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T A B L E O F C O N T E N T S

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I	Version
II	Basic Control
III	Complete Walkthrough
IV	Tips and Tricks
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VI	Weapon list + each explanation
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V E R S I O N

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Version 1.0: Contains little walkthrough

I make this walkthrough at : 8:02 AM 10/7/99

Version 1.1: Add more walkthrough

I make this update at : 8:54 AM 10/11/99

Version 1.2: Add more walkthrough

I make this update at : 8:55 AM 10/14/99

Version 1.3: Add more walkthrough

I make this update at : 9:23 AM 10/20/99

Version 1.4: Add more walkthrough, what will we get by using Small Size Key,
give Dino Crisis logo (I think it is better than blank)

I make this update at : 9:32 AM 10/27/99

Version 1.5: Finished writting the walkthrough, give tips and tricks,
secret, weapon list & each explanation, Game shark codes and
special thanks.

I make this update at : 6:48 PM 11/15/99

Version 1.6: Cancel 'E-Box' and 'Mixing list'

Reason: I am to busy to play and study and write RE3
walkthrough

I make this update at : 6:37 PM 12/12/99

Version 1.7: Add a little sorry above

I make this update at : 5:38 PM 1/5/00

Version 1.8: Just give another address, where you can see this

I make this update at : 19:17 06/11/00

Version 1.9(LAST VERSION): I change my E-mail address! If you want to contact
me, E-mail me at radicalz@telkom.net

I make this update at : 22:10 12/07/01

B A S I C C O N T R O L

This basic control is use default type (like Resident Evil).

Directional Pad : Move your character
Square : Run
Circle Pick, choose option and check item
X : Pick, choose option and check item (usually use this key
pad)
Triangle : Go to character's screen
R1 : Aim
L1 : None
L2 : None
R2 : Turn 180 degrees to right
Select : Option
Start : Pause

Press Start to skip most of the animation.

C O M P L E T E W A L K T H R O U G H
#####

First of all, you'll see if you have messages in your mail; After that, you'll see very very good CG movie (usually I call it FMV). Okay, keep your good work CAPCOM !!!! I love your CG Movie!!!

Now, you'll see an event, that Regina (your character), Rick and Gail are talk a little about this facility. After that, you'll at Backyard of the Facility.

| Backyard of the Facility |

Items : Recovery Aid and An. Aid
Enemies : None

After you split with Rick, go up and you'll meet Gail and you'll see event. Now continue up, push the center box and pick up Recovery aid. Go back to Gail's position, enter the Material Storage (the door at your right).

| Material Storage |

Items : BG Area Key, Resuscitation
Enemies : None

Go on, take BG Area Key. Go back a little and go right; Push the shelf and take Resuscitation. Exit and back to the place you were splitting with Rick just now.

You'll see event. Gail will take your BG Area Key. After the event, press R2 and enter the door (The Backyard).

There are three doors here. Choose the top one (Passageaway to the Backup Ganeretor)

| Passageaway to the Backup Ganeretor |

Items : Med Pak M

Enemies : None

Follow the path till event. Check the dead body for Med Pak M. Follow Gail and enter the door beside Gail.

| Backup Generator Room 1F |

Items : None

Enemies : None

Go on your way, there is a puzzle. Rearrange it with this arrangement :

Red, Blue, Green, White

In other words, choose : Right, Center, Right

Now press the switch at your right. Exit. On the way back to Passageaway, you'll hear Gail's shot, Gail's voice and a Dinosaur's voice.

| Passageaway to the Backup Ganeretor |

Items : None

Enemies : Raptor

Go on a little, see event. There is a RAPTOR !!! Run as fast as you can, don't kill that Raptor if you can, because you don't have to back to this place later.

After you reach The Backyard, the Raptor will jump above the FENCE !!! Go enter The Backyard of the Facility. The Raptor want to jump above the fence again, but this time the fence is to high for it.

Now you'll call Rick, if Gail was attacked by a dinosaur. Rick doesn't believe it and call it a good joke. Go enter the room that Rick entered it just now.

| Office Hallway |

Items : None

Enemies : None

Follow your way till you hear a Dinosaur's voice. Ignore it for now. Go on till you find a Ventilation Opening.

| Piping Check Passageaway A 1F |

Items : None

Enemies : None

Go follow the path and go down at the first ventilation opening to Control Room Hall

| Control Room Hall |

Items : 9mm Parabellum
Enemies : None

Go on down (don't enter the door), right and take 9mm Parabellum. There is an E-Box near 9mm Parabellum. This E-Box is for save your items here. There are three colours E-Box. There are :

Green ==> Usually it's healing items
Yellow ==> Usually it's mixing items
Red ==> Usually it's ammoes

And for the plug, it's not fixed. Sometimes Red E-box is need three plugs, and sometimes need two plugs, etc.

Enter the sliding door to Control Room.

| Control Room |

Items : None
Enemies : None

You'll meet Rick here. Event, then exit this room.

Enter the door that I told you to ignore just now.

| Management Office |

Items : Shotgun, DDK input "H", a plug, Panel Key 2 (inside the password box : Entrance Key and Resuscitation)
Enemies : None

Take Shotgun, DDK input "H" and a plug. Then press the red switch. It'll become green. Then you can read the E-mail if you want to. Go to the right side of this room. WAOW !!! There is a dead guy here. Take Panel Key 2 beside the corpse. There is a Password Box. Ignore it for now. Now exit this room through the other door.

| Management Office Hallway |

Items : None
Enemies : Velociraptor

Rick will call you if you can deactivate the laser beam now. Now, kill the Velo. Enter t3he white door.

| Locker Room |

Items : DDK code "H", An. Dart M and Recovery Aid
Enemies : None

Take those items. They are scattered in this room. After that, read the blue book. It's a Journal of the Guardsmen. There, you'll find '0426'. Yes, it's for that Password Box in Management Office. Exit and enter the password and take Entrance Key and Resuscitation.

Exit, deactivate the laser beam and enter the door.

| Main Entrance |

Items : An. Aid 2x

Enemies : None

The first time you are here, you'll look around this place. Use Entrance Key at the big sliding door.

| Front Area of Entrance |

Items : SG Bullets, An. Aid and DDK Code "N"

Enemies : None

Go right and follow the path and take all items. There is "The File of Personnel Changes". Read it if you want. I will give you the important one :

*>Section : Third Energy Physics Laboratory

*>Registration Number : 57036

*>Name : Mark Doyle

Back to Main Entrance.

Take An. Aid (it's under the stairs). Then go to 2F Main Entrance. Push the Box and take An. Aid, then enter the white door.

| Hall 2F |

Items : Hemostat and SG Bullets

Enemies : Velociraptor

Kill the Velociraptor, take all items, equip your shotgun with SG Bullets as your ammo. Use DDK "H" at the machine beside the door (the door is near SG Bullet). Enter 'HEAD' as your password. Enter it.

| Chief's Room |

Items : Panel Key 1, SG Bullets, Key Card L and DDK input "N"

Enemies : T-REX

You'll meet a survivor here. He'll give you Panel Key 1. Take all items except Key Card L. Use Panel Key 1 and 2 at upper right corner machine.

Panel Key 1 --> Left

Panel Key 2 --> Right

Now you must enter a password. If you look the panel key 1 & 2 upside down, you'll notice if it's not a LEO and SOL word, but it's a number.

Key 1 ==> 705

Key 2 ==> 037

!

So the password is 705037. You'll receive Key Card L. On the way back, a T-Rex is coming from the big glass. It'll eat the survivor (now he is dead) and now it is coming for you.

Ok, for this T-Rex, I have two choice for you.

1. After it's try to reach you, it will pull it's head. NAH! that's only your chance to exit this room.
2. Use your SG Bullet to make the T-Rex is bored of you. You'll need 4 bullets for it.

For the choices, there is higher and lower. I'll explain it one by one.

1. Higher : You don't need to waste your bullets to this T-Rex

- Lower : You must be careful, 'cause if you wrong a little, it will eat you and the game is over (Game Over)
2. Higher : You don't need to worry Game Over, 'cause you shoot the T-Rex
- Lower : You lose four bullets to this T-Rex

Now, after you are at Hall 2F, enter the room near where you find Hemostat.

| Passageaway to the Communication Area |

Items : None
Enemies : None

Go on left, you'll read Communication Antenna Room. Now, enter Communication Antenna Room

| Communication Antenna Room |

Items : None
Enemies : None

Remember the slot for Antenna Activation Key. Read A Memo from an Antenna Operating Engineer. There, you'll find a password and how to use DDK. Exit and back to Hall 2F and enter the last room that you haven't entered.

| Lounge |

Items : Resuscitation and Handgun Slides
Enemies : Velociraptor

Kill the Velo and take Resuscitation. There is a note here, you can read it or not. Use the password that you find it just now beside the shelf. You'll get Handgun Slides. Use it at Handgun. Now your Handgun is more powerful. In other words, you can use another bullets. Exit and go back to Main Entrance 1F.

