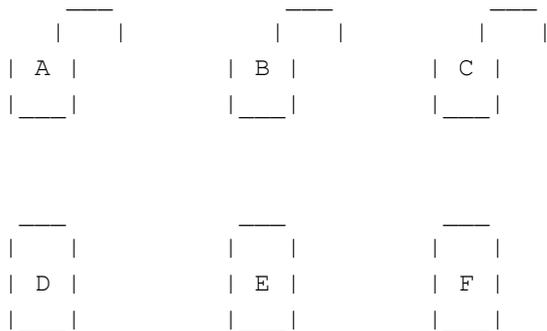
DDK W Solution: Waterway

DDK S Solution: Stabilizer

DDK D Solution: Doctorkirk

iv. Pipe Puzzles

In the middle of the room, you will see six panels.



- First : Choose A and press red
- Second : Choose B and press green
- Third : Choose C and press blue
- Fourth : Choose F and press red
- Fifth : Choose E and press green
- Sixth : Choose D and press blue

4. Crane Puzzles

For the crane in the Carrying Out Room B1, put the B1 Crane Card in and perform the following moves:

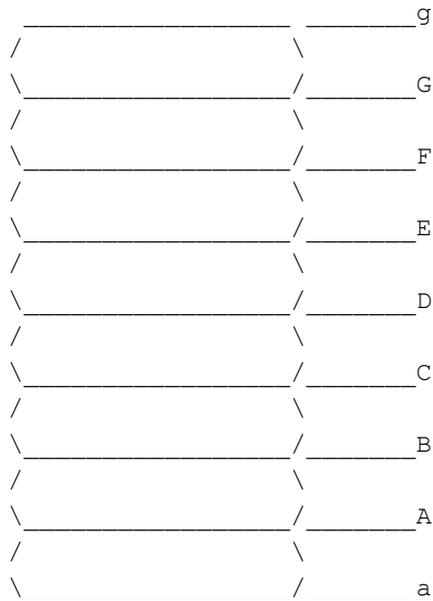
- First : Choose left, Up, Down, Hook, Right, Release
- Second : Choose Up, Hook
- Third : Choose Exit

For the crane in the General Weapons Storage Area, put the B3 Crane Card 1 in the slot and perform the following moves:

- First : Choose Right, Hook, Left, Release
- Second : Choose Up, Hook, Left, Release
- Third : Choose Right, Up, Hook, Left, Down, Release
- Fourth : Choose Right, Up, Down, Hook
- Fifth : Choose Exit

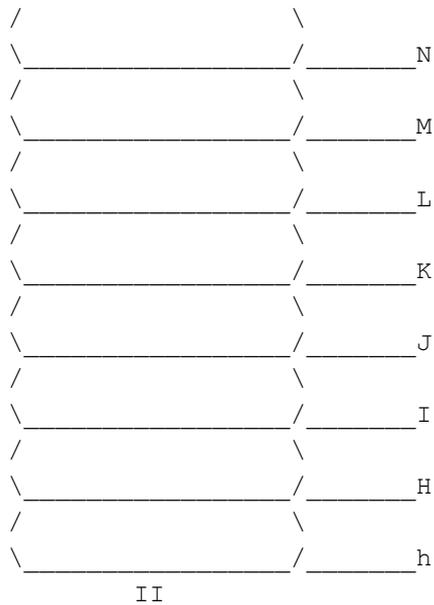
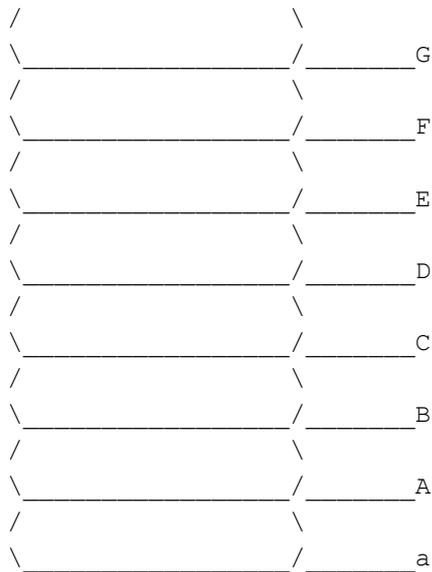
5. Match Puzzles

For the puzzle in the Library Room, do the following steps:



- First : Press B thrice
- Second : Press E once

For the puzzle in the Security Pass Room, press:



First : Press D twice
 Second : Press C once
 Third : Press B once
 Fourth : Press C twice

First : Press K twice
 Second : Press J twice
 Third : Press I once
 Fourth : Press L once
 Fifth : Press H twice

Then just exchange the blocks to get the pattern.

6. Grid Puzzles

For the puzzle in the Computer Room, where you used the screw driver :

Panel A : Don't do anything on panel A
 Panel B : Turn right once
 Panel C : Turn right once

You must put the panel in order, which is C, A, then B.

For the Puzzle in the Power Frequency Room :

Panel A : Turn left once
 Panel B : Turn left once
 Panel C : Don't do anything on Panel C

You must put the panel in order, which is B, C, then A.

7. Gas Chamber Puzzle

This is very easy. Just push the puzzles in the following order :

GREEN - RED - BLUE

8. Push-A-Box Puzzle

Even though this puzzle is relatively easy, it is one of the hardest to explain. Still I will try.... If you make a mistake, just go out and the boxes will reset.