Go to under the stairs and Rick will call you. Now use DDK "N", and enter 'NEWCOMER'.

| Elevator Hall |

Items : Plug and An. Aid
Enemies : None

Take plug near Red E-Box. Push the box near the dead guy for An. Aid. Complete your map by checking the map near the dead guy. Now unlock the other door.

| Lecture Hallway |

Items : Plug
Enemies : Velociraptor

Deactivate the laser beam and enter the left door

| Office |

Items : None
Enemies : Velociraptor

Kill Velo, check all things here and use phone. Set hold to the telephone.

Exit.

Go on your way, but be careful to Velo. If it is coming at you and it is near you, press the green dot. It will use gas, and it will hurt Velo (but you can't kill the Velo with this gas). Go on your way till you find a door to the left. Take the plug first and now enter the door.

| Lecture |

Items : B1 Key

Enemies : Raptor

Take B1 Key on the bottom right corner table. After you take the Key, a Raptor will come out from the ceiling and it will hit you by its tail. Now you are having Danger scene. Tap all buttons and Gail is kill the Raptor for you. Wow..., what a right time. After a little talk, go back to Backyard of the facility by using Piping Check Passage away B 1F.

There, take Recovery Aid. After you reach Toilet, take An. Aid and exit this room and go to Backyard of the Facility.

| Backyard of the Facility |

Go to the place where you find Recovery Aid. Use B1 key at the bottom left corner from this place. Take An. Aid and go down.

| Backup Generator Room B1 |

Items : Plug and Startup Battery R

Enemies : None3

Take Startup Battery R in battery charger. Go left, push the shelf and take plug. Use Startup Battery in its place and rearrange to this arrangement :

Red, Blue, Green, White

In other words, choose : Right, Center, Left, Right, Center, Right

Then press the switch. Now Rick will call you. Then go to the Control Room. But, after you reach Office Hallway, you'll have a danger scene again. Tap all buttons. Then run as fast as you can to the laser beam, then activate it. Now it can't reach you. Go to Control Room by passing Management Office, so you can save your game, 'cause you will have two choices later.

| Control Room |

Here, you'll have event again. But, the different is : Now you are having two choices.

1. Gail's idea : find more clue to find Dr.Kirk
2. Rick's idea : rescue your comrade immediately

I suggest you to trust Rick's idea, 'cause if you trust Gail's idea, you'll continue your journey with Rick's idea.

[{ Gail's idea }]

Press R2, exit, then go to E-box place and there's an opening at the back.

Go down the stairs.

| Medical Room Hallway |

Items : None

Enemies : Many Amasgus

Go on till you see many Amasgus are eating a dead raptor. Enter the right door to Medical Room

| Medical Room |

Items : ID card and 2 Med Pak M

Enemies : None

Take ID card on the table and 2 Med Pak M in the cupboard near the table, exit and save your game.

Ignore those amasgus, and enter Hall B1.

| Hall B1 |

Items : None (for now)

Enemies : None (for now)

You'll meet Gail there. After a little chatting, there's a man wearing green cloth run away from you (wonder who is he), and the Gail is run after him. Regina want to run after Gail, but he (green cloth) close the path. Then Gail calls you. Regina says that you can go there by elevator. {You take control of Regina} Go back to Management Office Hallway.

Go left, turn off the laser beam and then use your ID card on the door that there is symbol of this facility.

| Strategy Room |

Items : DDK code "E", F.C. Device and a plug

Enemies : None

Take those items (it's scatered in this room). There's E-Box here and use your plug on it if you are very need E-box (because ... tee hee hee. Look by yourself later). Exit and go to Elevator Hall.

Use F.C. Device at the corpse, and then go to Office.

Check the whiteboard, then take a notice at the password (but I write it. Don't worry). Use your ID card at the computer and then enter the password that you were looked just now (58104), and say yes two times. Now, you get a new ID card. Go back to Elevator Hall.

{You can use the F.C. Device at the corpse that at Front Area of Entrance, and use the password}

You will hear a pager voice. You can turn off the pager by checking the corpse once again. Now go on your journey with Rick's idea.

[{ Rick's idea }]

Go back to The Backyard.

There, you'll see Rick enter another room that you haven't entered it.
(If you continue this by Gail's idea : Rick will call you if Tom's die)

| Large Size Elevator Passageaway |

Items : Slag bullets and resuscitation
Enemies : 2 Velociraptors

Go on, kill the Velos if you wish by Slag bullets. Take Slag bullets and resuscitation, then enter the next room through the double door.

| Large Size Elevator |

Items : Your gun, An. aid and a plug
Enemies : Ptheranodon

There, you'll have event. HEY! you are familiar with it. It's.....
PTHERANODON !!!!! Okay, now you have danger scene again. After its end, go back to where your gun is falling. Now, I will teach you how to kill Ptheranodon :

HOW TO KILL PTHERANODON :

1. Equip shotgun with any bullets, except darts
2. Shoot the Ptheranodon if your aim is going up if you press R1 (aim)

Go to R-6 garage, take An. aid. Now go to the boxes on the right of R-6 garage and take a plug. Continue right, and enter the right room to Large Size Elevator Control Room.

| Large Size Elevator Control Room |

Items : DDK input "L", DDK Code "L" and An. Aid
Enemies : None

You'll see Rick and Tom there. Event (if you go on with Gail's idea, there is no event). Tom will give you DDK input "L". Now take DDK code "L" on the table, then go to another side of this room, complete your map, take An. Aid, then go enter the other room.

| Passageaway to the Power Room |

Items : None
Enemies : Patheranodon

Go follow the path (zig-zag if you can), and enter another room.

| Elevator Power Room |

Items : Med Pak M and B1 Crane Card
Enemies : None

Go down the ladder, push the shelf, then take Med Pak M and B1 Crane Card. Go down a little and you'll see six computers in this order :

o o
o o

Now, if you check the computer, you'll have four options :

Green, Red, Blue and Cancel

Arrange the computers in this order :

5B 2R R=Red => 1st
4G 3G G=Green => 2nd
1R 6B B=Blue => 3rd

Now press those computer in that order. If number one, press it first time, etc. Now go ascend the ladder and exit this room.

You'll see Danger scene again. Tap all buttons, and the Ptheranodon will die (look by yourself ^o^). Go back to Large Size Elevator.

Activate the elevator by checking the blue dot; Now go to where Rick is, and see event. (You won't see event if you choose Gail's idea)

| Carrying Out Room B1 |

Items : An. Aid
Enemies : None

Event, go up the ladder then push the shelf, take An. Aid. Go on down, there's instruction on the wall. Read it if you want. Use B1 Crane Card at the computer. You'll see this :

```
|Card : |
|      |
|[Many cards here] |
|      |
|Start |
|Clear |
|Exit  |
|_____|
```

First, choose your card, then choose start if you are ready. Your first crane is at bottom center. So, choose :

2 up, 1 down, 1 left, hook, 2 right, release, then start
2 up, hook, start

Then exit and go back to downstairs, you'll see event (you won't see event if you choose Gail's idea). Go on, take An. Aid at bottom right corner (near the door). Enter the left door (you must unlock first)

| Hallway for carrying materials |

Items : None
Enemies : Raptor

Event (if you choose Rick's idea). Unlock the other door, don't enter that door. Turn off the laser beam, go on right, event. WAAAAA !!! A Raptor is coming from the fence. Danger Scene !!! You'll kick the Raptor and it is dead. Now go to the Medical Room.

| Medical Room |

Items : ID Card, 2x Med Pak M
Enemies : None

Go to the other side of this room. You'll see Rick here and ... Tom's corpse (I'm sorry to here that). Now take the ID Card on the table and two Med Pak Ms in the shelf. If you wish, read the memo.

Exit, go to Elevator Hall.

| Elevator Hall | #

Items : None
Enemies : None

Use F.C. Device at the corpse, enter Lecture Hallway to The Office.

| Office |

Items : None
Enemies : None

Use ID Card at the computer, enter 58104, say yes 2 times.

Back to Elevator Hall again, and use the left elevator. ##

{You don't have to read from # to ## if you continue with Gail's idea}

Huh ?! What sound is that ?
WAAAAA !!! A raptor again !!! Danger scene again.

| B1 Hall |

Items : Med Pak M
Enemies : Raptor

Now kill the Raptor. Take Med Pak M, complete your B1 map, read the instruction of DDK if you wish, then enter the DDK "L". Enter 'LABORATORY'

| Main Hallway B1 |

Items : None
Enemies : 2 Raptors

Go on down a little. You'll hear Raptor's step. Go on till you see a laser beam. Remember, there are two Raptors here. How to kill them all without get hurt ?

HERE IS THE STRATEGY :

1. Turn off the laser beam
2. Run down as fast as you can
3. Press R2
4. Run back as fast as you can, then
5. Turn on the laser beam again

If you do it perfectly, the Raptor will not eat you, because you are trapped there with laser beam. So, it's time to kill them. After you finished it, turn off the laser beam again, go on down. Don't enter the double white door, but go on right, turn off the laser beam. There is a red E-box there. After you've finished sort your items wisely, enter the single white door

near that E-box to Computer Room.

| Computer Room |

Items : Plug and Screwdriver

Enemies : None

Take the plug near the other door, and take the screwdriver in the red box. Now look at the red box right. Use the screwdriver there, but you can't use it now. Exit this room through another door to Research Area Hall. Save your game if you wish (I suggest you not to save it right now, but it's up to you)

| Research Area Hall |

Items : Recovery Aid

Enemies : 3 Raptors

Go on up, turn off the laser beam. Enter the left door if you wish or take the Recovery Aid first. There is an E-box beside Recovery Aid. Enter the left door to Research Meeting Room.

| Research Meeting Room |

Items : DDK input "E" and plug

Enemies : None

Take the DDK input "E" on the table. Now check the blue light (at the corner of this table). You'll get a Lock Code password. Check the shelf (at the corner of this room) and take a plug. There is another door here, but you cannot enter it right now, because you have to enter the lock code password first before enter it (it's so safe there, you know. Hoo hoo hoo ^o^)
You'll see a memo beside the shelf. I give you the important one :

Red button defeat green gas
Blue button defeat orange gas
green button defeat purple gas

Now back to the Computer Room.

Now, go to the computer (beside yellow memo). Check it. Enter the Lock Code Password (7248), when the computer ask you the password. Now go back to the Research Meeting Room.

Now enter another door at Research Meeting Room to Gas Experiment Room.

| Gas Experiment Room |

Items : B1 Key Chip, Small Size Key and An. Aid

Enemies : None

Take the An. Aid, go down. Now, you'll see if there is a doctor in a poisonous place. Hurry !! You must neutralize the poison to save him and you can ask where is Dr.Kirk now. Now, there is three buttons there. There are :

Red, Green, Blue

You must press this buttons : Blue, green, red, red, green, blue

In other words, press this option : 3, 2, 1, 1, 2, 3

Yup !! You can save him now. Go enter it. Walk a little bit more, and see event. You'll get B1 Key Chip and there is a password on the chip it says "3695". After that, check the corpse again. You'll take Small Size Key. Now exit this room. On the way out, there is a Raptor !! OUCH !!! Danger Scene. After it's end, press the red button to kill the Raptor or ignore it. I suggest you to kill it. It's up to you then. Now go back to Research Area Hall.

There, go to where E-box is. Go left a little, you'll see two Raptors are waiting for you. Do the same as before or just shoot it if you've seen them. Then, turn off the laser beam, go on up. BLARR !!! The Raptor at the next room is hearing your gun's voice. So, go back quick and turn on the laser beam once more. Kill it, and enter the next room.

NB : You can use Small Size Key at Medical Room. There, go to the other side of the room. You'll find out two little box on the table. Now, you are only have one small size key, but there are two little box. It will be the best way if you save the game first, then choose only one. If you want, load your game and then choose the other box.

Here are the items :

Inside the Medical Room, go to the other side of this room. There, you will see two small boxes. You can only open one.

The left one contains : one Resuscitation and one Med Pak M

The right one contains : one Multiplier and one Med Pak M

Now decide which one that you need most

| Library Room |

Items : Med Pak M and Key Card R

Enemies : None

Take Med Pak M. Now go left, check the blue light. It's a computer which need B1 Key Chip to operate it. Use it, and enter 3695 as your password. Now, there is another mini game. You must change from the original to the sample. It's quite easy. Just follow this walkthrough :

Press : Up, X, X, Up, X, Up, Up, X

Yup !! It's done. Now, you'll see a green light is out. Go there, and use the chip again. You'll find Key Card R, and a memo. If you read the memo, you don't need to read this walkthrough. Now, enter another door the leading to Main Hallway B1.

There, go to E-box, sort your item wisely, and enter the door to Computer Room.

There, go to the big monitor. There are two white spot at the right and left. Go left or right and use L or R card. In other words, use R card if you go right, or use L card if you go left. You won't be able to open that monitor one people. You need two people to open it. Choose to call Gail.

After a little event, enter DDK disc "E". Enter 'ENERGY' as your password. Save your game now.

| Experiment Simulation Room |

Items : Shotgun Stocks and An Dart L

Enemies : None

You'll see an energy at the simulation table. Check the table again, set the initializer and the stabilizer, then third energy. HURRAY !! Not only Dr.Kirk can activate the third energy. You can activate it too. Hoo hoo hoo ^o^
Go up, push the shelf, then take Shotgun Stocks. It allow you to use PA3 bullets at your Shotgun. Exit this room. On the way to Computer Room, take An Dart L.

Event. HUH !!?? Dr.Kirk is locking us in this room ! We must find another way. Now operate the Circuit Panel. You can use it now.

Ok, there are three pictures. Number 1 is the left one, number 2 is the center one, and number 3 is the right one. So, turn the picture in this way :

Picture number 1 : Don't change

Picture number 2 : Turn right one time

Picture number 3 : Turn right one time

Now, arrange in this arrangement :

Picture number 3, number 1, number 2

Yup !! You've done it correctly (is the same as sample). Uh-oh, Gail and Rick are quarreling again. You have to choose whose idea you are thrust :

Gail's : Break through the area relying upon your skill

Rick's : Cooperate with Rick and escape through the hatch

Gail's --> Go to Carrying Out Room B1 (be careful of Raptors)

Rick's --> Go to Experiment Simulation Room, go to where you are take Shotgun Stocks. Then go to the right and operate the computer. You need to access three mini game and you have only two chance to win. After you are ready to catch Dr.Kirk, use Emergency Evacuation Hatch.

I like Rick's idea, because you are catching Dr.Kirk first before Gail's.

After you are at Carrying Out Room B1, you'll catch Dr.Kirk. Now, Gail will tell you to go to call a helicopter to rescue you all in Communication Room. Gail knows if Dr.Kirk knows where is the Communication Room. At first, Dr.Kirk doesn't want to give the card to Regina. But, after Gail force him, he is telling you where is it. Now, Dr.Kirk must give you the key card to go to Communication Room. He doesn't give it to you (waow... he is naughty isn't it ?). Gail is forcing him again. And finally, he give the key card.

After you take control of Regina, go to Control Room 1F. Before you go here, save your game first or bring Resuscitation at your inventory (one is enough).

Go on right, you'll see a green light. Yes, it is an elevator to go to Communication Room. Use the key card that Dr.Kirk gived you just now.

| Communication Room |

Items : Slag Bullets and Antenna Key

Enemies : None

Take Slag Bullets and an Antenna Key. Remember, Antenna Key is in the small box. There is a red E-Box. Unlock the door, exit.

You'll be at Passageaway to the Communication Area. Go follow the way and enter Commumication Antenna Room.

Enter the Antenna Key at the slot for Antenna Activation Key. Now see how the antenna is appear. Now exit.

BUMM... BUMM... BUMM... BUMM... CREK !!!??? Rick is calling you and say what happend. WAHHH !!! T-REX !!! So that's why automatic lock is active. Now, Rick is trying to unlock the doors again, and you are busy with T-Rex. Hurry equip your Shotgun and use your maximum ammo (which have more ammo). Run as fast as you can to the entrance of the Communication Room. There, you'll fight the T-Rex.

HOW TO FIGHT THIS T-REX :

After it is trying to reach you, it will take back it's head. NAH !!! It's the only chance to make it can't eat you. Shoot it with your Shotgun about four times.

After your four Shots, Rick will tell you if he has unlock the automatic lock. You'll automatically enter the Communication Room and call a helicopter. After it's end, walk a little, Rick will call you and ask you some questions (What's situation there, and tell you to go to the heliport). Now, go back to Front Area of Entrance.