There are big, small and medium sized boxes. You can push only the

medium sized ones. .

First : Come down the stairs and walk forwards. There will be two boxes in front of you. Push the second box in front of you, which is a little behind of the first box. This will create a small passage. Run through it.

Second : You should be facing two more boxes. Push the box you first reached front. Stand exactly in the same position.

Third : Turn right and push the other box up, which was perpendicular to the last box you pushed.

Fourth : Go down. Face the box touching the wall and push it forwards. Stand in that same position.

Fifth : Turn left and push the other box downwards.

WHHHHEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEWWWWWWWWW!!!!!!!!!!!!

NOTE: If I forgot to add the solutions to ANY puzzle, please e-mail me and tell me about it. I will add it at once.

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GAMESHARK

And for those with the benefit of Gameshark, here are the codes for you:

CODE NAME

CODE

Clear Time is 0:00:00

800C14C40000

800C14C60000

Enable All Maps

500006020000

800C15d0ffff

Regina - All Items

5000b0020000

800c15a4ffff

Walk Thru Walls

800809162400

8008093a2400

Save Anywhere

D00B14180005

800B7A480007

Mod Chip Disable Code

d014957e1040

8014957e1000

Enable Costume Change

D00C1CF40001

800C1CF4000F

D00C7C420003

800C7C420503

Infinite Ammo & Items

8006AC06 2400

Infinite Time

800480CA2400

Have Custom Shotgun, Handgun and

Grenade Guns

800c15a80510

Plugs

800C1B0000FF

Used 0 Continues

300C14CA0005
Extra Missions (Press R1+R2)
D00B1418000A
800C7C420403
Haven't Saved
300C14C30000
Infinite Health
800b957404b0

Total = 15 Codes

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CONTACT & CONTRIBUTION

Dear readers,

If you have any information that is not in this FAQ and you think is important, then please mail me with it. If I put it here, I will definitely give you credit right here in this FAQ.

If you have any doubts, then please mail me too. I will answer every question that is not already answered in the walkthrough.

If you see this FAQ/walkthrough in any other site, please mail me at once and I will see that the guy who ripped off my work is properly punished. To see in which all websites this walkthrough should appear, click on the link below or copy-paste it in your search engine address bar.

www.geocities.com/dinocrisisone/disclaimer

If you spot any mistake or any information that is incorrect in this FAQ, please mail me and tell me about it.

Dear Webmasters,

If you want to put this walkthrough on your site, then please mail me and ask me. I will definitely give you permission to do so, under four conditions:

1. You will not alter anything in this FAQ and especially not change my name.
2. You will NOT use it for making money.
3. You will not distribute it in any magazines, papers, books, etc.
4. You will not give it to any other website without my permission.

Note: Before sending me any type of mail, please write the name of the game in the subject field.

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AUTHOR'S NOTE

Well, that's it. My time is up. This game is not that hard to play. So first, please try to play this on your own. Try to solve all the puzzles on your own. Only in the most ' WHAT THE @#*& ' moments should

you refer to this piece of work.

This is probably the final version of this FAQ. I won't be making any more updates unless I get good, solid information.

I have ideas of making a MAPS section, but haven't started working on that yet. I can't see how that section can help you.

I had a lot of fun playing Dino Crisis. It's truly one of the most engrossing games I've ever played. One final warning: when you just start to get bored with the game, BEWARE! That's when something or the other in the game occurs.

THREE CHEERS AND GOOD LUCK PLAYING DINO CRISIS!

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SPECIAL CHALLENGE

My friend Roxy completed Dino Crisis in 52min and 4sec in the easy mode. He defeated me by 7 seconds. In the normal mode, my clear time is 1hr 2min and 2sec. I defeated him there by 12sec. But that guy is still strutting around saying that he is the best in the easy mode and that no one can defeat him!!! We both didn't use any continues of course.

Thus, I am issuing a challenge to everybody out there to beat our high scores, especially Roxy's. If you do so, and send us proof of your achievement, such as a snapshot of the points screen, big prizes are coming your way!!

Contact either Roxy or me at roxytheangel@hotmail.com when you defeat us. If you don't have a photo, then mail Roxy anyway and just tell him (and if you call him some obscene words, I don't mind either).

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CREDITS

- A. Capcom, for releasing this great game.
- B. All of you for reading this FAQ.
- C. My friend Roxy.
- D. My family who thought I wasn't going crazy after all.
- E. This website for posting my FAQ.
- F. All the people who gave me mailed me with their help.
- G. Most of all, ME !!!!

=====

ACKNOWLEDGEMENTS

- A. Flash The Splash, who helped me with the enemies list.
- B. Brian, who mailed me the Emergency Item Box Locations and the stuff you find inside them.
- C. Sher Shah, who gave me the idea to make a spoiler free walkthrough and create a separate section called Puzzle answers.
- D. Fijo Boje, for giving me the Files List.

E. Wayne Jackson, for helping me with the maps.

F. Strong Man, for giving me some of the Gameshark codes.

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night_007_flier@yahoo.com

Other FAQs by me:

Ninja: Shadow of Darkness
Mortal Kombat: Special Forces
Metal Gear Solid: Integral

'MAY YOU LIVE IN INTERESTING TIMES'- ancient Chinese curse.

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