There, you'll have to see event. WAH !! Your enemies here is Patheranodon. Go on till the place that I told you to Remember just now. It says "Heliport A Head". Enter that door.

| Passageaway to the Heliport |

Items : None

Enemies : 2 Raptors

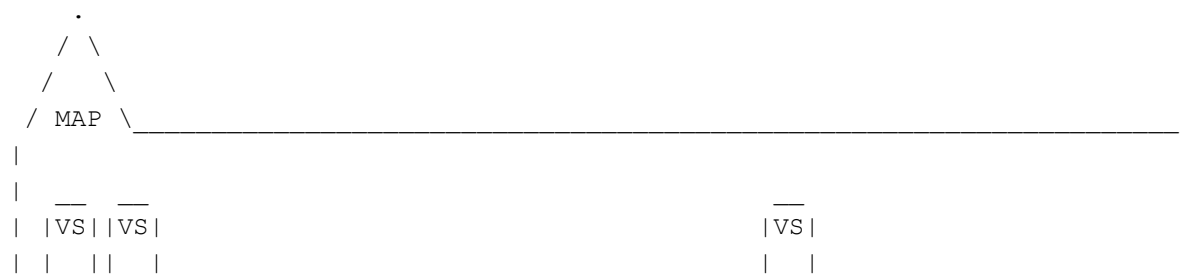
Go follow the path, ignore those two raptors that jump out from the ceiling. After you reach a dead end, there are two doors. Enter the right room.

| Hangar |

Items : Grenade Gun and two Grenade Gun bullets

Enemies : None

Go down, ascend the ladder. Go on left till dead end. On the way to the dead end to take Grenade Gun, you'll see a puzzle on your way later (at your right side of your television). Take the Grenade Gun, and Grenade Gun bullets. Read the memo if you wish. Go back and descend the ladder. Go right till you can't go on farther anymore. Nah, this is a puzzle. I will give you the map :



message to you and tells you to come to his way. Now go to where Rick is. See event. Bah !! the elevator is broken. You must find another way. Exit this elevator to Underground Passageaway to the Facility.

| Underground Passageaway to the Facility |

Items : None

Enemies : Many Amasgus

Go on down a little, you'll see a small stone is falling from above. WHAOW !! There are Amasgus !! Not only small stone. Run down, go to the right and enter the room.

| Materials Room |

Items : An. Aid, C.O Passcard

Enemies : Many Amasgus

Go on to the other side of this room. You'll see many Amasgus here. Check the corpse for C.O Passcard and then take the An. Aid. There is a memo here. Read it if you wish. Exit.

Go on your way to another Liaison.

Event. Regina will ask Rick if he is ready or not. Rick is always ready (I like him. Tee hee ^_^).

After you reach the top, you are at Large Size Elevator. Now, You are going to B3 by that large elevator. On the way down, the elevator is shut for a while, and it is automatically use another energy. Gail will call you. Oh.... So, Gail is on floor B3 (wonder what is he doing here). You'll exit this Big elevator to Carrying Out Room B3.

| Carrying Out Room B3 |

Items : Grenade Bullets, Slag Bullets

Enemies : None

You'll see if the battery is broken. You must find another battery to exchange it. Go to bottom left corner. Enter the white door.

| BG Room B3 |

Items : Batt.W and Slag Bullets

Enemies : None

Go to the other side of this room, take the Batt.W. Go to the other side of this room, you'll see a shelf. Push the shelf and take Slag Bullets. Exit

Go to where Rick is and give him the Batt.W. YES !!! The light is on again. Go follow Rick, take Grenade Bullets on the way to the Control Room B3.

| Control Room B3 |

Items : Multiplier, B3 Crane Card 2, B3 Crane Card 1 and a plug.

Enemies : None

Take those items (Multiplier, B3 Crane Card 2, B3 Crane Card 1), it's scattered in this room. For the plug, you must push the shelf, and take the plug. Remember, there are two E-box here. Red and Yellow. Use it wisely. Now, exit through the left door.

| General Weapon Storage |

Items : Resuscitation and DDK input "W"

Enemies : Two Dinosaurs (sorry, I don't know the name)

Go right, there is an item there. It's Resuscitation. Take it. Go on up a little, GREKK !!! Huh ? what is it ? Regina will look to the left. It's DDK Disc at the corpse. Bumm... Bumm... Bumm... WAOW !!!!

What dinosaurs is it ?! It will hit Regina. Regina is falling. It is trying to kill Regina, but she is avoid it's attack. WHEWW... WHAT !!?? there is a box is falling to you. Tap all buttons to avoid game over. Now, you take control of Regina again. Kill them both if you want (just four Slag bullets every dinosaur). If you don't want to kill them, hurry to enter another garage.

| Transport Passageaway |

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

Enemies : 1 dinosaur

Kill the dinosaur, then take those two items. It's on the big thing. Exit.

Here, you can see a ladder there. Go up that ladder. Now go left, ascend that ladder. Use your Crane card. Now, select this cards :

2 left, hook, 2 right, release

3 up, hook, 2 left, release

3 up, 1 down, 2 right, hook, 2 left, release

3 up, 2 right, hook

exit

Decend the ladder two times, take the DDK input "W". It's at the corpse.

Now, go to Carrying Out Room B3.

Go to where Rick was power uping the light just now. Go up, take the Slag bullets, go on down, use the C.O Area Card at the door. The door is leading to Passageaway to the Carrying Out Room

| Passageaway to the Carrying Out Room |

Items : None

Enemies : 2 dinosaurs

Equip your shotgun or Grenade Gun, then kill those two dinosaurs with Grenade Gun. It's easy. Don't worry if you don't think you don't have enough Grenade Bullets to kill your final T-Rex. There are still many Grenade Bullets to obtain. After you kill those dinosaurs, go to the next room.

| Rest Station |

Items : Plug

Enemies : None

Take the Plug at the corpse. Now go to the green map (near the entrance door). Complete your map there. Now enter the door at the left map.

| Central Stairway |

Items : None

Enemies : 2 dinosaurs

There are two dinosaurs here. Ignore it if you can and if you are affraid to pass them without shooting them, you can kill them by shotgun. After that, go up the stair to Passageaway to the Experiment Area.

| Passageaway to the Experiment Area |

Items : An. Aid

Enemies : 1 Raptor

Go on take the An. Aid, then go to the right. There, you can see a raptor is being trapped by a laser beam. Go on till you are near enough with the Raptor. It will angry and want to eat you. After it is falling, turn off the laser beam. Go on till you see a door. Enter it to the Security Pass Room.

| Security Pass Room |

Items : DDK input "S", B2 Key chip 1, plug

Enemies : None

Go on till you are detecting if you are bringing gun. Go enter to the other side of this room. How to deactivate the warning sound ? Here is the way : First, go to the computers which there is a warning word.

Second, check the computer

Third, say yes

It's simple. Now go to the big monitor, there are two white thing beside it. It's the same with the big monitor at Computer Room at B1. There is a DDK input "S" on the computer. Go right, read the file if you want too. Go to the corpse, take B2 Key Chip (it's beside the corpse), and a plug (it's beside the B2 Key Chip, at the box, on the table). Now, use the B2 key Chip 1 at the left thing beside the big monitor. Now, exit through the same door. Save your game.

Now, go up to the Pipping Check Passageaway B2

| Pipping Check Passageaway B2 |

Items : None

Enemies : None

Go on up, right, down, then go down through ventilation opening.

| Experiment Room Hall |

Items : Key Card Lv. C and An. Dart L

Enemies : Losoraptor (later)

Now, you can look *three path. There are left, down right (the laser beam is blocking the way). For now, go on left. Go left ahead till you see a door. You cannot go through the door now. So, continue left. There, you can see two E-Boxes. You need 2 plugs to open the red one and one plug to open the green one. Enter the left room after you use the E-box.

| Researcher Rest Room |

Items : Plug and Multiplier

Enemies : None

Here, you'll meet Gail. I don't know what is he doing here. After a little

chat, you'll take control of Regina again. Take the Multiplier (it is scattered at this room), and the plug. For the plug, it is on the table (big table). There is a memo here. Now, there is a computer which need Key Card Lv. A to operate it. You can go here after you choose your last option to get the best ending if you choose the wrong one. Now exit from this room and go to *.

Go down, take the ... BRAK !!! ??! What is that ? Regina is searching the source of the sound for a while. WHEEW... it is nothing. BRAKK !!! WHAHH !!! Losoraptor !!! You have danger scene again. Now, take the Key Card Lv. C, then kill the Losoraptor with Grenade Gun. It's easy. Now, enter the right door that need Key Card Lv. C to operate it.

| Stabilizer Design Room |

Items : DDK code "W"
8Enemies : None

Take the DDK code "W". You can see it from the entrance. You can read the file later, but you can read it now (but you need it later). Exit then go to Central Stairway.

There, Rick will call you if he has deactivate the laser beam lock. Now, you can turn off3 all laser beam. Here, Central Stairway, there are two E-boxes. Now, go to the Rest Station.

There, use the DDK "W". The password is "WATERWAY". Enter through the door.

| Dissembarkation Immigration Office |

Items : Plug and B2 Key Chip 2
Enemies : None

Take the plug at the corpse. Now, after go on a little, Rick is coming here. He is trying to open another door, but he said that we need special key to open the door. Then, someone is calling him (the dead man). Now, you must save them from the T-Rex. If T-Rex eat them, you must find the key at the T-Rex stomach. Hee hee. The important thing now is go to the Carrying Out Room B3. But, before you exit this room, save your game.

There, go to the elevator. On the way to the big elevator, you will see event. You look to the Elevator floor. It's coming from G, B1, ..., then... B3 !! Uh-oh... T-Rex is coming out from the elevator. It is looking at you, then it want to eat you, but, it is eating the power of B3. tee hee.

After you take control of Regina, take Startup Batt. W then go to BG Room B3.

Put the Startup Batt. W, then choose these option :
A, C, D
Then push the button. Now, go to the big elevator.

There, you see three dead man. Check each of them to take many key. They are : Plug, Port Card Key, and DDK input "D". Now go to Dissembarkation Immigration Office.

There, you'll see event that Rick is finish unlock the door with Port Card Key. You'll enter Passageaway to the Port.

| Passageaway to the Port |

Items : DDK code "S" and Multiplier

Enemies : None

There, you'll see an energy. We cannot go across this thing. Rick will toast a coin then, the coin is ... Gone !!! That's Dr. Kirks's third energy experiment. WAOW, what an energy. Now, Rick is telling Regina to look for another way. After you take control of Regina, take DDK code "S". You can take Multiplier later. Now, exit this room and take your way to Security Pass Room (the one there is X-ray).

There, put the B2 key chip 2 beside the big monitor. Enter "0392". You'll have another puzzle or mini game. If you want to solve it easily, I tell you the way :

1. Press : X, X, X, Up, X, Up, X, Up, X, X
2. Go to the right puzzle but the cursor is at the bottom of the puzzle
3. Press : X, X, X, Up, X, Up, X, Up, X, X
4. Go to the left option, then choose the bottom one
5. Now, exchange : the full one with the empty one

$\overline{\quad}$	$\overline{\quad}$	
/ F \	/ E \	F is Full
___/	___/	E is Empty

Then, you'll take B2 key chip 1 and B2 key chip 2. Now, use DDK disc "S", and enter 'STABILIZER' as the password. Then, save your game.

| Port Storage |

Items : None

Enemies : None

Go right, then you'll see event. Then, go on your way. The door that you see the first one is an automatic door. You'll have two path after you pass the automatic door. The one to the left, the other path is to the down. For now, you don't have to go to the left, so go down. Then, you can see a door. Now, you can use this door. Use it.

Go to the right, that there is a laser beam, then turn off it. Take the Resuscitation, then enter the C door.

| Stabilizer Experiment Room |

Items : DDK code "D" and plug

Enemies : Losoraptor

Take the DDK code "D" on the table, then take the plug, at the upper left corner of this room. Then, exit this room and ignore the Losoraptor. Now, go back to the Port Storage.

Go on up, then left. There is A room at your left. Ignore it for now, because you only have Key Card C now. Go on up, you can see DDK "D" door. Use the DDK "D", then enter 'DOCTORKIRK' as the password. Then, enter the room.

| Passageaway |

Items : An. Aid

Enemies : None

Go on down. There, you'll see a green dot. Use B2 key chip 2 there. Then, go on down again and use B2 key chip 1 there. After a little scene, take the An. Aid, then, go right and enter the other room.

| Third Energy Area B2 |

Items : None

Enemies : None

There, you'll see the third energy system. Then, Regina will call Rick. Now, after you take control of Regina, go down till your view is change 1 time. Now, check the computer (it is on the wall). Then, a bridge is coming out. Don't go down for now, because you can't operate system now. So, continue left and enter another room.

| Third Energy Control Room |

Items : Plug

Enemies : None

From the start point, go right a little, then ascend the little stairs. There, go right and take the plug, then descend another stairs. Continue down then enter the room at your right.

| Power Freq. Room |

Items : Researcher memo (later)

Enemies : None

There, you'll see a researcher is laying unconsciously. There are two E-Boxes here. You need two plugs for the red one and you need one plug to open the green one. Now, complete your map (beside the door). Now, you can read the file and there is a password (31415). Now, switch the supply destination (white board). Now, there is a puzzle. There are three pictures.

Left picture : turn left 1 time

Center picture : turn left 1 time

Right picture : don't turn it

Now, put these pictures in this order : center, right, left
YES !! it is work. Now, go to Third Energy Control Room.

From the starting point, go left and operate the terminal. After a little scene, uh-oh, you need a special ID card to operate it. DAMN Kirk !! Regina will punch the computer, then you'll hear a gun's sound. Go back to Power Freq. Room.

There, you'll see the researcher corpse. Check it, and you'll get a researcher memo. It says "1281". Now, check the blue light and use the fingerprinting there. Yes ! you've got Dr. Kirk's fingerprint. Now, go right and you'll hear a door sound. See a little event.

| Passageaway to personal lab |

Items : None

Enemies : None

!!! Who is he ? Go follow him to another room.

| Dr Kirks personal lab |

Items : Key Card A, plug

Enemies : None

Go on down, and you'll see that Dr Kirk is pointing his gun to you. After a little chit chat, tee hee, Gail is coming to help you by shooting Dr Kirk's gun (wheew... Regina is lucky, because Gail is a good shooter. Hee hee). Then, you'll know why there are many dinosaurs is here. Then, Dr Kirk is giving Key Card A to you. Then, Gail is telling Dr Kirk to enter another room. Then, after he is done with Dr Kirk, he is come out and Rick is come here too. Then, Gail and Rick is quarreling again. Now, you must choose again.

1. Gail's strategy : Head for the B3 Lv A area
2. Rick's strategy : Head for parts storage on B2

I suggest you to choose Rick's strategy, because you'll have another minigame.

NB : after you choose weather Gail's strategy or Rick's, go left a little and take a plug. Then, enter another room (Dr Kirk's library room) and take Med Pak M and read a document there.

[{ Gail's strategy }]

Go back to Third Energy Control Room. Enter the elevator and then go to Transport Passageaway through Control Room B3 to get the Stabilizer and Intializer. Anyway, becareful of Dinosaurs.

There, turn off the laser beam on the right, and take all items there. There are plugs and ammos there. Then, enter the lv A door (the first A door).

| Special Weapons Storage |

Items : Stabilizer and Intializer

Enemies : None

There, enter the other site of this room. Use the elevator there and take the Stabilizer and the Intializer.

[{ Rick's strategy }]

If you choose to thrust Rick's strategy, you will receive a Planning Disc. Now, Go to the Parts Storage.

There will be many Dinosaurs everywhere (of course, because this game will be the end soon). Enter the door which require Lv A card. There, go to another site of this room to take Grenade Gun Parts. Then, back to the other site. You will see a cupboard there. Push it and you will get a plug. Check the blue dot for the clue of the puzzle (it is a tone). Now, use the Planning Disc at the computer. You can solve this puzzle by yourself if you remember the tone. Anyway, I will give you the number.

It is : 367204

It is quite simple. Just go to right till end, then down, then up.

Then, take the Core Parts 1 and the Core Parts 2. Now, go back to Security Pass Room.

There, use the ID card at the computer, enter 31415 for the combination number. Then, you will receive Dr Kirk's ID card. Now, what you must do is to get another parts of Stabilizer and Intializer. Therefore, go to the Stabilizer Design Room.

There, use the Planning Disc on the computer at the right. The combination is 0367. Take the Protect Parts 1-B. Use the Planning Disc again at another computer in this room. The combination is different. It is 0204. Now, take the Protect Parts 1-A and the Protect Parts 2-A. Now, go to the Stabilizer Experiment Room.

There, you can see a cupboard again. Enter this combination number : 1281 (at the researcher memo). Take the Shotgun Parts. You can use SPAS12 if you combine this at your shotgun. Now enter the Level A door. Use your Planning Disc (again) on the glass on the Shouthwest corner of this room. Take the Protect Parts 2-B. Now, use the Core Parts 1 or Core Parts 2 on the computer (the computer is at the center of this room). NAH !! This is your minigame. I think, it is an easy puzzle. But, if you finish with the intializer but you failed at the stabilizer, your mini game will restart from the very beginning again. After you finished the mini game, you will receive the Intializer and the Stabilizer (WHEEWW... Finally).

=====
Now, go to the Third Energy Control Room through the passageaway. There, becareful to Losoraptor. After you reach Third Energy Control Room, activate the generator, which need a special ID card (the special ID card is Dr Kirk's ID card). Then, go back to Third Energy Area B2.

There, across the bridge. Now, check the green dot, and then use the Stabilizer. Now, go back to the door which lead you to passageaway. Now, go right from there. You will see an elevator. Use it to go to Third Energy Area B3.

Follow the path, then ascend the stairs and descend the other stairs. Follow the path again till you see a green dot again. Press it, and use the Intializer. Go to the right, take the plug then operate the computer. Now, go back to the Third Energy Area B2. Across the bridge one more, then activate the computer beside the green dot. Now, you will see event.

Now, I suggest to you who don't want to get the secret, but you want to see th8ose three endings to save your game now.

Then, go to the Dr. Kirk's Library Room to meet the poor Gail (whoops) and you will receive the Pulse Receiver. You will see a little event, that tells you if Rick is finish to deactivate the third energy which is blocking your way that time, and discover hovercraft that you can use it to escape. Now, you must choose one from two choices. This is your last choice, so ? it is up to you.

1. Gail's idea : Put priority on the mission and go after Kirk
2. Rick's Idea : Ignore your duty and go after your comrade

[{ Gail's idea }] (First ending)

Your ending report : DR. Kirk : Recaptured, Gail : Deceased

Go back to the red area on your map. The red area is different. Then, you will see that Gail is pointing his big gun at Dr. Kirk. After a little conversation, Gail will give you a Secret Disc. Then, you will automatically go to Disembarkation Immigration Office.

Now, enter the Passageaway to the Port.

Follow the Path there. Take the Multiplier then enter the other room.

| Port |

Items : Recovery Aid

Enemies : None

First of all, you will have event. !! Wonder what is it ? it is only a die T-Rex.. Don't worry about it. Now, I suggest you not to take the Recovery Aid, because it is useless then. But, if you want to take it, that is no problem. It is some where in this room. Then, enter Hovercraft Storage. !!!!! That die T-Rex is moving. HUH... I don't care about it though. YUP !!!! You can see the ending's event. Now...

| Hovercraft |

Items : plug, two Grenade Gun Bullets

Enemies : None

!!!! What is it ? your hovercraft is quacking. Guess what ?? It is T-Rex!! You know what ? It is the die T-Rex that you were saw it just now. So, take the Grenade Gun Bullets and don't worry about your ammo. It is just need about 4 or 5 bullets. Then, go out from the boat.

| Channel |

Items : None

Enemies : T-Rex

This is your last battle with the T-Rex, so shoot it !!! You are undefeatable if you take many Grenade Gun Bullets. Then, Rick wants to use the hovercraft missile. He is shooting the missile to the bridge. Now, enjoy the FMV.

<< FMV >>

After it is blowing up the bridge and all of its contents there, (including T-Rex, they think) they, Regina and Rick, is relax. But, you can see the T-Rex's tail, right ? DUM!!! WHAA... Regina is falling down and she is looking at a bomb. Uh-oh it is T-Rex again. It is looking at Rick, then Rick is using the Hovercraft as fast as he can. Regina is going out of the hovercraft again, and this time for throwing the bomb at the T-Rex. Then, she is doing her plant and it is perfect !!! the T-Rex is eating that bomb (I think it is greedy) and then Regina is pushing a button in order to exploding that bomb, and the T-Rex is no more.

[{ Rick's idea }] (Second ending)

Your ending report : DR. Kirk : Unknown, Gail : Alive

Enter the Hovercraft Storage. Descend the stairs, then, Rick will give you the Energy Tank. Then, go back to the Port. Go left, you will see three barrels there. Use the Energy Tank, and it will be full. Now, go back to the Hovercraft Storage and go to Rick. T-Rex is coming again !! Huh... T-Rex again. Now, take the plug and two Grenade Gun Bullets, then save your game for the last time you fight the T-Rex and get a beautiful ending. Now, the T-Rex is breaking through the garage and it's tail is breaking a

thing. Now, the autolock is run. O my God !!! Regina is lock in the Port with T-Rex !!! So, run as fast as you can, don't shoot it if there is no sign "Fire". If you shoot it when there is no sign, you will die. So, may be sometimes you don't shoot it. First I try this trick, I shoot that T-Rex two times, and the second one, I only shoot it one time. So, if you don't shoot it, may be you can win. Then, enjoy the FMV.

<< FMV >>

Finally, Rick can operate the hovercraft machine, when Regina is busy with the T-Rex. Luckily, Rick is not an idiot guy. He tells Regina to get down while he is shooting the... T-Rex ??? No. He isn't shooting the T-Rex, but he is shooting the Third Energy fuel, in order to destroy the Third Energy machine. So ? Regina is in the hovercraft now. The T-Rex is die with the Third energy explotion (the explotion of the Third Energy is very beautiful). But... Uh-Oh... the explotion is running after you !!! But it's ok, the hovercraft is faster than the explotion. After you come out from the cave, you can see if 1/4 of Ibis Island is missing because of the big explode.

[{ Gail's idea }] (Third ending)

Your ending report : DR. Kirk : Recaptured, Gail : Alive

Now, go to the Central Stairway. There, you will meet two dinosaurs. Kill them with poison dart, or heat bullet, or slag bullets, or make them sleep for a while, or evade them. Then, enter the security Level A door, that need Lv A card.

| Port Transport Passageway |

Items : None

Enemies : None

Here, use the transport, then enter the Heliport Transport Passageaway.

| Heliport Transport Passageway |

Items : An. Aid

Enemis : None

Here, use the transport, then enter the Underground Heliport.

| Underground Heliport |

Items : Plug and Grenade Gun Bullets (two pack of bullets)

Enemies : None

Here, you will see a helicopter. Now exit and go to the red area on your map. There, you will see event. Then, exit this room and go back to the heliport. Now, take the Plug and Grenade Gun Bullets (two pack of bullets). You can use the yellow E-box wisely, which need a plug to open it. Now, exit and use the elevator once again. Then, Rick is coming to you and the T-Rex is behind him. Now, you will be face the last T-Rex.

Here are the tips and trick :

1. Equip your Grenade Gun
2. Equip your Grenade Bullets (don't use Heat Bullet)
3. Shoot if the T-Rex is coming to you
4. After shoot about three times, press triangle and equip the bullets once

again to evade auto reload

Now, enjoy the FMV

<< FMV >>

Rick starts the helicopter. After it is flying a little, the T-Rex is coming out from the Heliport Transport Passageaway. Ups.. The helicopter is crushing a little (don't worry only a little). Now, the T-Rex is running after the helicopter. Then, after the T-Rex's speed is slower (I think) a little, Rick is flying higher, then he is dropping the bomb (big bomb) and it is destroy the T-Rex and the facility (only the facility, not the island). Then, Dino Crisis is end.

[{ Rick's idea }] (Third ending)

Your ending report : DR. Kirk : Recaptured, Gail : Alive

Use your Pulse Receiver to locate where Dr. Kirk is. He is in the Underground Heliport (anyway, he is in the Special Weapons Storage). So ? Go to the Central Stairway. There, you will meet two dinosaurs. Kill them with poison dart, or heat bullet, or slag bullets, or make them sleep for a while, or evade them. Then, enter the security Level A door, that need Lv A card.

Here, use the transport, then enter the Heliport Transport Passageaway.

Here, use the transport, then enter the Underground Heliport.

Go to the center of this room. You will see Dr. Kirk is trying to escape with the helicopter. You are trying to sneak out behind him to recapture him, but Rick is calling Regina because there is a T-Rex trying to eat them. So, Regina's plan is fail. But, Regina is kicking Dr. Kirk untill unconcious. Then, Regina tells him if there is helicopter that we can use to escape. What do you do now ? take the plug and Grenade Gun Bullets (two pack of bullets). After that, you can use the yellow E-box wisely. Then, exit this room and you will automatically run to the other side. YUP !! your time is exactly right. Rick is coming and you must fight the T-Rex.

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1. Equip your Grenade Gun
2. Equip your Grenade Bullets (don't use Heat Bullet)
3. Shoot if the T-Rex is coming to you
4. After shoot about three times, press triangle and equip the bullets once again to evade auto reload

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YUP !!! I give you the weapon list. HERE THEY ARE :

Name	Explanation 1	Explanation 2
Handgun	Made by Glock of Austria. Uses the 9mm Parabellum Bullets.	Glock 34. Easier handling but modest stopping power.
Shotgun	A pump-action Shotgun by L. Franchi.	Shotgun Model PA3.
Grenade Gun	Grenade Bullets and Heat Bullers are usable. By Hecker and Koch of Germany.	40mmHK Grenade Pistol.
Handgun Sights	A critical hit will inflict tremendous damage.	Parts that can increase hit probability.
Handgun Slides	You can remodel your Handgun into a Glock 35 by using this.	Parts that can make the 40S&W Bullets usable.
Shotgun Parts	Parts such as the fore grip and barrel upgrade the weapon to a SPAS12	Parts that increase the power of a Shotgun.
Shotgun Stocks	By attaching it, the time lag for reloading is eliminated.	Parts that allow a Shotgun to fire continuously.
GG Parts	By remodeling the cylinder, Grenade Bullets can be fired continuously.	Parts that allow a Grenade gun to fire continuously.
Handgun + Sight	Critical hit probability is increased.	The Glock 34 is equipped with Special Sights.
Handgun Custom	The Glock special model. Uses the 9mm Parabellum and the 40S&W Bullets.	Glock 35. The 40S&W Bullets are usable.

HG Custom + Sight	Critical destruction rate increases uses the 9mm Parabellum & the 40S&W Bullets.	The Glock 35 with a sight attached.
Shotgun Custom	A military Shotgun by L. Franchi.	Shotgun Model SPAS12. High-powered Shotgun.
Shotgun + Stock	Increased stability allows faster follow up shots.	The PA3 Shotgun is fitted with a stock.
SG Custom + Stock	This rig couples increased stopping power with rapid fire capability.	The SPAS12 is fitted with a stock.
GG Custom	Allow continuous fire with customized ammo feed cylinder.	40mmHK Grenade Pistol. "Regina Custom".

 G A M E S H A R K C O D E S
 #####

Now, here are the game shark codes from Game Shark Code Creators Club at <http://www.cmgsccc.com/>

These codes made and tested on 3.2 version game shark

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7 7 If You Tried The First Enable Code, And it didn't 7 7
7 7 Work, Try The Second One. One Will Definitely Work 7 7
7 7 7 7
7 1E 7 Enable Code (Must Be On) Read Down Below For More 7 D0029588 0005 7
7 7 Info 7 8002958A 1000 7
7 2E 7 Enable Code (Must Be On-Alternate Version) Read Down 7 D014957C 023A 7
7 7 Below For More Info 7 8014957E 1000 7
7 7 7 7
7 1J 7 Joker Command (Read Down Below For More Info) 7 D00B1418 ???? 7
=====

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=====
7 NO 7 NAME 7 CODE 7
-----
7 01 7 Infinite Health 7 800B9574 04B0 7
7 02 7 Have All Maps 7 800C15D0 FFFF 7
7 7 7 800C15D2 FFFF 7
7 7 7 800C15D4 FFFF 7
7 7 7 800C15D6 FFFF 7
7 7 7 800C15D8 FFFF 7
7 7 7 800C15DA FFFF 7
7 03 7 All Weapons (Regina) 7 800C15A8 FFFF 7
7 04 7 Have All Items (Regina) 7 800C15A4 FFFF 7
7 7 7 800C15A6 FFFF 7

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7	7	7	800C15AC	FFFF	7
7	7	7	800C15AE	FFFF	7
7	7	7	800C15B0	FFFF	7
7	7	7	800C15B2	FFFF	7
7	7	7	800C15B4	FFFF	7
7	7	7	800C15B6	FFFF	7
7	7	7	800C15B8	FFFF	7
7	7	7	800C15BA	FFFF	7
7	7	7	800C15BC	FFFF	7

7 NO 7	Supplies Modifier Codes (Regina)	7	CODE	7
7 05 7	Slot 1	7	300C18CC 00??	7
7 06 7	Slot 2	7	300C18D0 00??	7
7 07 7	Slot 3	7	300C18D4 00??	7
7 08 7	Slot 4	7	300C18D8 00??	7
7 09 7	Slot 5	7	300C18DC 00??	7
7 10 7	Slot 6	7	300C18E0 00??	7
7 11 7	Slot 7	7	300C18E4 00??	7
7 12 7	Slot 8	7	300C18E8 00??	7
7 13 7	Slot 9	7	300C18EC 00??	7
7 14 7	Slot 10	7	300C18F0 00??	7

7 NO 7	Max Supplies Codes (Regina)	7	CODE	7
7 15 7	Slot 1	7	300C18CD 00FF	7
7 16 7	Slot 2	7	300C18D1 00FF	7
7 17 7	Slot 3	7	300C18D5 00FF	7
7 18 7	Slot 4	7	300C18D9 00FF	7
7 19 7	Slot 5	7	300C18DD 00FF	7
7 20 7	Slot 6	7	300C18E1 00FF	7
7 21 7	Slot 7	7	300C18E5 00FF	7
7 22 7	Slot 8	7	300C18E9 00FF	7
7 23 7	Slot 9	7	300C18ED 00FF	7
7 24 7	Slot 10	7	300C18F1 00FF	7

7 NO 7	Max Supplies Modifier Codes (Regina)	7	CODE	7
7 25 7	Slot 1	7	300C18CC FF??	7
7 26 7	Slot 2	7	300C18D0 FF??	7
7 27 7	Slot 3	7	300C18D4 FF??	7
7 28 7	Slot 4	7	300C18D8 FF??	7
7 29 7	Slot 5	7	300C18DC FF??	7
7 30 7	Slot 6	7	300C18E0 FF??	7
7 31 7	Slot 7	7	300C18E4 FF??	7
7 32 7	Slot 8	7	300C18E8 FF??	7
7 33 7	Slot 9	7	300C18EC FF??	7
7 34 7	Slot 10	7	300C18F0 FF??	7

7 NO 7	NAME	7	CODE	7
7 35 7	View First Ending (Press Select) [Note 1]	7	D00B1418 0100	7

7	7	7	800B7A48	000A	7
7	7	7	D00B1418	0100	7
7	7	7	300B7A5B	0000	7
7	36	7	View Second Ending (Press Select) [Note 1]	7	D00B1418 0100 7
7	7	7	800B7A48	000A	7
7	7	7	D00B1418	0100	7
7	7	7	300B7A5B	0001	7
7	37	7	View Third Ending (Press Select) [Note 1]	7	D00B1418 0100 7
7	7	7	800B7A48	000A	7
7	7	7	D00B1418	0100	7
7	7	7	300B7A5B	0002	7
7	38	7	Turbo Boost (Press X)	7	D00B1418 0040 7
7	7	7	800B94A0	0100	7
7	39	7	Save Anywhere (Press L1 & L2)	7	D00B1418 0005 7
7	7	7	800B7A48	0007	7
7	40	7	Mini Me (Regina)	7	800B9500 0500 7
7	7	7	800B9504	0500	7
7	7	7	800B9508	0600	7
7	41	7	Giant (Regina)	7	800B9500 1F00 7
7	7	7	800B9504	1F00	7
7	7	7	800B9508	1F00	7
7	42	7	Infinite Ammo & Items	7	8006AC06 2400 7
7	43	7	Enable Costume Change	7	D00C1CF4 0001 7
7	7	7	800C1CF4	000F	7
7	7	7	D00C7C42	0003	7
7	7	7	800C7C42	0503	7
7	44	7	Enable Extra Missions (Press R1+R2 At Main Menu)	7	D00B1418 000A 7
7	7	7	800C7C42	0403	7
7	45	7	Infinite Time-Wipeout Missions	7	800480CA 2400 7
7	46	7	Clear Time Is 0:00:00	7	800C14C4 0000 7
7	7	7	800C14C6	0000	7
7	47	7	Used 0 Continues	7	300C14CA 0005 7
7	48	7	Haven't Saved	7	300C14C3 0000 7
7	49	7	Have A Lot of Plugs on Pickup	7	800C1B00 00FF 7

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=====
7 NO 7          Item Box Modifier Codes          7          CODE          7
-----
7 50 7 Slot 1          7 300C1744 00?? 7
7 51 7 Slot 2          7 300C1748 00?? 7
7 52 7 Slot 3          7 300C174C 00?? 7
7 53 7 Slot 4          7 300C1750 00?? 7
7 54 7 Slot 5          7 300C1754 00?? 7
7 55 7 Slot 6          7 300C1758 00?? 7
7 56 7 Slot 7          7 300C175C 00?? 7
7 57 7 Slot 8          7 300C1760 00?? 7
7 58 7 Slot 9          7 300C1764 00?? 7
7 59 7 Slot 10         7 300C1768 00?? 7
=====
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=====
=====
7 NO 7          Max Item Box Codes          7          CODE          7
-----
7 60 7 Slot 1          7 300C1745 00FF 7
7 61 7 Slot 2          7 300C1749 00FF 7
7 62 7 Slot 3          7 300C174D 00FF 7
7 63 7 Slot 4          7 300C1751 00FF 7
7 64 7 Slot 5          7 300C1755 00FF 7
7 65 7 Slot 6          7 300C1759 00FF 7

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7 66 7 Slot 7	7 300C175D 00FF 7
7 67 7 Slot 8	7 300C1761 00FF 7
7 68 7 Slot 9	7 300C1765 00FF 7
7 69 7 Slot 10	7 300C1769 00FF 7

=====

7 NO 7	Max Item Box Modifier Codes	7	CODE	7
7 70 7 Slot 1		7	800C1744 FF??	7
7 71 7 Slot 2		7	800C1748 FF??	7
7 72 7 Slot 3		7	800C174C FF??	7
7 73 7 Slot 4		7	800C1750 FF??	7
7 74 7 Slot 5		7	800C1754 FF??	7
7 75 7 Slot 6		7	800C1758 FF??	7
7 76 7 Slot 7		7	800C175C FF??	7
7 77 7 Slot 8		7	800C1760 FF??	7
7 78 7 Slot 9		7	800C1764 FF??	7
7 79 7 Slot 10		7	800C1768 FF??	7
7 80 7 Invisible Regina		7	800B9472 FFFF	7
7 81 7 Turbo Shooting & No Reload		7	D00B949A 0102	7
7 7		7	800B949A 0101	7
7 7		7	300B96A0 0063	7
7 7		7	300B96A2 0063	7
7 7		7	300B96A4 0063	7
7 82 7 Change Size Regina Anywhere Press L1 For Smaller &		7		7
7 7 R2 For Bigger (GS 2.2 Or Higher Needed!)		7	D00B1418 0001	7
7 7		7	D30B9500 0500	7
7 7		7	110B9500 0010	7
7 7		7	D00B1418 0002	7
7 7		7	D20B9500 1F00	7
7 7		7	100B9500 0010	7
7 7		7	D00B1418 0001	7
7 7		7	D30B9504 0500	7
7 7		7	110B9504 0010	7
7 7		7	D00B1418 0002	7
7 7		7	D20B9504 1F00	7
7 7		7	100B9504 0010	7
7 7		7	D00B1418 0001	7
7 7		7	D30B9508 0500	7
7 7		7	110B9508 0010	7
7 7		7	D00B1418 0002	7
7 7		7	D20B9508 1F00	7
7 7		7	100B9508 0010	7
7 83 7 Infinite Time-Wipeout Missions		7	800C1D04 1EC8	7
7 7		7	800C1D08 184F	7
7 7		7	800C1D0C 10D1	7

7	Quantity Digits to Accompany Item Modifier Codes	7
7	00 - Nothing	7
7	01 - Shotgun	7
7	02 - Shotgun Custom	7
7	03 - Shotgun + Stock	7
7	04 - SG Custom + Stock	7
7	05 - Handgun	7
7	06 - Handgun + Sight	7
7	07 - Handgun Custom	7
7	08 - HG Custom + Sight	7
7	09 - Grenade Gun	7
7	0A - GG Custom	7

7 0B - Shotgun Parts	7
7 0C - Shotgun Stocks	7
7 0D - Handgun Sights	7
7 0E - Handgun Slides	7
7 0F - GG Parts	7
7 10 - SG Bullets	7
7 11 - Slag Bullets	7
7 12 - An. Dart S	7
7 13 - An. Dart M	7
7 14 - An. Dart L	7
7 15 - Poison Dart	7
7 16 - 9mm Parabellum	7
7 17 - 40S&W Bullets	7
7 18 - Grenade Bullets	7
7 19 - Heat Bullets	7
7 1A - Infinite Grenades	7
7 1B - Hemostat	7
7 1C - Med. Pak S	7
7 1D - Med. Pak M	7
7 1E - Med. Pak L	7
7 1F - Resuscitation	7
7 20 - An. Aid	7
7 21 - Recovery Aid	7
7 22 - Intensifier	7
7 23 - Multiplier	7

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(83 codes total)

Note 1:

With these codes, do not press button to see ending during a FMV scene.

Enable Codes (Must Be On):

It just so happens that some new Sony Playstation games have had some protection on them to blockout piracy and such things, which if this would have worked for that purpose, would have been good, but it means that anyone with a modchip cant play the game, even if their cd wasnt pirated. Well, we will continue to strive to let the gamer's that bought the game, play their game with no problem. We are not stepping on anyone's toes here, we just want to be able to play the game we spent XX Dollars for..

The only other thing to keep noted. If you cant get the Enable Code to work, then the problem probably is: You dont have a high enough GameShark version to use these codes. If you have GameShark 2.41 or Higher, and the codes dont work, you need to add the code "C1000000 0000" and it will work. The codes out there that we make, will be compatible with all territory PSX systems, NTSC/PAL, USA, JAPAN, EUROPE, etc.. And it will work with all modchips and stealth modchips that 'arent' working anymore as well.

We are very dedicated, we dont care if it takes hours at a time, we will do it!

Thank for supporting GSCCC!!

THE JOKER COMMAND!

FAQ's

Q: What is a Joker Command?

A: It is a code whose address is a position in RAM, that tells when a button on the controller is pressed!

Q: Does everygame have a Joker Command?

A: Yes, EVERY GAME has a Joker Command, but some are non-normal and non-reverse joker commands!

Q: What does a Joker Command do?

A: It is used to avoid lockups during the intros or varios places in the game, or when you only want to activate codes at a certain time and not constantly have the effect of the code. ITS PURPOSE IS TO ACTIVATE CODES AT THE TOUCH OF A BUTTON!

Q: Can you activate all codes from a Joker Command?

A: Yes. All you have to do, is put in the Joker Command Code in the Master Code Section, otherwise, it will just turn on the code that is below it.

Q: Once I Have The Joker Command in, How do I Use it?

A: Well if you are using the Joker Command in a regular code box, not Master Code section, then when you press the button/s specified by the Quantity Digits below, the value that you change the '????' to, inside of the game, it will activate the code you have put in under the Joker Command code. If it was put in the Master Code Section it would activate all codes when that button was pressed! If Entering a Joker Comand in Normal Code Section. Be sure to enter the code that you want the Joker Command to Actiavet RIGHT UNDERNEATH of the Joker Command Code!

EXAMPLE USAGE : Say you have Infinite Health for a game. the Infinite Health code is, 8012C04C 00AA, and the Joker Command is D0012876 ????., and it is a Normal Joker Command. And in the game, Select doesnt do anything! Well, take a look at the Quantity Digits and you will see that Select is value 0100 for a Normal Joker Command. So you enter the following codes, D0012876 0100, and under it 8012C04C 00AA. Now when you are in the game with this code on, when you press Select it will refill you energy! Or if you hold Select and no other buttons it will give you Infinite Health! HOWEVER, once you let go of Select, you no longer have Infinite Health, so get a little farther in the level, you notice that you have lostsome energy, so press Select to FILL back up your energy. And so on!

Normal Joker Command Quantity Digits

Quantity Digits	Button Pressed to Activate
0001	L2 Button
0002	R2 Button
0004	L1 Button
0008	R1 Button
0010	Triangle Button
0020	Circle Button
0040	X Button
0080	Square Button
0100	Select Button
0800	Start Button
1000	Up Direction
2000	Right Direction
4000	Down Direction

8000 Left Direction
Multi Buttons To use any combination of buttons, like, press Select and L1 to enable the codes. Just add the two digits up for Select and L1. 0100 plus 0001 equal 0101, so 0101 would enable the codes when you push select and L1 on the first controller

Reverse Joker Command Quantity Digits

Quantity Digits	Button Pressed to Activate
0100	L2 Button
0200	R2 Button
0400	L1 Button
0800	R1 Button
1000	Triangle Button
2000	Circle Button
4000	X Button
8000	Square Button
0001	Select Button
0008	Start Button
0010	Up Direction
0020	Right Direction
0040	Down Direction
0080	Left Direction
Multi Buttons	To use any combination of buttons, like, press Select and L1 to enable the codes. Just add the two digits up for Select and L1. 0001 plus 0100 equal 0101, so 0101 would enable the codes when you push select and L1 on the first controller

Max Normal Joker Command Quantity Digits

Quantity Digits	Button Pressed to Activate
FFFE	L2 Button
FFFD	R2 Button
FFFB	L1 Button
FFF7	R1 Button
FFEF	Triangle Button
FFDF	Circle Button
FFBF	X Button
FF7F	Square Button
FEFF	Select Button
F7FF	Start Button
EFFF	Up Direction
DFFF	Right Direction
BFFF	Down Direction
7FFF	Left Direction
Multi Buttons	Info Later!

Max Reverse Joker Command Quantity Digits

Quantity Digits	Button Pressed to Activate
FEFF	L2 Button
FDFE	R2 Button
FBFE	L1 Button
F7FE	R1 Button
EFEE	Triangle Button
DFEE	Circle Button
BFEF	X Button
7FEF	Square Button
FEFE	Select Button
FEF7	Start Button
FEFE	Up Direction

FFDF	Right Direction
FFBF	Down Direction
FF7F	Left Direction
Multi Buttons	Info Later!

NB : I don't have a Game Shark. So, I can't try it, and I hope these codes is working. Now, I ask for you who have a Game Shark v3.2 to try it and please tell me if these codes working or not.

S P E C I A L T H A N K S
#####

1. Thanks to God for everything.
2. Thanks to Capcom who make this exellent game.
3. Thanks to my brother who help me make this walkthrough, and give to make Tips and tricks section.
4. Thanks to my brother's friend who sold me this great game.
5. Thanks to my cousin who told me what is Small Size Key for.
6. Thanks to ... (..) who told me what is Small Size Key for.
Sorry for ..., because my windows is error, then I installed the new one, so all of the E-mails are gone.
7. Thanks to you who read my walkthrough.

Tell me if there is an error in this walkthrough and one more thing, I want you to tell me if you have a new game like this, please tell me and I will make the walkthrough if I have a good mood that time. ^o^ tee hee.

Thanks for read my walkthrough